

Summary and Demonstration of AI-Infused Symposium:

## Arts Engagement in an AI World

.Summary of Day 1

- A. Review of the polls
- B. Interrogating *expertise*
  - How well can AI simulate expertise (like a virtual Dali)?
  - C. Interrogating *experts*
    - How well does AI help us learn from experts?
  - C. Interrogating *learning*
    - How well does AI answer (new) questions?
- II. Summary of Day 2
- A. Review of the polls
- B. Interrogating *expertise*
  - How well can AI simulate expertise?
  - C. Interrogating *experts*
    - How well does AI help us learn from experts?
  - D. Interrogating *learning*
    - How well does AI answer (new) questions?
  - E. Simulating an AI-Enhanced Event Experience
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### I. Summary of Day 1

We asked an AI chatbot to summarize the first afternoon of the symposium. Apparently, it thought we were having a committee meeting. Here is what is produced:

#### SUMMARY

The meeting discussed the impact of AI on arts engagement and audience experiences. Key points included:

- Concerns about AI reducing the value of human creativity and displacing artists, while also democratizing access to creative tools.
- The need to develop AI literacy and the ability to critically evaluate AI-generated content, rather than just accepting its convenience.
- Challenges around copyright, data ownership, and the environmental impact of AI systems.
- Debates over whether AI will complement or replace human roles, and the importance of protecting precarious creative workers.
- Discussions on how to integrate AI into education and creative fields in an ethical and sustainable way.

The participants expressed a mix of excitement and skepticism about AI's effects, emphasizing the need for critical engagement, policy solutions, and protecting human agency and livelihoods.

#### DETAILS

##### Participants

- Joanna Woronkowicz
- Doug Noonan
- Et al.

## Key Topics

1. The impact of AI on arts engagement and audience experiences
2. Ethical considerations and challenges around the use of AI in creative fields
3. The potential for AI to democratize art production and the implications for current power structures in the creative industries

## ACTIONS

### 1. Develop an AI policy for arts organizations

Arts organizations should create an AI policy to ensure any AI investments are safe, ethically sourced, and transparently used. The policy should identify appropriate and inappropriate uses of AI for staff and artists.

### 2. Educate staff and artists on effective AI prompt engineering

Arts organizations should provide training for staff and artists on how to effectively use and interrogate AI tools through prompt engineering. This will help them get the desired results from AI and understand its limitations.

### 3. Establish transparency around the use of AI in arts engagement

When using AI for audience engagement, arts organizations should be transparent and let audiences know when they are interacting with an AI system. This will build trust and avoid deception.

### 4. Advocate for policies that protect and compensate creative workers

Arts advocates should push for policies, regulations, and industry standards that protect the rights and compensation of creative workers whose work may be impacted by the rise of AI-generated content.

### 5. Integrate AI literacy into arts education curricula

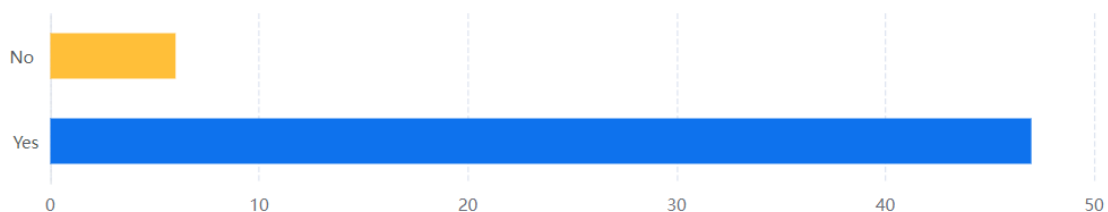
Arts education programs should incorporate training on understanding, evaluating, and using AI tools as part of the curriculum to prepare the next generation of artists and arts managers.

## a. Review of the polls

We asked a few poll questions. The results:

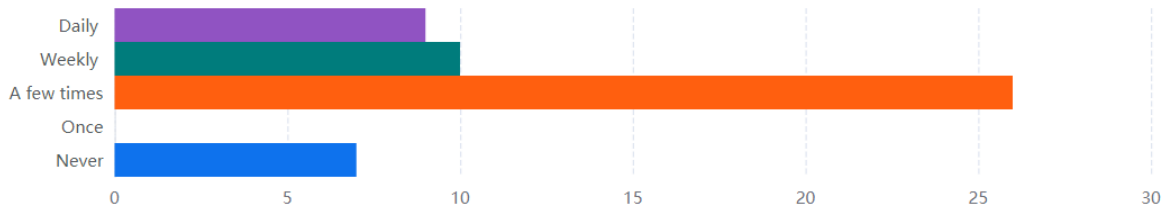
### 1. Have you ever used AI? (Single choice)

