

DOOM, Style Transfer, Working Series by Chris Novello, featured in Printed Web #5

**Technology by Artists**

**EYEBEAM**

# Schedule

## 1 Chatbot Morphology 2:00 - 3:00 PM

Nora Khan: "Trust and Believe"  
Jacqueline Feldman: "Kai"

## 2 Designing AI: Bot-Makers and Their Creations 3:15 - 4:40 PM

Mitu Khandaker: "Spirit.AI"  
Caroline Sindere: "On Design Research"  
American Artist: "Sandy Speaks"

## 3 Bot Poetry and Bot Ecologies 5:00 - 6:00 PM

Nora Khan: "Bot Poetry"  
Francis Tseng and Sam Hart: "Bot Ecology"

**American Artist** is an interdisciplinary artist who makes texts, videos and installations about culture and technology and the power structures embedded within them. They are currently a resident of the Whitney Independent Study Program.

**Caroline Sindere** is a researcher and artist working in machine learning, conversations, violence, and emotions. She is currently an online harassment researcher and designer at Wikimedia, and an Eyebeam/BuzzFeed project fellow.

**Francis Tseng** is a designer and software engineer interested in simulation, machine learning, games, and politics. In the past he was a designer at IDEO, an OpenNews fellow at the Coral Project (New York Times/Washington Post) and has taught about technology and journalism at the New School. He is presently a Researcher-in-Residence at NEW INC and the co-publisher of The New Inquiry.

**Ian Cheng** is a New York-based artist whose work champions the use of computer simulation as a way to understand and relate to continual change. His first U.S. museum solo exhibition opened this month at MoMA PS1, featuring the artist's complete Emissary trilogy (2015-17), a series of live simulation works created using a video game engine. Cheng has been the subject of solo exhibitions at Migros Museum, Zurich (2016), Pilar Corrias Gallery, London (2015); Triennale di Milano (2014); and Standard, Oslo (2013); among others.

**Jacqueline Feldman** is a writer in New York. She also works in artificial intelligence. Her journalism and criticism have appeared in or on publications such as The Atlantic, Guernica, The Los Angeles Review of Books, The New Inquiry, New Republic, The New Yorker, and Real Life.

**Mitu Khandaker** is Chief Creative Officer at Spirit AI, making tools for building autonomous characters and mitigating online harassment. She is also Assistant Arts Professor of Game Design at New York University.

**Paul Soulellis** is a graphic designer, artist, and curator working in NYC and Providence. He is the founder of Library of the Printed Web, which was acquired by MoMA Library in 2017. He publishes Printed Web, is a contributing editor at Rhizome, and teaches at Rhode Island School of Design.

**Sam Hart** is a scientist, publisher, and artist living in New York. Sam's laboratory work at Sloan Kettering spans computational genomics and cellular engineering. He is also Founder and Editor-in-Chief of the artists' magazine Avant.org and curator of the online technical catalog, Research Tactics.

# Works

## Sandy Speaks (2016), by American Artist

The Sandy Speaks chatbot was written to partly challenge the experience and feeling of talking to a bureaucratic "state bot," or a chatbot heavily used within government websites, state departments, and corporate networks to mediate conversation before ever reaching a person. Inspired by the cell phone video conversations of Sandra Bland before her passing - specifically her views on racial capitalism, as law enforcement and police brutality uphold it, Sandy Speaks is meant to be active, warm, and human.

## Live Stream of EMISSARIES, by Ian Cheng

Ian Cheng's complete Emissary trilogy (2015-17) opened this month at MoMA PS1. The live simulations technically "run on forever," and feature artificial intelligences in the forms of animals, people, and wildlife that speak crude languages, form relationships, and split in an emergent narrative ecosystem.

## Bot Ecology

Francis Tseng and Sam Hart will hold an informal conversation on bot swarms as they enact complex cooperative behavior. Their session will pose the question: what will become of politics in a regime of non-human agency?

Francis and Sam have written a proof-of-concept algorithm to model their conversation in real time, and surface information from their shared research archive. They draw on their preparations for a full "bot workshop" to be held here later in May.



Image by Chris Novello

- 0. Emissaries - Ian Chang
- 1. Perlin Noise - Eevee
- 2. San Andreas - Brent Watanabe
- 3. HFT - Nanex
- 4. Shiv Integer - Julien Deswaef
- 5. Doom Style Transfer - Chris Novello
- 6. Burned Your Tweet - ?
- 7. Sandy Speaks - American Artist
- 8. wwwtxt (1980-94) - Daniel Rehn
- 9. futuristbot - shardcore
- 10. Reverse OCR - Darius Kazemi
- 11. The Ephemerides - Allison Parrish
- 12. Subtitle bouy - Gregor Weichbrodt
- 13. Gut-Machine Poetry - Jenna Sutela
- 14. Looking Beyond the Visible - Aditya Khosla, Byoungkwon An, Joseph J. Lim, Antonio Torralba
- 15. Anon Edits - John Emerson

# Printed Web

## Printed Web #5: Bot Anthologia

We are very excited to feature first copies of Printed Web 5: Bot Anthologia, edited by Paul Soulellis. The Library of the Printed Web is an archive of web-to-print artists' publications founded by Soulellis, that has been acquired by the MoMA Library: <http://printedweb.org/>

