Video: Uncanny Machines



Image credit: 'Cones of Uncertainty' by Alice Bucknell

Designed to provide transformative AI-fuelled experiences for audiences, and to present works that address key challenges in AI, The New Real's 'Uncanny Machines' project/commission explores how artists can push creative boundaries, how AI can be enriched or challenged by the Arts and the social implications of recent developments in AI.

Using The New Real platform's text analysis capabilities to explore different aspects of human-Al interaction, from personal memory to environmental futures, the inspirational artists awarded 'Uncanny Machines' development awards moved beyond typical Al art production to examine fundamental questions about human-machine relationships.

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In this short film, the artists discuss their inquiries, experiments and the insights gained through the process of working with The New Real Platform envisaging new horizons for human-machine creativity, helping us navigate

the profound challenges of our time and exploring their own creative agency when developing or using AI.

Artists:

Linnea Langfjord Kristensen and Kevin Walker: 'Fold Me, Bend Me, Break Me, Said the Computer' Sarah Ciston: 'Asking the Wrong Questions about Generative Al'

Johann Diedrick and Amina Abbas-Nazari: <u>'Voicing the Unspoken'</u>

Kasia Molga: 'How to Find the Soul of a Sailor'

Alice Bucknell: 'Cones of Uncertainty'

Presented by: The New Real

Funded by: The Scottish Al Alliance

Filmmaker: Ciara Flint

You can find out more about the Artists' explorations here: https://www.newreal.cc/art

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