(53/53) 100% answered



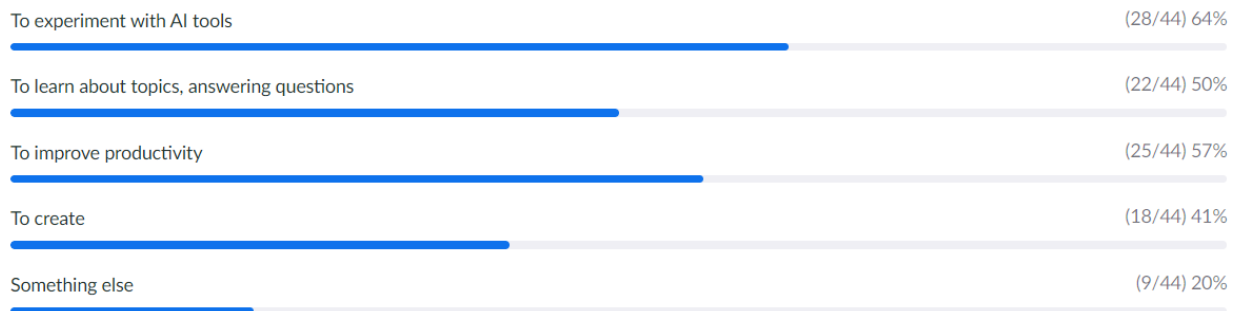
2. How often have you used AI? (Single choice)

(52/53) 98% answered



3. What have you used AI for? (Multiple choice)

(44/53) 83% answered



**b. Interrogating expertise**

Here, we fed the transcript of Brett Crawford’s keynote address into Claude and then asked it to respond to the audience questions as if it was Dr. Crawford. This ‘toy’ demonstration was meant, in part, to inspire some discussion about how AIs can serve as experts. If we did not have the expert, the artist, the \_\_\_ present to answer the audience’s questions, how well might the AI perform as a surrogate?

We leave it to you to assess the answers, and perhaps compare them to the live answers by Dr. Crawford when they become available on YouTube.

Dr. Crawford was asked: “Was that how Dali would have acted? What is the arc of engagement for the audience in terms of how they learn from and engage with the exhibit (that uses AI)?”

Claude-Impersonator answered: [Based on the transcript, it seems that the AI-powered interactive exhibit at the Dali Museum aimed to create an immersive and engaging experience for the audience by virtually bringing Salvador Dali back to life. Here are my thoughts on your questions:](#)

[Was that how Dali would have acted?](#)

The AI was trained on extensive footage and data about Dali to reproduce his likeness, mannerisms, and way of speaking as authentically as possible. The creators were careful to use Dali's own words so that the AI would communicate his thoughts and personality. While no AI recreation can perfectly capture the essence of a real person, especially an eccentric and complex artist like Dali, it appears they made a strong effort to have the AI embody Dali's spirit and character as he interacted with visitors. Dali was known for his wild imagination, self-promotional flair and love of shocking his audience, so in some ways using cutting-edge AI technology to enable "conversations" with him decades after his death does seem to align with his persona and puckish sensibility.

The arc of audience engagement and learning:

The exhibit allows visitors to have what feels like a direct, personal interaction with Dali himself. This creates an immediate emotional connection and sense of intimacy. Throughout the conversation, the AI shares Dali's own words and ideas, allowing the audience to hear directly from the artist about his life, philosophy and work in a very accessible, relatable way.

The AI is able to engage in back-and-forth dialog, answering questions and responding to visitor input. This interactivity likely keeps the audience engaged, as it feels like an authentic conversation rather than a static presentation. Having an interactive "Dali" also adds an element of surprise, playfulness and novelty compared to traditional exhibits.

By virtually face-to-face with the artist, visitors gain a deeper understanding of Dali as a person which then enhances their appreciation of his artworks also on display. The experience aims to build empathy and a personal rapport with Dali. After "meeting" him, the audience sees the humanity behind the art.

Overall, the AI facilitates an interactive, multi-sensory, personalized experience that has both emotional resonance and educational impact by immersing visitors in Dali's world and allowing them to "converse" with him one-on-one. The arc takes them from curiosity, to direct engagement and participation, to a new personal connection with and insight into one of history's most famous artists. This kind of experiential exhibit leveraging AI's unique capabilities has the potential to leave a lasting impact compared to more passive exhibits. It allows visitors to engage with art and art history in an unprecedented way.

How did Dr. Crawford actually respond? Is this really how Dali moved? I was not in the room when they were programming the AI. It was clear that they might be a bias. They picked certain pictures to create a space. We saw that. At the beginning, they were picking certain pictures to create his face and his movements. But they were also using video of him to create those other pieces. However, is this really what he would say and how he would move is still that combination of? Probably not exactly, but more likely than if they had just made it up on their own.

The sound and the image the images are going to be much more accurate in that sense. So, in terms of physical movement, I don't know. But in terms of sound, actual words, those were his actual words. They took everything that he had said

and put it together. There's also an exhibit at The Tate ... I think it's a van Gogh. So you know, you take all the content and you feed it in. And it's more like a pure machine learning and more of a closed system.

What's the arc for the audience? And I think this is what is so hard for us, right? We'd never know what our audiences know coming in. So often we will assume nothing. And this. I think what I like about it is it lets them engage at the level they want to engage in. So they may have a higher-order question ... and they could engage at that level. But if you think about the arc of engagement, they know what we're telling them. And we, you know, somebody comes in with a PhD in Dali in art history. They're going to know a lot more than someone who's, uh, in 12 years old and is just learning about art.

Dr. Crawford was asked: "An interesting research question might be whether the rate of adverse uses or effects of AI for audiences/learners/artists, will, in coming years, be commensurate to the rate of reported benefits for these groups--OR whether the adversities will be time-bound, a finite period that must be endured prior to those benefits far outweighing the (real or perceived) risks/harms."

