

Together We Are Robots

Humanness in the Age of Artificial Intelligence

Together We Are Robots is an exhibition from students at Digital Media and Experiment at the University of Applied Sciences and Arts in Bielefeld. The students body of work completes a semester of research and experimenting around artificial intelligence. While the current concerns and discourses on the topic focus on the ethics of using other artists material to train AI-models, the students also wanted to go beyond the default discourse and implemented philosophical, political and sociological positions into their research as well. In Together We Are Robots they show a wide range of positions such as non-human perspectives, post-human concepts and utopian as well as dystopian scenarios. Topics such as Agency, Sentience and Ethics lie deep within the fabric of their concepts.

Participants:

Evelina Dallmann

Noelle Ehrenfeld

Anika Frank Frank

Morten Franken

Leon Ruben Hillemeier

Hanno Hlaser &

Pauline Zoe Tillmann

Lukas Janzing

Kevin Kuhn

Katharina Lübeck

Charlotte Süfflohn

Janik Paul Wellmann

Louis Wiemann

Maira Wissing

Student exhibition from Digital Media and Experiment at
HSBI, Bielefeld

Course leader and curator: Herwig Scherabon

Posthumanistic Chaos (2023)

Evelina Dallmann

interactive video installation, Full-HD touchscreen, 1:30 Min

AI generated imagery with Midjourney v4

A wild fusion of technology, culture, nature with the complexity of the human being.

The human being stands as a symbol of posthuman existence. A complex network of tendrils and cables with elements of marble, robots and nature, unite with each other in an organic way. These elements represent, on the one hand, the ever-increasing technological presence and, on the

other, the nature and culture almost forgotten by humans, as everything merges. Technology is surrounded by tacky and mystical nature. This symbolizes, on the positive side, human's deep connection with nature and technology and, on the negative side, how both take over humans completely. By touching the screen, you can blur the boundaries yourself and let everything merge together.

Algorithmic Mimic (2023)

Anika Frank

1-channel audiovisual installation, Full-HD screen, 2:00 Min

AI generated imagery with Stable Diffusion

Plain as day and dark as night. Ever-present algorithms are recording intricate details of our identity, contextualizing our actions and words to deeply personalize our digital experiences. As beneficial as it may seem, did we leave behind the option to consent in the progress? AI has been around for a very long time, and with its rapid development, can we

keep on ignoring our concerns for privacy?

It harbors many questions as to what their true purpose is and if there are consequences of our acceptance. Is there a necessity for resistance?

The answer is not as simple as a yes or no. Individual control of data is utopian, but is it futile?

Digital Black Box (2023)

Noelle Ehrenfeld

Kinect and projektor, programmed in TouchDesigner

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”רוביחו תודידב” (2023)

Ruben Hillemeier

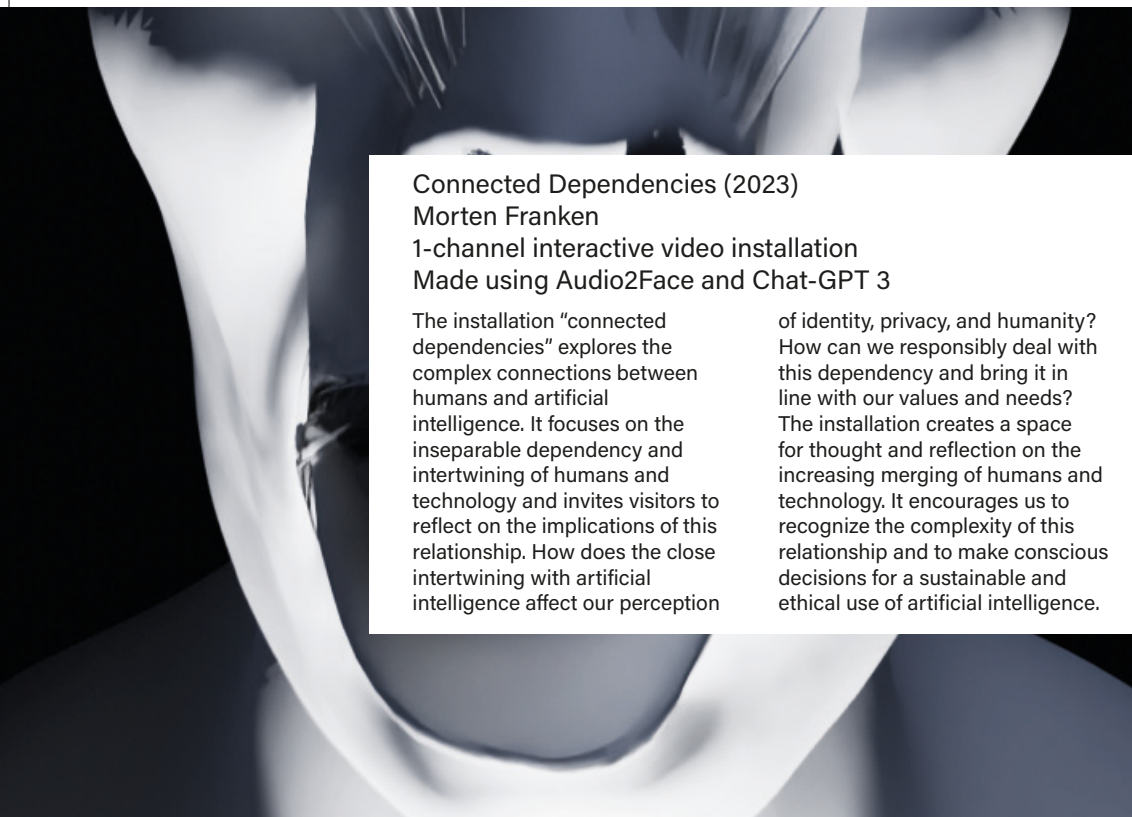
immersive videoinstallation, Full-HD screens

