



TAS Showcase

5th – 6th March 2024



TAS Showcase 2024
www.tas.ac.uk

TAS Artists in Residence



Dr Alan Chamberlain

***Creative Industries
Sector Lead***





Albino Mosquito





The Love Bug (1968)



The Safest Place (1935)



Minority Report (2002)



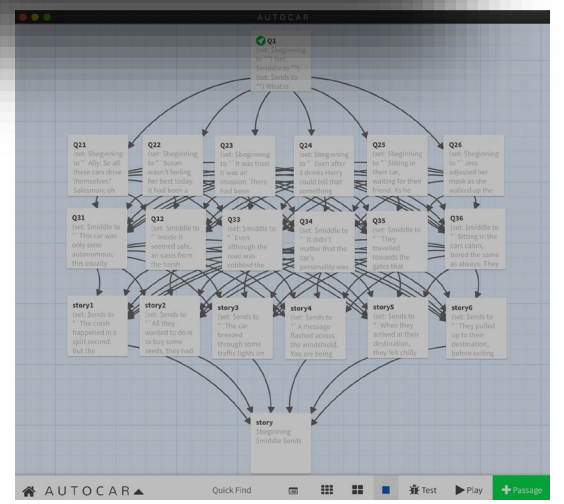
Total Recall (1990)



The Fate of the Furious (2017)

Exploring depictions of Autonomous Vehicles in media and interviews with researchers. Informing the content of an adaptive

narrative system, which enabled people to explore the notion of trust. The audience answer sensitizing questions which then generates a unique short story.



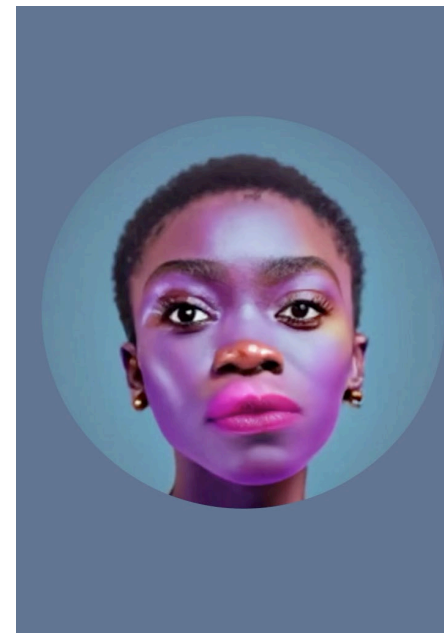
Climate Workshops

Using Generative AI to envision climate futures and engage in conversations with members of the public, then used as inspiration for an adaptive VR experience.



Identity and AI

Emotional AI



Using **AI emotion detection** to adapt a movie to its audience.





Makers of Imaginary Worlds

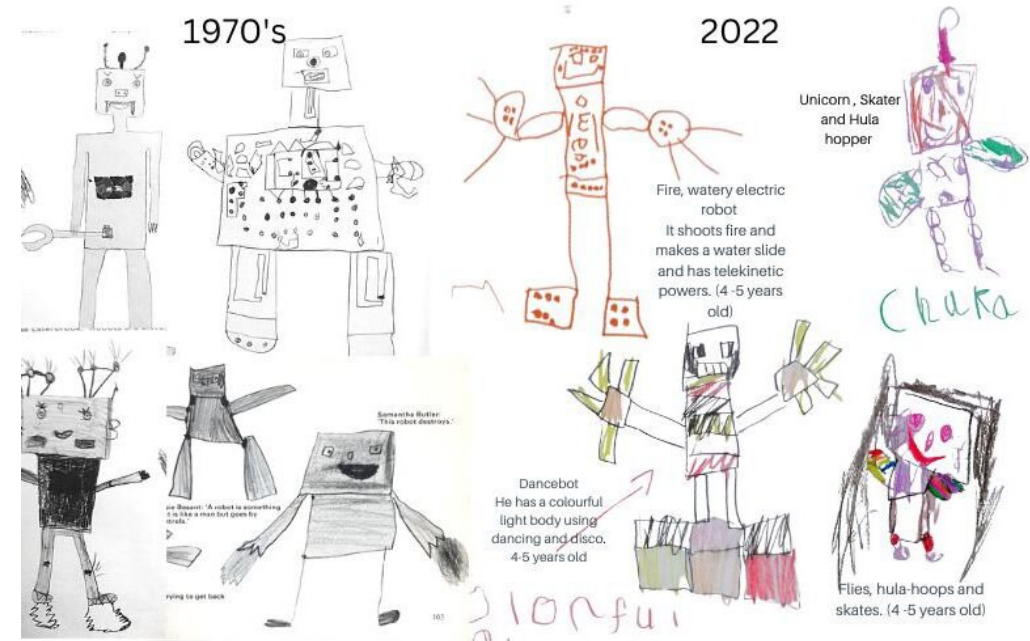
Dancing with Machines: Aesthetic interactions with an autonomous system