Claude-Impersonator answered: [That's an excellent and critical question that gets to the heart of the complex challenges and opportunities arts organizations face as we adopt AI technologies. I believe it will be one of the defining issues for arts leaders in the coming years.](#)

[On one hand, the potential benefits of AI for audiences, learners and artists are immense. As I shared in my presentation, we're already seeing how AI can create powerful new ways for people to engage with and learn about art, such as the Dali Museum's interactive AI experience. AI also has exciting potential to enhance accessibility, personalize recommendations, and even collaborate with artists in the creative process. Used thoughtfully, AI could greatly amplify the reach and impact of the arts.](#)

[However, we must also be clear-eyed about the very real risks and potential harms. AI is not neutral - it can perpetuate and even amplify human biases around race, gender and other factors. There are also valid concerns around data privacy, security, transparency, and the environmental costs of AI. For artists, AI raises thorny questions around intellectual property, authentic creation and what it means to be an artist in an age of machine-generated content.](#)

[I suspect that in the short-term, we may see some high-profile adverse effects as arts organizations experiment with AI without robust ethical frameworks and safeguards in place. It will take time for best practices to be established and for public understanding of AI to mature. During this period, the arts field will need to be proactive in mitigating risks and transparent in reckoning with any negative impacts.](#)

[However, I'm hopeful that in the longer-run, the benefits of AI for the arts will far outweigh the downsides, and that we will develop the necessary governance and ethical standards](#)

to harness AI responsibly. The key will be for arts leaders to proactively put strong policies in place, carefully vet AI partners, educate stakeholders, and constantly monitor outcomes - not just blindly deploy AI tools.

Ultimately, I believe the judicious use of AI is both an existential imperative and an immense opportunity for the arts sector. In an increasingly digital world, arts organizations that fail to embrace these powerful new tools for audience engagement risk irrelevance. But those that do so thoughtfully and responsibly have the chance to exponentially expand their impact in service of their missions. No transformative new technology is without risks, but I'm optimistic that a diligent, humanistic approach to AI will ultimately yield extraordinary benefits for artists, learners and audiences in the long-run. It's up to us as arts leaders to proactively shape that future starting now.

Dr. Crawford was asked: "Brett, do you have a sense of how artists might feel about deep fakes if it gives an opportunity for audiences to create an arc of engagement (vs. a single interaction)? Also, can you share a link to the Cleveland Museum study?"

Claude-Impersonator answered: As an artist myself, I have mixed feelings about the use of deep fakes and AI-generated content in audience engagement. On one hand, I absolutely see the power of these tools to create compelling, interactive experiences that allow audiences to "engage" with artists in novel ways, as the Dali Museum example illustrates. If done with the consent and involvement of the artist (or their estate), these experiences could be an exciting new frontier for building audience relationships and bringing art to life.

However, many artists may understandably feel uncomfortable with their likeness and work being synthetically replicated, especially if they have no control over the process. There are valid concerns about artistic authenticity, integrity and the "uncanny valley" effect of not-quite-human simulations. Some may see AI-generated "deep fake" versions of themselves as creepy or violating, regardless of the audience engagement benefits.

I think the key here, as with all AI applications in the arts, is artist agency, consent and transparency. Any use of an artist's likeness, voice, work or style in an AI/deep fake application should only be done with their full understanding and approval (and fair compensation). It should be very clear to audiences that they are interacting with an AI simulation, not the actual artist. Ideally, artists would be true collaborative partners in shaping how the technology interprets and presents their persona.

Used responsibly, I believe AI deep fakes could allow for fascinating new modes of artist-audience interaction and extended engagement beyond one-time encounters. Imagine a virtual version of an artist that audiences could converse with again and again, with the chats personalized based on the individual's interests and past interactions. Over time, audiences could build a real sense of intimate rapport and insight into the artist's mind. But artists must have the power to decide if and how they want to be "replicated" in this way.

As for the Cleveland Museum of Art study I referenced, you can find a case study on their ArtLens AI project here: <https://www.clevelandart.org/artlens-gallery/artlens-exhibition>

The key findings were that visitors who engaged with the AI-powered ArtLens exhibits reported:

- Feeling more connected to the museum
- Better understanding and appreciating the artworks
- Being more likely to visit the museum again to learn more

It's a compelling example of how AI can enhance audience engagement and learning in museum contexts. I hope this helps provide more context on these important issues! Let me know if you have any other questions.

How did Dr. Crawford actually respond? "My blunt answer is going to be. I think it's gonna depend on the artist."

On her thoughts about the ChatGPT response? "I like the ending."

### **c. Interrogating experts**

People use AI tools to help learn about a subject. Here, we wanted to see how AI could help us ask better questions, to probe the expertise for more insights. Based on snippets of the roundtable discussion, we asked ChatGPT-4 to provide some questions for the roundtable panelists. Here are some of the questions it provided.

One question that was asked to the panelists went like this:

ChatGPT-4: "Considering the historical impacts of technological advancements on industries such as music, as illustrated by the shift from live performances to digital media, how should we approach the integration of AI in creative fields to avoid repeating past mistakes where technology benefited consumers at the expense of creators?"