„רוביחו תודידב” is a fascinating generative artwork developed using the Godot engine.

The artwork consists of a monitor on which abstract symbols appear in a constantly changing pattern. These symbols metaphorically represent the interaction and communication between humans and AI.

The use of generative algorithms creates a unique and unpredictable

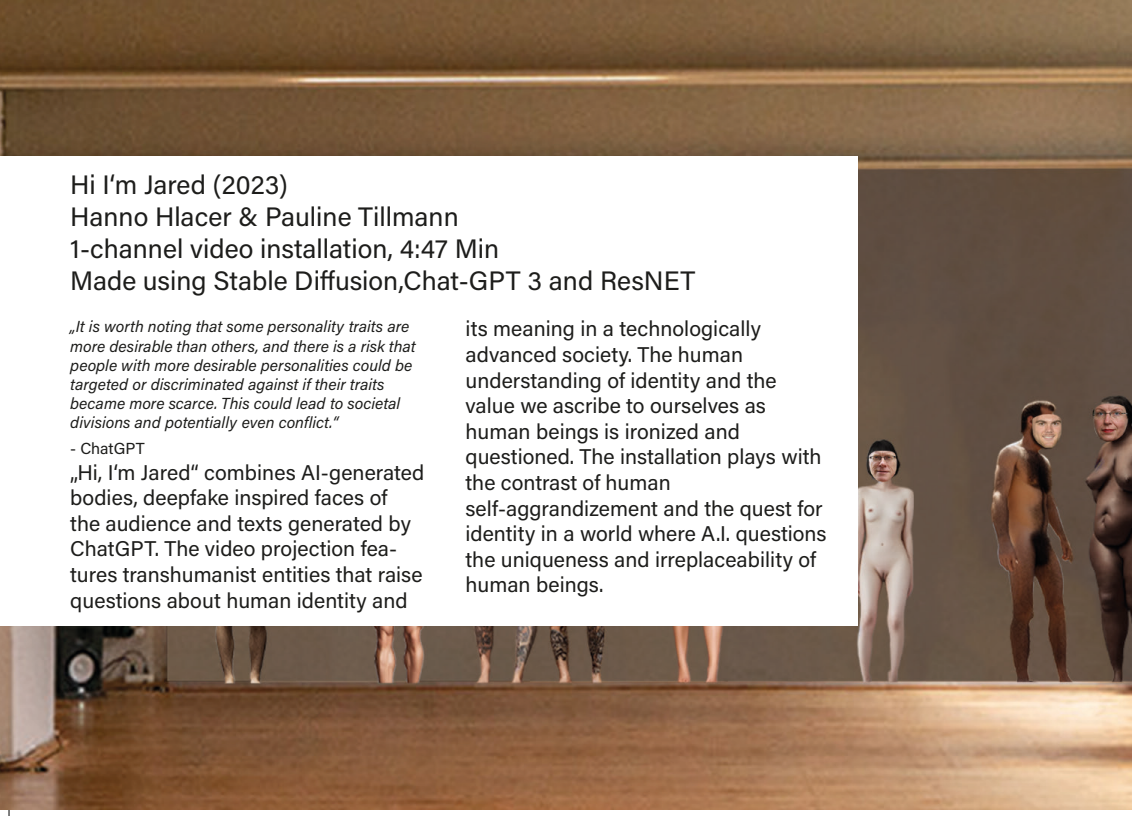
interplay between the symbols on the screen. This highlights the dynamic and evolving nature of the relationship between humans and AI. The artwork encourages reflection on rapidly evolving technology and the impact of AI on the human condition. It invites reflection on themes such as autonomy, dependency, trust, ethics and social dynamics.