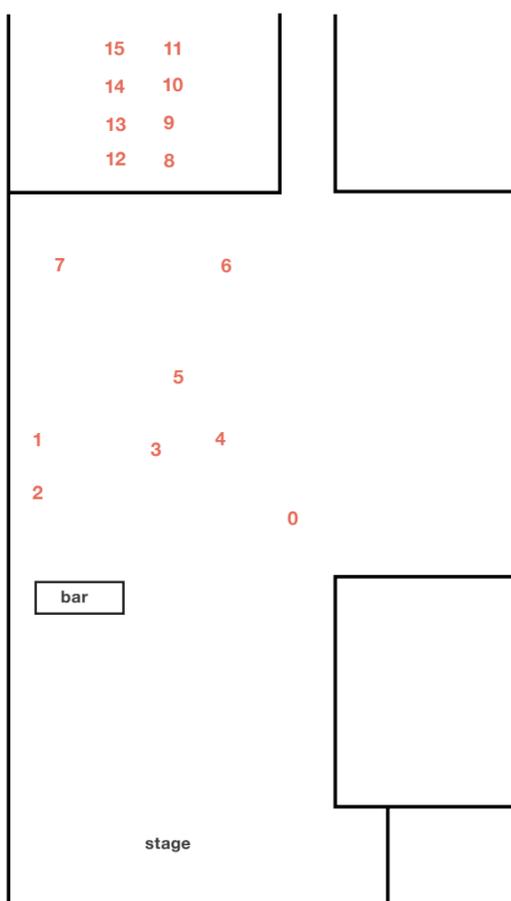
## Bot Anthologia Exhibition

On display in the Eyebeam Education Lab are a selection of bots curated by Sam Hart and Paul Soulellis. A number of the bots are pulled directly from Printed Web #5. Others fall under the more general umbrella of algorithmic media, including artist's bots and bot-like systems, such as those found in high frequency trading.

## Featured Artists

Jenna Sutela, Brent Watanabe, Allison Parrish, Daniel Rehn, Darius Kazemi, Julien Deswaef, Chris Novello, Gregor Weichbrodt, Eevee, John Emerson, Aditya Khosla, Byoungkwon An, Joseph J. Lim, Antonio Torralba, shardcore, and Nanex.

Printed Web is an artists' publication devoted to web-to-print art and discourse, published by Paul Soulellis. The project began in 2014 as a way to present new work by artists included in Soulellis' Library of the Printed Web. Artists are invited to submit new or existing network-based work for the printed page. In the spirit of Seth Siegelaub, each issue is curated as a group exhibition for the printed page. Printed Web circulates primarily as print-on-demand publications, but also includes PDFs, ZIPs, GIFs, and server directories. More than 220 artists and writers have contributed to the project through issue #5. Individual issues are widely held in special artists' publications collections and libraries, including The Whitney Museum of American Art, Yale University, San Francisco Museum of Modern Art, Walker Center, and NY Public Library. The Library of the Printed Web was acquired earlier this year by The Museum of Modern Art Library.



# Trust and Believe

Saturday, April 29  
2 - 6 PM

A day of inquiry into emerging AI through the lens of conversational and narrative design, and centered on writer and resident Nora Khan's research on language in technology as it enacts various ideologies.

Through discussions, short talks, poetry readings, and a bot-making workshop demo, attendees will be invited to consider how we are shaped by AI conversation and conversationalists, and highly-engineered and procedural digital language. What kinds of AI will we soon be interacting with? What languages will these bots- and assistants speak? How do these conversations change our relationships to ourselves? Why should we prefer to engage with sweet and compliant branded AI over more challenging virtual personalities?

Trust and Believe is the first chapter of Invisible Systems, Khan's year-long publishing and online exhibition project at Eyebeam, produced in partnership with Avant.org and co-curator Sam Hart.

# Upcoming Events

## Bot-Making Workshop with Sam Hart and Francis Tseng May 20th, 2017

Francis Tseng (former Knight-Mozilla Fellow, the New York Times) and Sam Hart (Avant.org) will hold a full-day workshop on bot-making, loosely based on Tseng's syllabus and workshop model on conversational user interfaces and their challenges. Attendees will get a crash course in Javascript, then write and design their own chatbots.

## Re-figuring With Morehshin Allahyari May 27, 2017

Together, event participants will imagine a practical and speculative archive of dark goddesses, female djinns, and monster figures of Middle Eastern origin.

## Bot Poetry Workshop With Nora Khan and Friends Offsite, June 2017

An evening of automated and human poetry readings.

## FAR-FLUNG's (fx) form With Ursula Endlicher June 10, 2017

A performance series that questions the physical and metaphorical interfaces between computers and humans.

[eyebeam.org/events](http://eyebeam.org/events)

# About Us

Eyebeam is a nonprofit studio for collaborative experiments with technology toward a more imaginative and just world. By providing generous support to artists for research, production and education, Eyebeam makes ideas real.

+1 347 378 9163  
[eyebeam.org](http://eyebeam.org)  
[@eyebeamnyc](https://twitter.com/eyebeamnyc)

34 35th Street  
Unit 26, 5 FL  
Brooklyn, NY 11232