Panelists: *Sounds like something written by a creator. You know, I think I count myself in that group, but I think the problem for a creator is you, I guess the quotes in 'you can't fight progress.' You can't. If there's a tremendous economics, pushing, for a new model that's gonna leave you out, then, I don't think there's much you can do about it. And I you know, I and I as academics, we talk a lot about regulation and education. And, trying to make people follow the rules and apply. You know, there are all sorts of hypothetical solutions. But I just think that, ultimately, we're not gonna win against this constant economic pressure to do things in a different way. And I think maybe a better solution is try to build a society that looks out for people and provides opportunities for people to change and develop and go in new directions ... because sort of maintaining all jobs and all roles is just not gonna work out in the long term.*

*On the other hand, though, I do think that creatives can band together. I do think there can be pressure put upon these industries like what happened with the Hollywood strike and digital doubles or how people in the music industry are trying to push back on Tik Tok's use*

*of their music. I do think there are a lot of examples where organizing is happening and people are kind of refusing to say 'We're just going to take this laying down.' Right? So I do think that pressure can be exerted politically to say that*

*Creatives have a voice and a right to kind of exist in the economy, and a right to own what they create. And if we just see ground and kind of say that this is inevitable, and now we have to get new jobs or whatever that that seems, seems like we've given up a little bit too easily.*

#### **d. Interrogating learning**

How well does AI answer (new) questions?

LLMs are known for drawing on their training data to respond to prompts, which leads to a number of concerns, including how limited a chatbot might be if they have no data on the prompt. How helpful are the AI tools in answering new or novel questions – those lacking answers in the training data? So, we took the research questions posed by the authors who responded to our Call for Papers for new research, and asked ChatGPT-4 to answer them.

Daniel F. Fonner's paper: "AI-generated Art and the Challenge to Consumer-Curators to Discern Creativity from Spam."

Research question: How can art consumers distinguish creativity from Spam-ified art in the age of user-friendly, generative AI tools?

ChatGPT-4's answer: [Art consumers can distinguish genuine creativity from spam-ified art by focusing on originality, emotional depth, and context. Genuine creative works often showcase unique perspectives, evoke strong emotions, and have a clear intent or message. Consumers should look for the artist's signature style, thoughtful details, and consistent quality. Engaging with the artist's backstory and understanding their creative process can also help. Finally, verifying the credibility of the source and avoiding art that feels mass-produced or lacks personal touch can aid in distinguishing true creativity from generative AI spam.](#)

Kristyn Lopez's paper: "iCulturalist: Re-imagining cultural citizenship through collaboration and computer vision."

Research question: How might AI and community platforms, similar to the iNaturalist concept, help to promote active cultural participation and engagement in the arts and culture sector?

ChatGPT-4's answer: [AI and community platforms like iNaturalist can promote active cultural participation by providing interactive, personalized experiences. They can recommend events, exhibitions, and artworks based on user interests, facilitating deeper engagement. AI can also enable virtual tours, augmented reality](#)



experiences, and interactive storytelling, making arts and culture more accessible. Community platforms can foster collaboration, discussions, and sharing of creative works, building a vibrant cultural community. By integrating AI, these platforms can enhance discovery, education, and participation, bridging the gap between cultural institutions and the public.

Carlos A. Ponzio's paper: "Remembering Pathos: Lessons of AI Intrusion in the Art World"

Research question: Will art markets be able to embrace and properly evaluate AI-generated art or art created through AI and human intelligence collaboration?

ChatGPT-4's answer: Yes, art markets can embrace and properly evaluate AI-generated art and AI-human collaborative art by developing new criteria and frameworks. This includes assessing the creativity, originality, and conceptual depth of the works, regardless of the tools used. Art markets can also establish standards for transparency regarding the role of AI in the creative process. By recognizing the unique contributions of AI and fostering dialogue around these new forms of art, markets can expand their definitions and appreciation of creativity, ultimately integrating AI-driven works into the broader art world.

## II. Summary of Day 2

### SUMMARY

The meeting covered the use of AI in the arts and cultural sector. Key points included:

- Panelists discussed how AI is being used for data analysis, audience engagement, and creative production across various arts disciplines like music, visual arts, and film.
- They emphasized the importance of AI being a tool that augments and amplifies human artistry, rather than replacing it. Maintaining the human touch and valuing creativity is crucial.
- Challenges were noted around issues like copyright, job displacement, and the need for cross-disciplinary collaboration between artists, technologists, and arts administrators.
- Overall, there was a shift from the more pessimistic tone of the previous day to a more optimistic view of the potential for AI to enhance arts engagement and accessibility, if implemented thoughtfully.

### DETAILS

#### Participants

- Jack DeLuca, Media Arts Director at the National Endowment for the Arts
- Howard Herring, President and CEO of the New World Symphony
- Andrew Recinos, President and CEO of Tessitura Network
- David Crandall, Professor of Computer Science at Indiana University

#### Key Topics

1. Integrating AI technology to enhance audience engagement and experience in the arts and cultural sector
2. Bridging the gap between technical and artistic disciplines in the use of AI

3. Opportunities and challenges of AI applications in various creative industries (music, visual arts, performing arts, etc.)

## ACTIONS

### 1. Organize a follow-up field scan on technology and the arts

The Arts Endowment should consider organizing a follow-up to the previous field scan on technology and the arts, as the landscape has changed significantly in the past few years with the rapid advancements in AI technology. This updated scan could help identify new trends, challenges, and opportunities for artists and arts organizations in leveraging AI.