Connected Dependencies (2023)
Morten Franken
1-channel interactive video installation
Made using Audio2Face and Chat-GPT 3

The installation "connected dependencies" explores the complex connections between humans and artificial intelligence. It focuses on the inseparable dependency and intertwining of humans and technology and invites visitors to reflect on the implications of this relationship. How does the close intertwining with artificial intelligence affect our perception

of identity, privacy, and humanity? How can we responsibly deal with this dependency and bring it in line with our values and needs? The installation creates a space for thought and reflection on the increasing merging of humans and technology. It encourages us to recognize the complexity of this relationship and to make conscious decisions for a sustainable and ethical use of artificial intelligence.



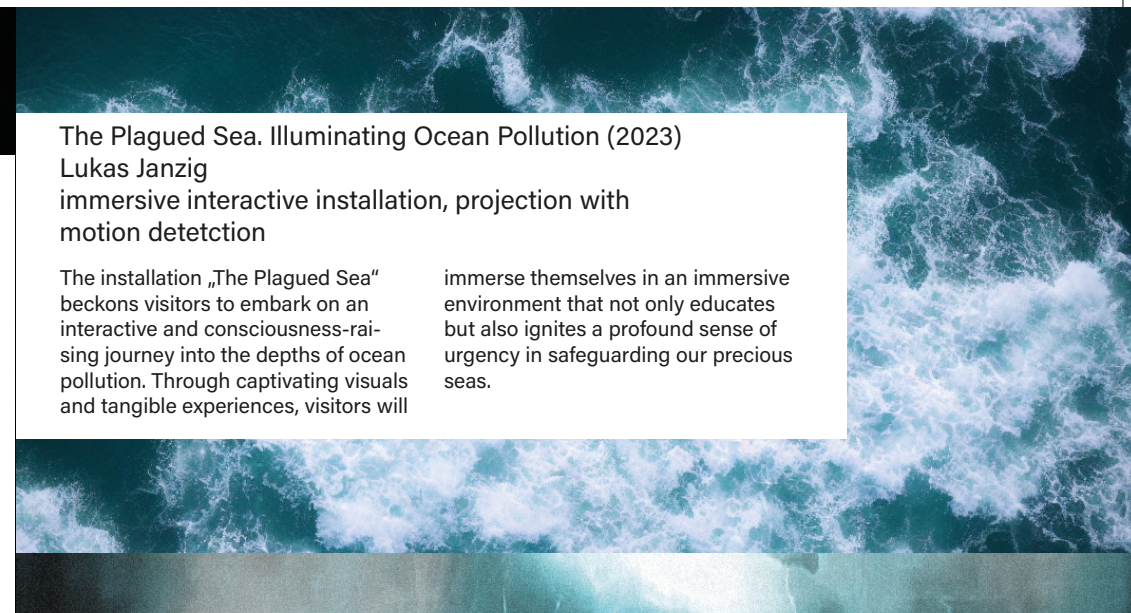
Hi I'm Jared (2023)
Hanno Hlacer & Pauline Tillmann
1-channel video installation, 4:47 Min
Made using Stable Diffusion, Chat-GPT 3 and ResNET

"It is worth noting that some personality traits are more desirable than others, and there is a risk that people with more desirable personalities could be targeted or discriminated against if their traits became more scarce. This could lead to societal divisions and potentially even conflict."