To understand how children give meaning to their communication with NED, we set up a pilot study at Broadway Gallery in Nottingham

Most children categorise robots into two main areas a helper that does things for them and a machine that moves, that can look like a human, is made from metal, and can be programmed.

Drawings from children in the 1970s book *Robots: Fact Fiction, and Prediction*, (Jasia Reichardt) and drawing from children in our workshop in 2022 are remarkable similar.



We need to do more to educate children and bring them in contact with current robots.

Future potential for cross disciplinary research in the interrelationship and interconnectedness between children, dance and robots.



Our work and research explores an imaginative interpretation of the industrial robotic arm to make it into a playful kinetic sculpture that becomes something unexpected, which performs and encourages its users to communicate, dance and play .



The potential of robots as imaginative embodied kinetic sculptures that can create novel, fun, and empowering experiences.

We found dance as a medium to explore embodied, relational meaning-making and movement with the robot as a dance partner can promote innovation in the Arts, support children's play activities and enhancing technological access for children.



Ali Hossaini



GROUPTHINK

GROUPTHINK is a participatory artwork that anticipates the Internet of Neurons - an era when humans and computers interact through sensory prostheses. The project

- Developed new methods of remote interaction between performers and live audiences
- Examined the psychological states associated with mass connectivity via human-machine interface (HMI)
- Recruited AI as a creative partner in an HMI-integrated network
- ACM publication *Telepresence & agency during live performance*:
<https://dl.acm.org/doi/10.1145/3533610>