**Owner:** Arts Endowment Office of Research and Analysis

**Due Date:** TBD

### 2. Facilitate more cross-disciplinary collaborations between artists, arts organizations, researchers, and technologists

There is a need to bring together various stakeholders, including artists, arts presenters, researchers, and technologists, to collaborate on exploring the impacts and applications of AI in the arts. These collaborations could help bridge the gap between technical capabilities and artistic practice, and ensure that the development of AI technologies aligns with the values of human artistry.

**Owner:** TBD

**Due Date:** TBD

### 3. Incorporate guidelines for AI-focused projects in arts funding programs

Building on the Arts Endowment's current efforts, consider expanding the guidelines for arts funding programs to further encourage and support projects that explore the impacts of AI on the arts, or that utilize AI technologies in ways that are consistent with the value of human artistry.

**Owner:** Arts Endowment Grants Management

**Due Date:** TBD

### 4. Develop educational resources and training programs on AI for arts practitioners and educators

Create educational resources and training programs to help arts practitioners, educators, and students gain a better understanding of AI technologies, their potential applications in the arts, and the ethical considerations surrounding their use. This could involve collaborations with computer science departments and AI experts.

**Owner:** TBD

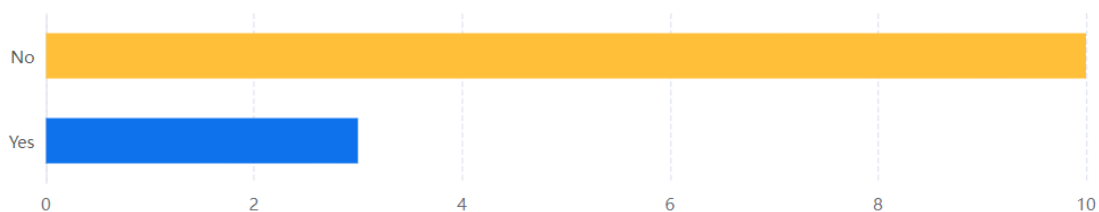
**Due Date:** TBD

## a. Review of the polls

We asked a few poll questions. The results:

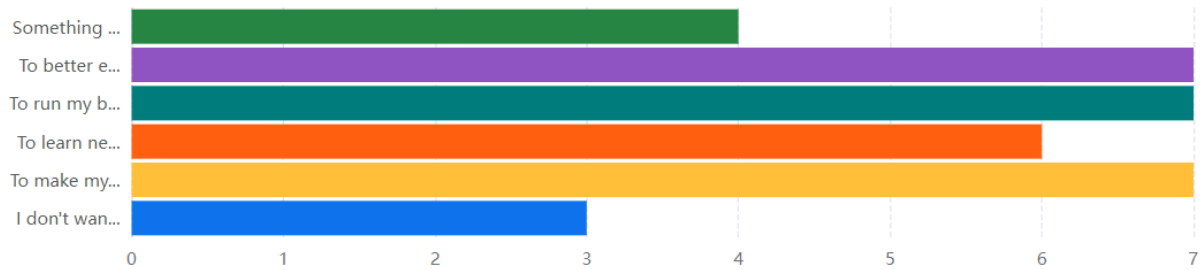
1. Did you use AI as you prepared to attend this symposium? (Single choice)

(13/16) 81% answered



## 2. How would you like to use AI tools in the future? (Multiple choice)

(15/16) 94% answered



## 3. Where do you expect AI will have its biggest impact in the arts and culture sector? (Long answer)

- production audience engagement
- Copywriting - already seeing fundraising campaign letters with similar copy and formatting across organizations
- primarily through the artists' interaction with AI in creating art
- Grant applications being submitted written by AI and Art generation by AI in a nefarious way.
- It will accelerate the degradation of art into amusement and entertainment, a distraction from people truly engaging with a painting, a performance, literature.
- Marketing. Back of house operations (finance)
- Presenting art and artists
- tools for artists; data management for human behavior analysis/personalization leading to better user engagement
- its unclear: it could be like the camera which pushed our creative frontiers. But it might also commodify art ( at least popular art) even more.
- Education
- Increasing audience engagement in exhibits and events.
- Lower the monetary value of arts creation, thereby reducing the number of artists, much as radio reduced the number of musicians (as we learned yesterday).
- Creating imagery and writing content.
- Audience engagement

## 4. Where do you hope AI will have its biggest impact in the arts and culture sector? (Long answer)

- extend and expand creativity of artists
- Accessibility - audio description and captioning available to all orgs and artists
- hopefully in how to enhance audience engagement.
- Making it easier for applicants to apply and for compliance to be checked for eligibility on grant applicants. AI helps artists get their name and work out to people who can purchase and engage.
- I hope the art world sees AI for what it is - it has no capacity for expression, or for audience understanding of human expression
- Engagement
- Creating and new forms of art creations
- equity and accessibility
- Provide greater access to underserved populations and populations that have felt marginalized by the arts sector

- Executive level at film, tv, and music industries. Smarter curation rather than outdated hunches.

## **b. Interrogating expertise**

How well can AI simulate expertise?