- ChatGPT

"Hi, I'm Jared" combines AI-generated bodies, deepfake inspired faces of the audience and texts generated by ChatGPT. The video projection features transhumanist entities that raise questions about human identity and

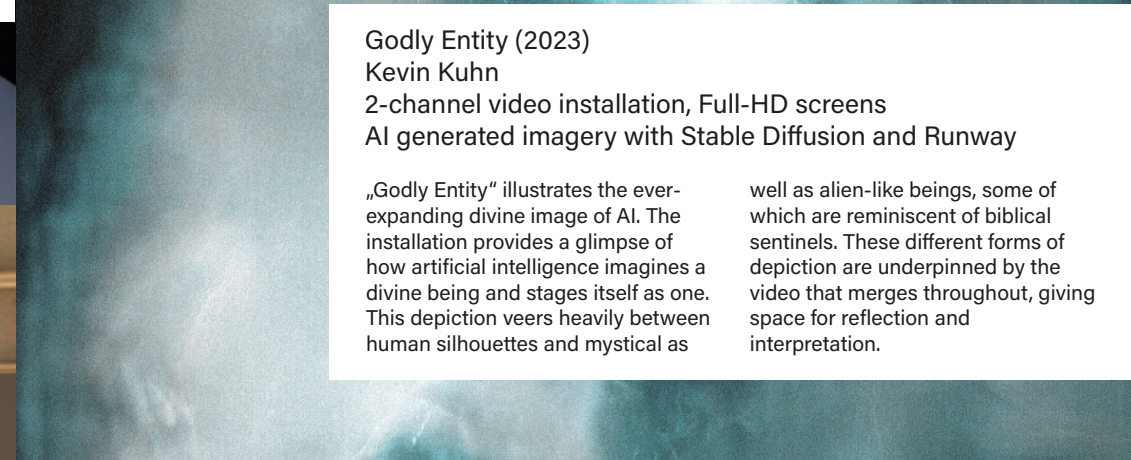
its meaning in a technologically advanced society. The human understanding of identity and the value we ascribe to ourselves as human beings is ironized and questioned. The installation plays with the contrast of human self-aggrandizement and the quest for identity in a world where A.I. questions the uniqueness and irreplaceability of human beings.



The Plagued Sea. Illuminating Ocean Pollution (2023)
Lukas Janzig
immersive interactive installation, projection with motion detection

The installation „The Plagued Sea“ beckons visitors to embark on an interactive and consciousness-raising journey into the depths of ocean pollution. Through captivating visuals and tangible experiences, visitors will

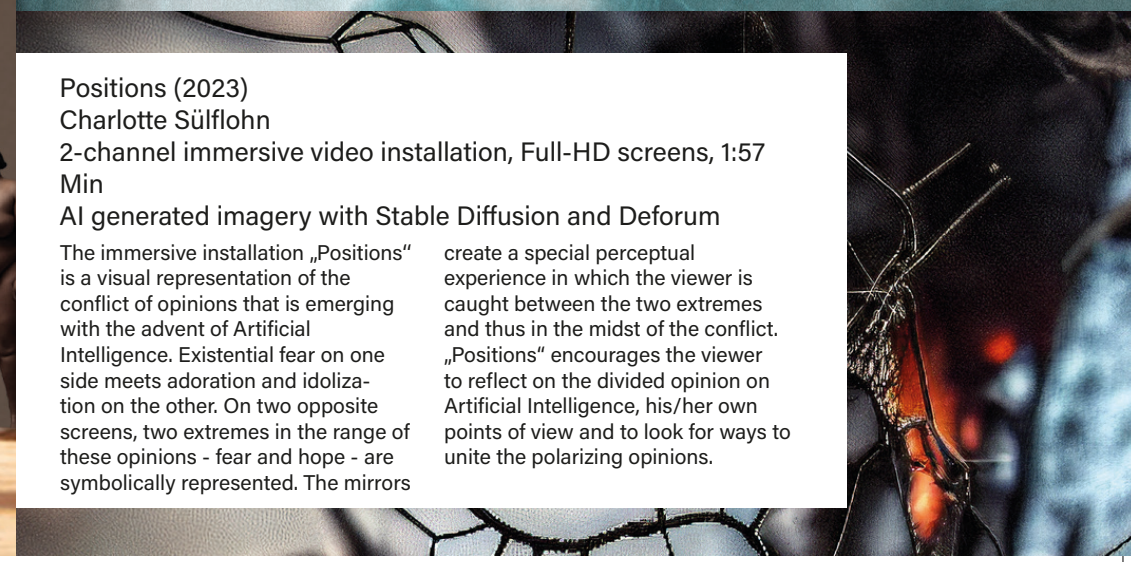
immerse themselves in an immersive environment that not only educates but also ignites a profound sense of urgency in safeguarding our precious seas.