GROUPTHINK



Watch on  YouTube



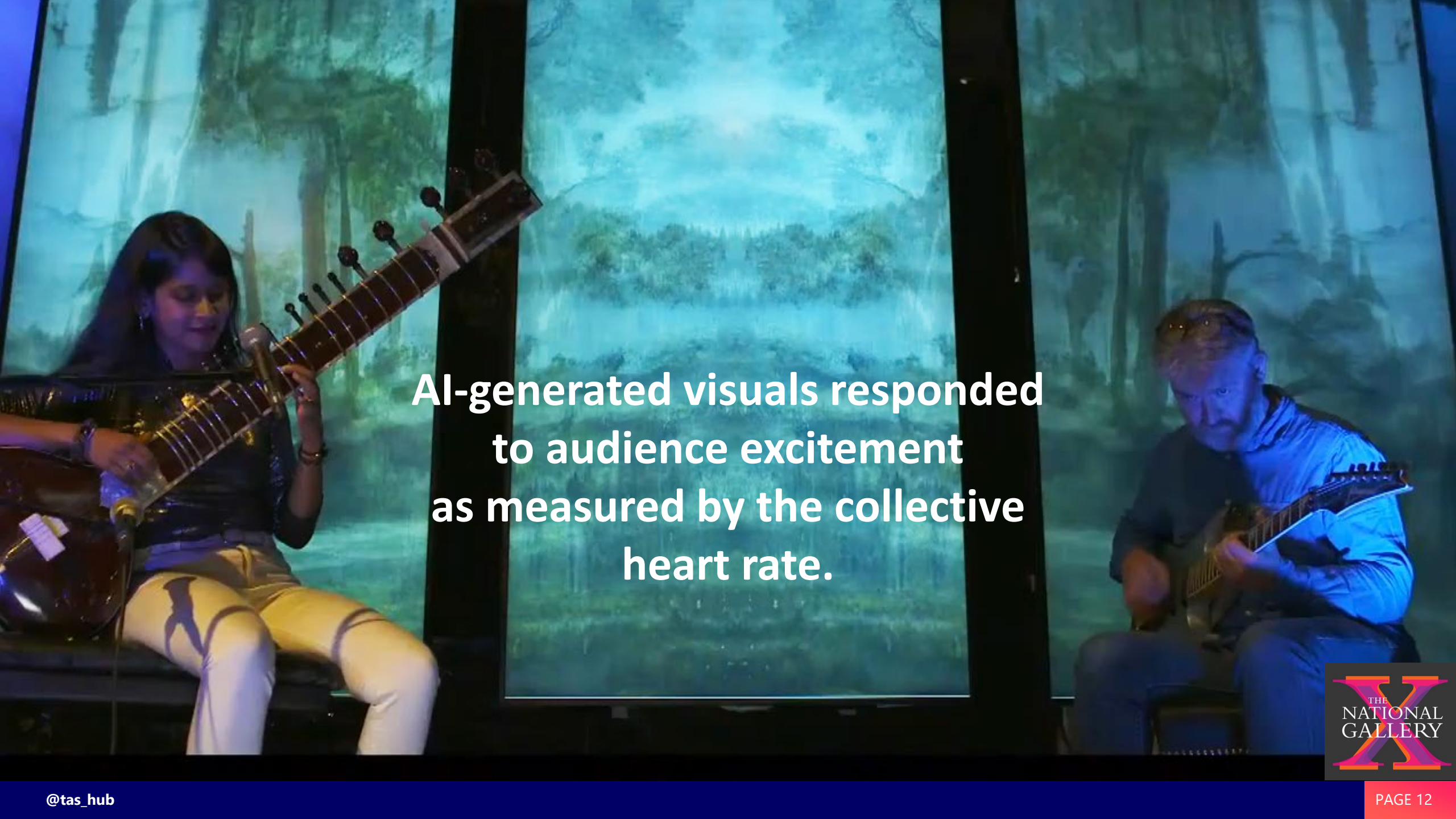
Center your
face to join

[Tell Us Your Thoughts](#)

[Find Out More](#)

Remote audiences participated in GROUPTHINK via a custom hemodynamic monitoring application accessed through an ordinary web browser.



A woman on the left is seated and playing a sitar. A man on the right is seated and playing an acoustic guitar. They are positioned in front of a large digital screen that displays a lush, green forest scene. The lighting is dim, with a blueish tint from the screen and stage lights.

AI-generated visuals responded to audience excitement as measured by the collective heart rate.



Rachel Jacobs





Will Autonomous Systems Help Us When the Future Comes?

Future Machine will appear across 5 places in England, at the same time every year until 2050 in Finsbury Park in London, Cannington Village in Somerset, Windermere waters in Cumbria, Rotherfield Peppard in Oxfordshire and Christ Church Gardens in Nottingham as a witness to social, cultural and environmental changes. Exploring how we make myths & designing technology for a responsible future. www.whenthefuturecomes.net



Museum of the Mirrored Self

***The Museum of the Mirrored Self* displays a series of four prototype interactive mirrors. Each of these artifacts take us on a journey through the history of mirrors, raising questions about trust in response to recent developments in interactive mirror technology. *The Museum of the Mirrored Self* has been developed alongside the TAS for Health Project. - <https://www.i-am-ai.net/mirroredself/>**

Dr Rachel Jacobs, Independent Artist, When the Future Comes Collective