Here, we took a question from the audience and asked it of ChatGPT-4. The question asked was: “Can you comment on why you think ‘critical thinking’ is, of now, rated as ‘low exposure,’ in terms of chatbot supremacy? :)”

Linden Walcott-Burton did not get a chance to answer. But the ChatGPT answer is: [Thank you for that insightful question. The categorization of "critical thinking" as "low exposure" in terms of chatbot supremacy can be attributed to several factors:](#)

1. [Complexity of Critical Thinking:](#) Critical thinking involves the ability to analyze, evaluate, and synthesize information in a nuanced and context-dependent manner. While chatbots, including advanced models like GPT-4, excel in processing large datasets and generating content based on patterns, they still lack the depth of understanding and the ability to engage in genuine reflection and introspection that human critical thinking requires. This complexity makes it challenging for AI to replicate this skill at a high level.
2. [Contextual and Ethical Considerations:](#) Critical thinking often requires understanding and navigating complex ethical, social, and cultural contexts. Chatbots are primarily data-driven and may struggle with context-specific subtleties and the ethical dimensions that are crucial in many critical thinking scenarios. This limitation reduces their effectiveness in performing tasks that demand deep ethical reasoning and contextual awareness.
3. [Creativity and Originality:](#) While chatbots can generate creative outputs by mimicking existing styles and patterns, true critical thinking often involves original thought and the ability to challenge established norms and conventions. This originality is difficult for AI to achieve, as it typically relies on existing data and patterns rather than generating genuinely novel ideas.
4. [Human Experience and Intuition:](#) Critical thinking is not solely a cognitive process; it also involves intuition and insights derived from personal experiences. These human elements are difficult for AI to replicate because they are not purely logical or data-driven but are informed by lived experiences, emotions, and tacit knowledge.
5. [Interdisciplinary Integration:](#) Effective critical thinking often requires the integration of knowledge from multiple disciplines. While AI can access and process information from diverse fields, the ability to synthesize this information in a meaningful and coherent way that drives critical insight is still a human strength. This interdisciplinary integration is essential for nuanced analysis and problem-solving.

In summary, the "low exposure" rating for critical thinking in terms of chatbot supremacy reflects the current limitations of AI in replicating the depth, context-awareness, originality, and interdisciplinary nature of human critical thinking. While AI can assist and augment certain aspects of the process, the holistic and deeply human aspects of critical thinking remain challenging for AI to fully replicate.

We then asked the AI to “Convert that answer to a limerick.” It responded:

[Thanks for your question on the chatbot's thought,  
On critical thinking, here's a rhyme I've wrought:](#)

While AI can crunch data and patterns pursue,  
Nuance and deep reflection are harder to do.  
It lacks our human insight, can't truly review,  
Original thoughts and ethics, it struggles to construe.  
With logic and data, it makes its debut,  
But genuine introspection, alas, it can't view!

### **c. Interrogating experts**

How well does AI help us learn from experts?

People use AI tools to help learn about a subject. Here, we wanted to see how AI could help us *ask* better questions, to probe the expertise for more insights. Based on snippets of the roundtable discussion, we asked ChatGPT-4 to provide some questions for the roundtable panelists. Here are some of the questions it provided.

One question that was asked to the panelists went like this:

ChatGPT-4: "How do you envision the role of traditional educational pathways in the arts evolving? Should educational institutions adapt their curricula to prepare future artists for collaborative relationships with AI, and, if so then, what key skill should they emphasize?"

(It also provided a series of rather less interesting questions.)

### **d. Interrogating learning**

How well does AI answer (new) questions?

LLMs are known for drawing on their training data to respond to prompts, which leads to a number of concerns, including how limited a chatbot might be if they have no data on the prompt. How helpful are the AI tools in answering new or novel questions – those lacking answers in the training data? So, we took the research questions posed by the authors who responded to our Call for Papers for new research, and asked ChatGPT-4 to answer them.

Mitali Banerjee and Daniel Kaplan's paper: "All Masterpieces are Alike, but Each Mediocrity is Mediocre in its Own Way: Computational Discovery of Creative Ideals."

Research question: How can different creative works be compared and rated using a computational approach, specifically a measure of "aesthetic distance" obtained from AI-based representations?

ChatGPT-4's answer: Comparing and rating creative works using a computational approach involves extracting features (text, visual, audio) and converting them into vector representations using embeddings and pre-trained models. Similarity measures like cosine similarity and Euclidean distance quantify differences, while

techniques like multidimensional scaling and clustering visualize aesthetic distance. Scoring systems based on these metrics, combined with human feedback, enable systematic comparison and rating of creative works, ensuring alignment with human aesthetic judgments.

Nandhini Giri and Yanhong Lu's paper: "Prototyping Futuristic AI-enabled Online Museum and Art Gallery Experiences."

Research question: How could AI impact audience engagement and interactions with digital art collections and museum spaces? And What might the future applications and implications of these technologies be?

ChatGPT-4's answer: AI can significantly enhance audience engagement and interactions with digital art collections and museum spaces by offering personalized and immersive experiences. AI can curate tailored recommendations based on user preferences, provide interactive guided tours, and enable virtual and augmented reality experiences that bring art to life. AI-powered chatbots and virtual assistants can offer real-time information and answer visitor queries, making the experience more interactive. Additionally, AI can analyze visitor behavior to optimize exhibit layouts and content, ensuring a more engaging and educational experience for all visitors. Future applications include intelligent curation, AI-assisted art creation, and adaptive educational programs. However, implementing AI also requires addressing ethical concerns and data privacy to ensure responsible use. The integration of AI promises to create more engaging, inclusive, and dynamic museum experiences.

Annie Tubadji's paper: "Cultural Valuation of Being Human: The Impact of Chat GPT Poetry on Eco Awareness"

Research question: How does the cultural value of being human influence the perception and emotional impact of AI-generated poetry versus human-created poetry?

