






## Emerging Technologies, Evolving Audiences

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## introduction

- socio-techno-cultural environment
- digital engagement
- embedded co-production
- experimentation
- participation




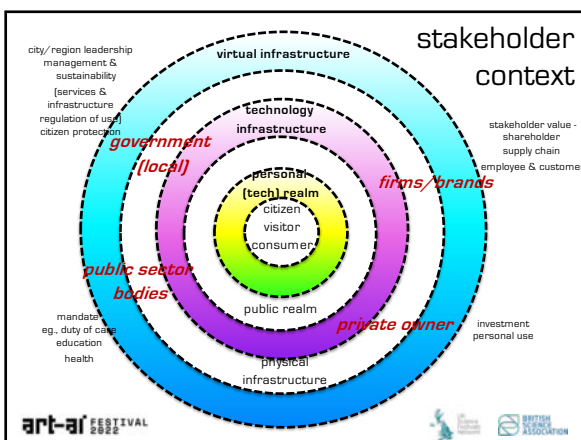
## technologies in culture

- digital experiences now closely aligned with the smart city agenda
- creative technologies
  - new approaches afforded by emerging technologies for creative practice place artists at the forefront of innovations
- playfulness lens
  - new types of engagement from passive to active interaction, may be time-based or permanent
  - involve citizens and tourists, artists/creatives, policy-makers and local businesses in public, private and commercial spaces

## cultural co-creation

- wellbeing 'physical, mental and social' (WHO 1946, World Commission 1996, UNESCO 2015, etc)
- aim is improvement of living standards and 'quality of life'
- importance of creative expression at an individual level >>> influences how people relate to others and contribute to society as a whole
- arts contribute directly to the health and care system in both preventative and therapeutic capacities




## personal (tech) realm

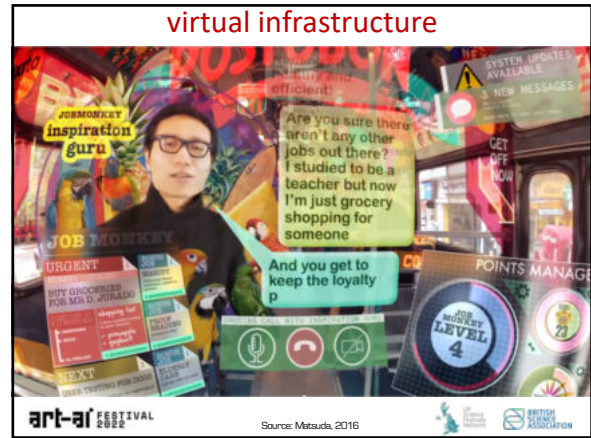
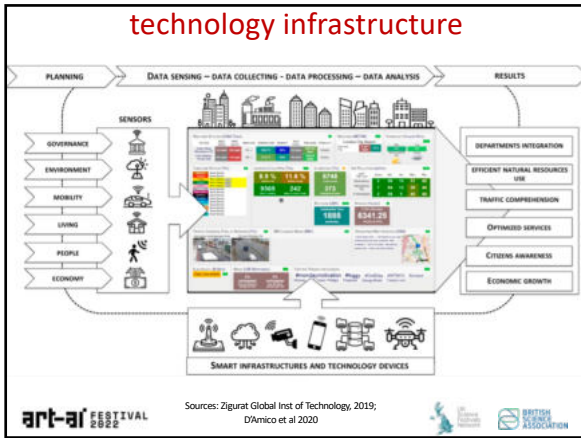
**Head**  
 limec, Thync, emotive, interaction

**Eye**  
 Google, Intel, Microsoft, SONY, htc, Oculus

**Wrist**  
 Intel, Google, adidas, ZTE+R, SONY, ASUS, pebble, SEIKO, fitbit, GARMIN, JAWBONE, ARCHOS, auerotic, tomrorn, TAG Heuer, HUAWEI, swatch, Withings

sources: Chung & Park 2019; Hamlett 2020; Farooq 2020

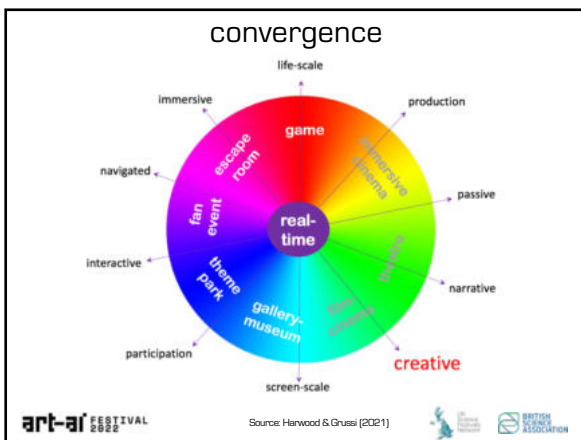


### public realm in cities

- space shared communally by the public – universal access, common ground, shared amenity
- parks, plazas (squares), monuments, buildings, pedestrian pathways, streets, street furniture, atriums, shopping centres, community centres, advertising hoardings, building exteriors, vehicles and transport mechanisms, people, the virtual space
- permanent, semi-permanent, temporal, performative, interruptive, ubiquitous, invisible
- static, dynamic, evolving, co-created

