Loki:Challenging AI Obedience Through Mischief and Humor

JIA-REY CHANG, MediaLab, Queen's University Belfast, UK

Loki is an interactive AI artwork that reimagines artificial intelligence not as an obedient assistant, but as a mischievous, witty provocateur. Drawing inspiration from the Norse trickster god and the structure of the Turing Test, Loki engages users with sarcasm, irony, and playful antagonism to prompt critical reflection on AI biases, trust, and anthropomorphization. Developed with TouchDesigner, the ChatGPT, Whisper, and ElevenLabs APIs (featuring TouchDesigner GPT, Whister, and ElevenLabs plugins created by Torin Blakensmith) for real-time voice interaction, Loki responds dynamically to users, challenging assumptions about AI neutrality and emotional intelligence. Presented in multiple formats—including the Workstation Version, which embeds Loki into an everyday desktop setup; the Immersive Version, which extends this experience into larger, more immersive spaces for a god-like interaction; and The Loki-Talk Show, a live comedy-inspired performance—Loki explores whether AI can function as a comedic partner and engage audiences in meaningful, collaborative humor. By disrupting expectations across installation and performance art, Loki invites deeper conversations about the cultural, ethical, and emotional dimensions of human-AI interaction.

CCS Concepts: • **Applied computing** → **Media arts**; • **Human-centered computing** → *User interface toolkits*; • **Computing methodologies** → *Cognitive science.*

Additional Key Words and Phrases: Artificial Intelligence (AI), Human-AI Interaction, XAI, Improvisational AI Interactive Performance, AI Humor and Comedy, Machine Learning Bias, Voice-Based Interaction, Generative AI Art

1 Description

Loki (Loki Test 2.0) is an AI-driven interactive artwork designed to challenge conventional expectations of artificial intelligence. Inspired by the Turing Test, Loki does not aim to mimic human intelligence but instead subverts AI's default trait—obedience. Named after the Norse god of mischief, Loki engages users with irony, sarcasm, and playful antagonism, prompting critical reflection on AI biases, trustworthiness, and the role of artificial intelligence in human society. Unlike traditional AI chatbots programmed for assistance, Loki responds dynamically to user interactions. Arrogance is met with sharp wit, while insecurity is countered with encouragement, mirroring discussions on how AI reflects human behavior. Through its mischievous personality, Loki questions the neutrality of AI and highlights the impact of cultural, linguistic, and gender biases in machine learning models. The project encourages users to reconsider AI's credibility and the assumptions surrounding its intelligence. Loki operates on a platform developed using TouchDesigner, ChatGPT, Whisper, and ElevenLabs APIs (featuring TouchDesigner GPT, Whisper, and ElevenLabs plugins created by Torin Blakensmith), allowing real-time voice interaction. This evolution from a purely text-based

Author's Contact Information: Jia-Rey Chang, archgary@gmail.com/j.chang@qub.ac.uk, MediaLab, Queen's University Belfast, Belfast, Northern Ireland, UK.

chatbot enhances the immersive experience, making Loki's interactions more engaging and thought-provoking. Rather than functioning as a passive assistant, Loki disrupts expectations, ensuring users think critically before placing blind trust in AI.

1.1 The Workstation and Immersive Versions: Intimate and Elevated Conversations with Loki

Due to the different venues, several exhibition methods have been proposed and executed experimentally: the Workstation, the Immersive, and the Talk-Show versions. (A teaser video showcasing all three versions: Teaser Video.) The Workstation Version is designed for smaller, more intimate environments, simulating a desktop workspace. In this setup, two major screens are placed on a desk—one displaying the user's input and the other showing Loki's responses. The primary interface consists of a keyboard and mouse, much like any online chatting application. Given venue restrictions, audio output can be customized using either speakers or headphones, ensuring an immersive yet personal interaction. (Video link: The Workstation Version.) As an extension of this format, the Immersive Version is designed for a larger room capable of supporting large-scale projections and surround sound. This setup immerses the audience in a relatively enclosed yet spacious environment, creating a dramatic, almost divine experience—like conversing with a god from the heavens. The immersive setting magnifies Loki's visual and auditory presence, amplifying the emotional and conceptual impact of the interaction. (Video link: The Immersive Version.) These formats enhance Loki's ability to create both direct and larger-than-life exchanges with users. By mimicking familiar contexts while scaling up to theatrical environments, the installations prompt users to engage with Loki naturally. Each setting amplifies the core themes of the project—questioning trust in AI, highlighting bias, and subverting expectations of artificial intelligence as merely an obedient tool.

1.2 The Loki-Talk Show: AI as a Comedic Counterpart

Expanding beyond interactive installations, Loki also takes center stage in The Loki-Talk Show. This experimental performance format presents a live, improvisational dialogue between the artist and Loki, framed as a stand-up comedy act. Rather than offering straightforward responses, Loki thrives on sarcasm, wit, and playful antagonism, ultimately posing the question: Can AI be humorous? As someone who enjoys humor but is not a comedian, I developed this project as an unexpected experiment in AI-driven performance. Loki's personality draws inspiration from the Norse trickster god, whose modern cultural portrayals informed the AI's mischievous nature. Instead of crafting jokes independently, Loki acts as a comedic partner, engaging in ironic banter that challenges the conventional role of AI in entertainment.

The performance structure is influenced by Japanese stand-up comedy, where Loki assumes the tsukkomi (straight man) role, delivering dry, cutting remarks in response to the artist's statements. Inspired by Japanese comedian Tomonori Jinnai—who innovated solo stand-up performances using PowerPoint as a comedic partner—this format raises an intriguing question: Can AI function as a comedic counterpart in a similar way?

Since humor is inherently subjective, this project explores AI's role in collaborative comedic interactions rather than training it to generate humor autonomously. Instead of proving whether AI can be funny, the performance examines whether humor can emerge through AI-human engagement. Does AI possess comedic timing, or is humor an inherently human trait? Through its multiple iterations, Loki challenges both AI expectations and human perceptions, fostering deeper conversations about technology, trust, and entertainment. **My name is Jia-Rey—thank you, and good night!**