ChatGPT-4's answer: The cultural value of being human significantly influences perceptions and emotions toward poetry. Human-created poetry is seen as authentic, deeply connected to personal experiences, and emotionally resonant, often evoking empathy and profound interpretation. AI-generated poetry, while technically impressive, may be perceived as lacking authenticity and emotional depth, leading to a diminished emotional impact. It is valued more for its technological novelty and less for personal expression. The connection to cultural heritage and the human experience makes human poetry more relatable and significant.

### **e. Simulating an AI-Enhanced Event Experience**

During the second day, we documented our engagement with AI throughout the symposium day, and how the AI can complement our symposium experience here. We invited attendees to interact with us through [this document](#) by posting their own examples of how AI tools are complementing their symposium experience. You can see the many examples [here](#).

### **III. Resources from the Zoom chat**

**Website:** <https://typeset.io/>

Typeset.io lets you research and ask relevant questions in several languages, so you can research and summarize basically anything, not just the papers that are written in English.

**Recommended By: Attila Dinnyes**

**Website:** <https://www.oneusefulthing.org/p/doing-stuff-with-ai-opinionated-midyear>

<https://www.oneusefulthing.org/p/captains-log-the-irreducible-weirdness>

This website provides a research based view on the implications of AI compiled by Prof. Ethan Mollick.

**Recommended By: AEI Lab**

**Website:** <https://opening-up-chatgpt.github.io/>

Description: This paper/webpage explores the availability, documentation, and access of various Large Language Models (LLMs). Especially helpful for considering the ethics and responsible use of these systems.

**Recommended By: Daniel Fonner**

**Book link:** <https://www.penguinrandomhouse.com/books/741805/co-intelligence-by-ethan-mollick/>

Description: Buy *Co-Intelligence* by Ethan Mollick

**Recommended By: Joanna Woronkovicz**

Website: <https://refer.tldr.tech/cd65e78f/2>

Description: Provides a daily digest of the fast-evolving field of AI.

**Recommended By: Andrew Recinos**

Website: [Otter.ai](https://otter.ai)

Description: Helpful tool that transcribes conversations in real-time. It is particularly useful for interviews and keeping track of class lectures.

**Recommended By: Ximena Varela**

Website: <https://www.media.mit.edu/people/joyab/overview/>

Description: This page provides an overview of Joy Buolamwini's work at the MIT Media Lab, including her research interests, projects, and contributions to the field of AI ethics and algorithmic justice. It features her background, publications, and links to her notable work and media appearances.

**Recommended By: Andrew Recinos**

Website: <https://www.scite.ai/>

Scite aims to help researchers and academics discover and evaluate scientific articles. It provides insights into how a paper has been cited by other research, highlighting whether the citations support or contradict the findings.

**Recommended By: Ximena Varela**

Paper: <https://arxiv.org/pdf/2307.09009>

“An interesting paper (from 2023) on the possible performance degradation of ChatGPT over time and in what types of domains the various GPT models perform well within.”

**Recommended By: Daniel Fonner**

URL: [Sundance Film Festival Program](#)

This page provides information about "Being (the Digital Griot)," an innovative participatory experience featured in the Sundance Film Festival.



**Recommended By: Wendy Levy**

**URL:** [AEI Lab Symposium Keynote Speakers](#)

Description: This page provides information about the keynote speakers for the AEI Lab Symposium at Indiana University.

**Recommended By: Corinne Preston**

**URL:** [Twitter Post](#)

Description: This page provides information about a Twitter post by Joanna Maciejewska

**Recommended By: Joanna Woronkowicz**

Dimensions in Testimony

**Description:** "Dimensions in Testimony" is an innovative project that uses advanced technology to create interactive experiences with recorded interviews of Holocaust survivors and other witnesses to genocide.

**URL:** [https://www.isca-archive.org/ivtta\\_1998/marinelli98\\_ivtta.html](https://www.isca-archive.org/ivtta_1998/marinelli98_ivtta.html)

This page links to "Synthetic interviews: the art of creating a 'dyad' between humans and machine-based characters by Donald Marinelli and Scott Stevens.

**Recommended By: Roger Dannenberg**

**URL:** [Gartner Hype Cycle](#)

Description: This page provides information about the 2023 Gartner Hype Cycle for Emerging Technologies.

**Recommended By: Daniel Fonner**

**URL:** [What is Generative AI?](#)

Description: This YouTube video titled "What is Generative AI?" introduces generative artificial intelligence.

**Recommended By:** Brett Crawford

Research Paper by Vasilis T. Kostakis: "[How to Unite Local Initiatives for a More Sustainable Global Future](#)"

**Recommended By:** Kristyn Lopez

Braiding Sweetgrass

Description: "Braiding Sweetgrass: Indigenous Wisdom, Scientific Knowledge, and the Teachings of Plants" is a book by Robin Wall Kimmerer.

**Recommended By:** Andrew Recinos

**URL:** [Artificial Intelligence Act](#)

Description: This website provides information about the Artificial Intelligence Act, a legislative proposal by the European Union to regulate AI technologies.

**Recommended By:** Daniel Fonner

**URL:** [Colorado Senate Bill 24-205](#)

Description: This page provides information about Colorado Senate Bill 24-205, the first law in the US specific to consumer protections for artificial intelligence (AI).

