

Z-Modul Kunst + Künstliche Intelligenz

Montag 31. August bis Freitag 11. September, 2020, Projektraum: Galerie 1+2 (4.K13+5.K09)

Lecturers

Andreas Kohli, DKV BA Art Education

Felix Stalder, DFA BA Fine Arts

Olivier Pasquet, DMU Wissenschaftlicher Mitarbeiter ICST

René Bauer, DDE Leitung MA Game Design, Game Lab

Guests

Gian-Marco Hutter, ETH Zürich / ICST

Heather Barnett, Pathway Leader on the MA Art and Science UAL

Joëlle Bitton, Lecturer Interaction Design

Manuel Fritsche, ETH Zürich / ICST

Nuria Krämer, Deputy Head of Transcultural Collaboration

Stella Speziali, Research Associate Immersive Arts Space

General Resources

[Blog.](#)

ixistenz.ch

[Literature on Paul](#)

My Input

Seeing Machines Seeing

- !Mediengruppe Bitnik [SAME SAME. WATCHING ALGORITHMS - CABARET VOLTAIRE EDITION](#) 2015
- Mario Klingemann & Simon Doury [X Degrees of Separation](#), 2018
- !Mediengruppe Bitnik! [Dada. State of the Reference](#), 2017

Boundaries between human and the non-human

Latour, Bruno. 1989. ["The Moral Dilemmas of a Safety-Belt."](#) Translated by Lydia Davis. Traduction Inédite En Anglais.

Dvorsky, George. 2013. ["Freakishly Realistic Telemarketing Robots Are Denying They're Robots."](#) io9.Gizmodo.Com (Dec. 12). 2013.

