



EMERGE 2022 AI-GENERATED ART EXHIBITION

Is a Swarm of Bees Happy?
Should We Create a Future for Humans or Machines?
N.EON Gallery, December 17th, 9 p.m.

N.EON Gallery

Crnogorska 10, Belgrade
e-mail: info@galerijaneon.rs
web: www.galerijaneon.rs

Gallery Curator:

Karlo Boras

Gallery Art Council:

Jelena Guga
Dragana Vučetić
Vinka Gašparuš

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Jelena Novaković / DALL E / Swarm of Bees With Mechanic Wings

JELENA NOVAKOVIĆ / LJUBIŠA BOJIĆ / APOLINÁRIO PASSOS



Is a Swarm of Bees Happy? Should We Create a Future for Humans or Machines?

Is it possible to compare our future to a swarm of bees, with a queen bee being a central AI algorithm connected to all of them (us)?

Our attention, mental capacities, thinking, decisions, and emotions are directed by our sensory experiences, many of which already depend on our interaction with AI algorithms.

The thrust, ideological, and religious connotations assigned to AI and technology in general by an increasing number of people are astonishing. It all started with innocent Californian ideology and a thrust into Silicon Valley entrepreneurship. But nobody thought that what started in a garage could change the world. That is exactly what happened—the only difference is that garages are now multibillion-dollar tech organizations that give birth to AI algorithms, which choose what we experience while using our smartphones.

For sure, humanity is heading towards a similar lifestyle as a swarm of bees. Therefore, we ask, "Is a swarm of bees happy?"



Jelena Novaković/ DALL E/ (Re)Coding the Human in the Machine, Abstract Seclusion Painting Without Figures



Ljubisa Bojić/ DALL E/ Create a Digital Art of Humans in the Future Virtual Reality World

Jelena Novaković (Serbia) is a visual artist, a Ph.D. candidate in Digital Arts, Interdisciplinary studies at the University of Arts in Belgrade, and a research associate at the Institute for Philosophy and Social Theory, University of Belgrade, where she is part of the Digital Society Lab. Her research interest includes digital art, new media studies, new technologies influence on contemporary arts, NFT and metaverse. She is a member of The Association of Fine Artists of Serbia (ULUS), had five solo exhibitions, and exhibited in more than thirty group exhibitions.

Ljubisa Bojić (Serbia) is a research fellow at the Institute for Philosophy and Social Theory, University of Belgrade, where he coordinates the Digital Society Lab. Areas of Bojić's interest are future studies, communication science, and social psychology. Bojić is interested in the links between the psychology of the media and how new forms of expression, such as the metaverse, transform relations of power in society. Ljubisa Bojić is president of the Scientific Committee at the EMERGE 2022: Digital Society Now Conference. Previously, Bojić was the author two photography exhibitions.

Apolinário Passos (Brazil) is a machine-learning art engineer at Hugging Face and an artist who focuses on generative art and generative media. He founded the platform multimodal art and the corresponding Twitter account, and works on the organization, aggregation, and platformization of open-source generative media machine learning models. Passos' research interests include the debate of computational creativity and the future of creativity, exploring generative media both as a new medium and as a platform to lower the barrier of entry of current mediums.

Inspired by the EMERGE 2022

Each piece of AI-generated art by Jelena Novaković, Ljubisa Bojić and Apolinário Passos was inspired by scientific papers presented at the EMERGE 2022: Forum on the Future of AI-Driven Humanity & International Conference Digital Society Now, organized by the Digital Society Lab at the Institute for Philosophy and Social Theory, University of Belgrade, University of Vienna, and American University of Paris (16–18 December at Dorcol Platz). The main goal of the conference & forum is the gathering of scientists, business leaders, and legislators to assess how emerging technologies affect our societies and what direction should be taken for the benefit of both individuals and society.

The question of whether one who consumes digital art stays empty afterward or feels something is an important one for the assessment of emerging technologies and their effects on human psychology. The point has been raised for the first time after the comedy/fantasy film *Shrek* was released on April 22, 2001, by a film critic, Stephanie Zacharek, with the following words: "Am I alone in thinking that computer animation is the work of the Antichrist?"

More than a decade has passed since then. The Dall-E and Stable Diffusion algorithms, which were used by the authors of this exhibition, are one of the new forms of AI-generated media that have emerged. Everyone can create text, video, and photos, but they can also conduct all kinds of AI-supported edits and augment media from direct reality to create mixed-reality experiences. However, it is new and significant that noted tools and media are beginning to be utilized by the general public—a road leading towards VR and the Metaverse. How is it going to feel to live in virtual reality? The purpose of the EMERGE conference and this art exhibition is to warn about the human-tech issues so we can create a future for human being. Or should we create a future for machines?