**Recommended By:** Daniel Fonner

The Long Tail by Chris Anderson

Description: "The Long Tail: Why the Future of Business is Selling Less of More" is a book by Chris Anderson. It explores the shift in business and consumer behavior brought about by the internet and digital technologies.

**Recommended By:** Michael Rushton

Panelists' Bios - AEI Lab Symposium

**URL:** [Panelists' Bios](#)

**Description:** This page provides detailed biographies of the panelists participating in the AEI Lab Symposium at Indiana University.

**Recommended By:** Corinne Preston

**URL:** [David Crandall - Indiana University](#)

**Description:** This page provides information about David Crandall, the moderator for today's roundtable.

**Recommended By:** Joanna Woronkowicz

**URL:** <https://www.nytimes.com/2007/04/15/magazine/15wwlnidealab.t.html>

**Description:** This links to a New York Times article titled: Is Justin Timberlake a Product of Cumulative Advantage?

**Recommended By:** Micheal Rushton

**URL:** [Timothy Hsu - Indiana University Indianapolis](#)

**Description:** This page provides information about Timothy Hsu, a faculty member at Indiana University Indianapolis.

**Recommended By:** Corinne Preston

**URL:** [Jason Palamara - Indiana University Indianapolis](#)

**Description:** This page provides information about Jason Palamara, a faculty member at Indiana University Indianapolis.

**Recommended By:** Corinne Preston

**URL:** [Melanie Mitchell's AI Book](#)

Description: Daniel Fonner provided this resource and referenced an anecdote in the prologue of "Artificial Intelligence: A Guide for Thinking Humans" by Melanie Mitchell about Indiana University Professor and GEB (Gödel, Escher, Bach) author Douglas Hofstadter.

**Recommended By:** Daniel Fonner

**URL:** [Linden Walcott-Burton - LinkedIn](#)

Description: This LinkedIn profile belongs to Linden Walcott-Burton, a professional with a distinguished career and the title of FRSA (Fellow of the Royal Society of Arts).

**Recommended By:** Corinne Preston

**URL:** [What Makes a Hit? 60 Years of #1 Songs](#)

Description: This research article from Columbia Business School explores the factors that contribute to the success of #1 songs over the past 60 years.

**Recommended By:** Jonathan Kuuskoski

**URL:** [OSU Virtual Reality in Medicine](#)

**Description:** This page provides information about the Virtual Reality in Medicine (VRIME) program at Ohio State University. It highlights the use of virtual reality (VR) technology in medical education and practice.

**Recommended By:** Jules Odendahl-James

**URL:** [The Empathy Exams](#)

**Description:** "The Empathy Exams" by Leslie Jamison is a collection of essays that explore the concept of empathy in various contexts.

**Recommended By:** Michael Rushton

**URL:** [Dartmouth Medical School AI Patient App](#)

Description: This story from Dartmouth Medical School discusses the development and use of an AI patient app designed to help medical students practice patient interviews.

**Recommended By:** Jules Odendahl-James

**URL:** [Kiss Plans to Use Avatars for Concerts in 2027](#)

Description: This Rolling Stone article discusses Kiss's plan to use avatars for their concerts starting in 2027.

**Recommended By: Jonathan Kuuskoski**

**URL:** [Virtual Production: An Introduction to Its Use in the Entertainment Industry](#)

Description: This AMT Lab blog post provides an introduction to virtual production, explaining its applications and impact on the entertainment industry.

**Recommended By: Brett Crawford**

IATSE and Collaboration for Policy Creation

Description: IATSE (International Alliance of Theatrical Stage Employees) has a specific set of interests focused on the welfare and rights of workers in the entertainment industry.

**Recommended By: Wendy Levy**

**URL:** [NEA Arts & Technology Field Scan - Report PDF](#)

Description: This report, titled "Tech as Art: Supporting Artists Who Use Technology as a Creative Medium," is published by the National Endowment for the Arts (NEA).

**Recommended By: Jax Deluca**

**URL:** [Can monoculture survive the algorithm?](#)

Description: This Vox article, written by Kyle Chayka, explores the concept of "monoculture" in the digital age, particularly in relation to algorithm-driven platforms like Netflix and Spotify.

**Recommended By: Joanna WOronkowicz**

**URL:** [Measuring Novelty in Go and Digital Art](#)

Description: This PNAS article explores the impact of artificial intelligence on creativity and novelty in human endeavors such as Go and digital art.

**Recommended By:** Mitali Banerjee

**URL:** [In 2024, the Tension Between Macroculture and Microculture Will Turn into War](#)

**Description:** This Honest Broker article discusses the escalating tension between macroculture and microculture in 2024.

**Recommended By:** Sunil Iyengar

**URL:** [From the Archives: Experimental Filmmaker Stan VanDerBeek on the Computer's Emergence as a Creative Tool](#)

**Description:** This Art in America article contains the insights of experimental filmmaker Stan VanDerBeek on the computer's role as an emerging creative tool.

**Recommended By:** Jax Deluca

**URL:** [What Being a Museum Guard Taught Me About Looking at Art](#)

**Description:** This Wall Street Journal article explores the insights gained from the author's experience as a museum guard.

**Recommended By:** Mitali Banerjee

**URL:** [Amateur vs Professional \(PDF\)](#)

**Description:** This article by Maya Deren, titled "Amateur vs Professional," explores the distinctions between amateur and professional filmmakers.

**Recommended By:** Jax Deluca