Godly Entity (2023)
Kevin Kuhn
2-channel video installation, Full-HD screens
AI generated imagery with Stable Diffusion and Runway

„Godly Entity“ illustrates the ever-expanding divine image of AI. The installation provides a glimpse of how artificial intelligence imagines a divine being and stages itself as one. This depiction veers heavily between human silhouettes and mystical as

well as alien-like beings, some of which are reminiscent of biblical sentinels. These different forms of depiction are underpinned by the video that merges throughout, giving space for reflection and interpretation.



Positions (2023)
Charlotte Sülflöhn
2-channel immersive video installation, Full-HD screens, 1:57 Min
AI generated imagery with Stable Diffusion and Deform

The immersive installation „Positions“ is a visual representation of the conflict of opinions that is emerging with the advent of Artificial Intelligence. Existential fear on one side meets adoration and idolization on the other. On two opposite screens, two extremes in the range of these opinions - fear and hope - are symbolically represented. The mirrors

create a special perceptual experience in which the viewer is caught between the two extremes and thus in the midst of the conflict. „Positions“ encourages the viewer to reflect on the divided opinion on Artificial Intelligence, his/her own points of view and to look for ways to unite the polarizing opinions.

You and Eye (2023)

Kati Lübeck

1-channel immersive interactive installation, Full-HD projection with an eye tracker, 46 Min

AI generated imagery with Stable Diffusion

In our society people with a mental illness are stigmatized. They are reduced to their disease and many of their skills are also denied. We want to be perceived as individuals, but often divide people into black and white. If an AI can reflect the knowledge of humanity, how does it imagine „depression“? „euphoria“? „hate“ „love,“ etc.?

The result is a mirror of society. A distorted one but still. Under a mosaic of black and white tiles, you can discover the colorful variety of AI interpretations of our stigmatization. The individual images flow into each other, like liquids, like unbiased thinking. With an eye tracker, you can actively expose the hidden with your own eyes.

Grid of Possibilities (2023)

Louis Wiemann

Six prints

Made using Stable Diffusion and Chat-GPT 3

„Grid of Possibilities“ is an artwork that addresses the confronting vision of the dystopian and utopian future of artificial intelligence in relation to humanity. The Artwork invites visitors to immerse themselves in the multifaceted world of AI and explore the ambivalence of this emerging technology.

The six artworks presented show the

impact on education, healthcare, and everyday life from the perspective of AI, offering a visual journey through different aspects of the AI future from bleak, dystopian scenarios highlighting concerns and fears that humanity will be surpassed by AI, to utopian visions depicting the potential of AI to improve our world.

Ai's Apprentice (2023)

Janik Wellmann

Graffiti, marker on canvas, immersive installation/projection
AI generated imagery with Stable Diffusion

„Ai's Apprentice“ explores the fusion of human and artificial intelligence. The graffiti is based on the poem „The Sorcerer's Apprentice“ by Goethe. The poem is about an sorcerer's apprentice who overestimates his abilities. He uses a spell that he is ultimately no longer able to control. The graffiti is being extended with A.I. generated images via „Projection Mapping“. They keep getting out of control,

destroying the harmony created by the artist's graffiti. The work metaphorically raises questions about the collaboration between humans and A.I., about authorship, control and lack of control. It points to the fact that we possibly lack the authority to prevent a point of no return, when it comes to experimenting with artificial intelligences.

Ki(i)nderecke (2023)

Maira Wissing

Installation, video installation 02:13 Min

AI generated imagery with Stable Diffusion

The project „Ki(i)nderecke“ explores the current childlike state of A.I. development and the resulting parallels with children's trauma. Largely analog representations illustrate the ways in which children process trauma in their imaginations. Children's drawings on the table show the trauma they are going through. Toys made using 3D printing and A.I. use elements of the drawings to create a bridge between the

children's imagination and reality. A video on a TV shows the darker side of AI, it aims to draw attention to the training of ChatGPT, where people in Kenya had to read disturbing texts, resulting in psychological consequences. The work invites visitors to take a seat and reflect on the future of AI, on the responsibility of society in dealing with it, and on what lies behind it.