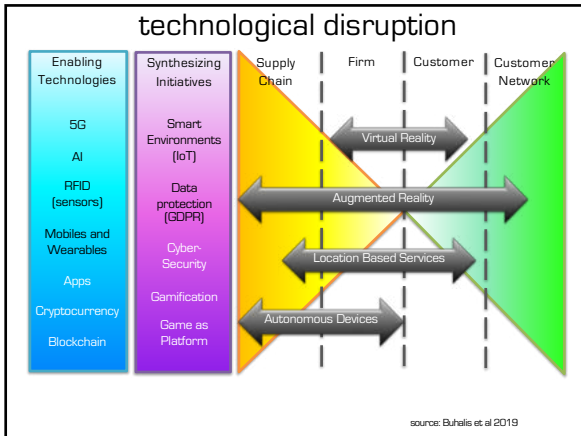
### challenges....

- synthesizing technological advancements
- convergence of virtual and physical



### challenges....

- changing nature of 'public realm'
- humans-in-the-loop
- places-in-the-loop
- stakeholder ecosystem integration
- GDPR
- cybersecurity
- **keeping up with consumer behavior!**



### Art-AI Festival

**Aim**

- to generate awareness among a general public audience in [city] of the roles and potentials of artificial intelligence (AI) through an art festival

**Objectives**

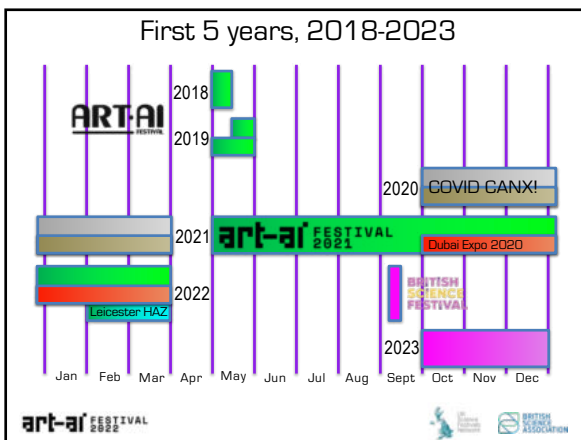
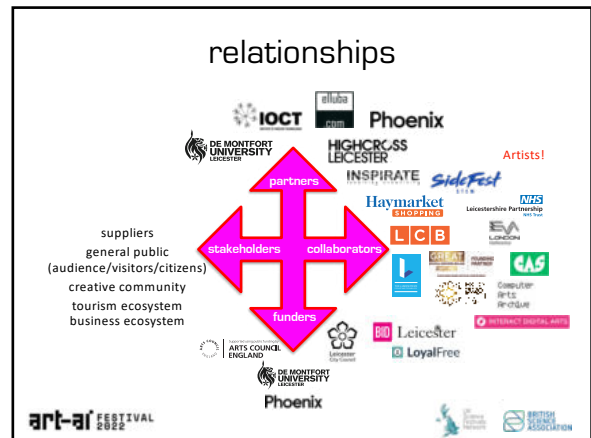
- position art that demonstrates AI and 'smartness' in the public realm
- with stakeholders, develop a general public engagement strategy
- assess the roles of creative technologies in raising public awareness of its capabilities and potentials

art-ai FESTIVAL 2022

### AAIF ethos

- accessibility
- equality / diversity
- collaboration
- collective intelligence
- human & place in the loop
- contemporary issues highlighted

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### ART·AI FESTIVAL

PHOENIX | HIGHCROSS 30 APR - 13 MAY 2018

**VENUES**

**Phoenix**  
Phoenix Square  
4 Midland Street  
Leicester  
LE1 1TG  
Mon-Fri 9am-9pm  
Weekends & Bank Holidays 10am-9pm  
Box Office: 016 242 2600  
phoenix.org.uk

**HIGHCROSS LEICESTER**  
Highcross Leicester  
Eastgate Entrance  
Leicester  
LE1 2AN  
Mon-Fri 10am-8pm  
Saturday 9am-7pm  
Sunday 11am-5pm  
highcrossleicester.com  
Twitter: @HXBeacons

**EVENT BOOKINGS**

FILMS - TALKS - INSTALLATION  
WORKSHOPS - PERFORMANCE

FILMS  
PERFORMANCE  
ARTIFICIAL INTELLIGENCE

INSTALLATIONS  
WORKSHOPS  
TALKS

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