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Thinking Inside the Box: Cognition and Artificial Intelligence

The Australian Network for Art & Technology (ANAT) is pleased to announce the **June discussion** on the **Synapse elist** which, throughout 2008, is investigating the leading-edge of art and science research collaboration.

Throughout **June** the Synapse elist will discuss **cognition and artificial intelligence** and, specifically, **artistic engagement** with these research arenas.

As well as surveying contemporary projects, the discussion will concern itself with some of the underpinning issues raised by the research and practice of these fields – one of which would have to be the apparent irony in bringing these two meta-disciplines together – with one, artificial intelligence (AI), on a head-long endeavor to replicate human intelligence, and the other, cognitive science, still strides away from understanding how we think and when and why.

DISCUSSION GUESTS

DANIEL BISIG was born in 1968 in Zürich, Switzerland. He holds a Master's degree in Natural Sciences and a PhD in Protein Crystallography, both from the Swiss Federal Institute of Technology. In 2001 he joined the Artificial Intelligence Laboratory at the University of Zurich as a senior researcher. He has also undertaken research projects at the University of Applied Sciences, Aargau and the University of Art and Design, Zurich. Daniel has for many years also been active as an artist in the fields of computer animation, experimental video and software art. In recent years he has collaborated with Tatsumo Unemi (see below) on a variety of projects, with one winning a Vida 9.0 award. <http://www.bitingbit.org>

GORDANA DODIG-CRANKOVIC is a Senior Lecturer in Computer Science. She holds PhD degrees in Physics and in Computer Science and her current research interests are in Computing and Philosophy. She is particularly interested in the process of knowledge generation and the production of meaning. <http://www.idt.mdh.se/personal/gdc/>

PHILIPPE PASQUIER is an Assistant Professor in the School of Interactive Arts and Technology at Simon Fraser University in Vancouver, Canada. He holds a PhD in the field of artificial intelligence from Laval University, Québec. He was a Postdoctoral Fellow at the University of Melbourne, focusing on multi-agent systems prior to taking up his current post. He conducts both a scientific and an artistic research agenda and is interested in studying and exploiting the relationships and synergies between art, science and technology. His most recent works engage with metacreation -the development of machines endowed with creative behavior. <http://www.sfu.ca/pasquier/>

REVA STONE is a Canadian artist who creates computer-assisted installations engaging with a variety of digital technologies. She is interested in the drive to model, simulate, engineer and manipulate biological life, which has led her to situate her work at the increasingly blurred boundary between what is born and manufactured, what is animate and inanimate. She has worked across video, interactive installations, robotics and responsive 3D environments and is currently combining voice and face recognition software, video capture and graphics to create a work that appears to have sentience. <http://www.revastone.ca>

TATSUO UNEMI was born in Kanazawa, Japan in 1956. He has researched AI and A-Life since 1980 and holds a PhD from the Tokyo Institute of Technology, where he later worked as a research assistant. He has taught at Nagaoka University of Technology, the Laboratory for International Fuzzy Engineering and Soka University and in 2000 was a visiting professor at the AI Lab, University of Zurich. He has recently collaborated with Daniel Bisig (above) with one of their projects winning a Vida 9.0 award. <http://www.intlab.soka.ac.jp/~unemi/>

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