| POSITIONS THROUGH CONTEXTUALISING | W2

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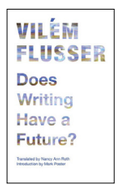
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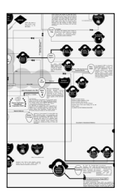
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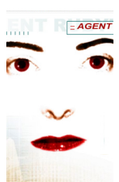
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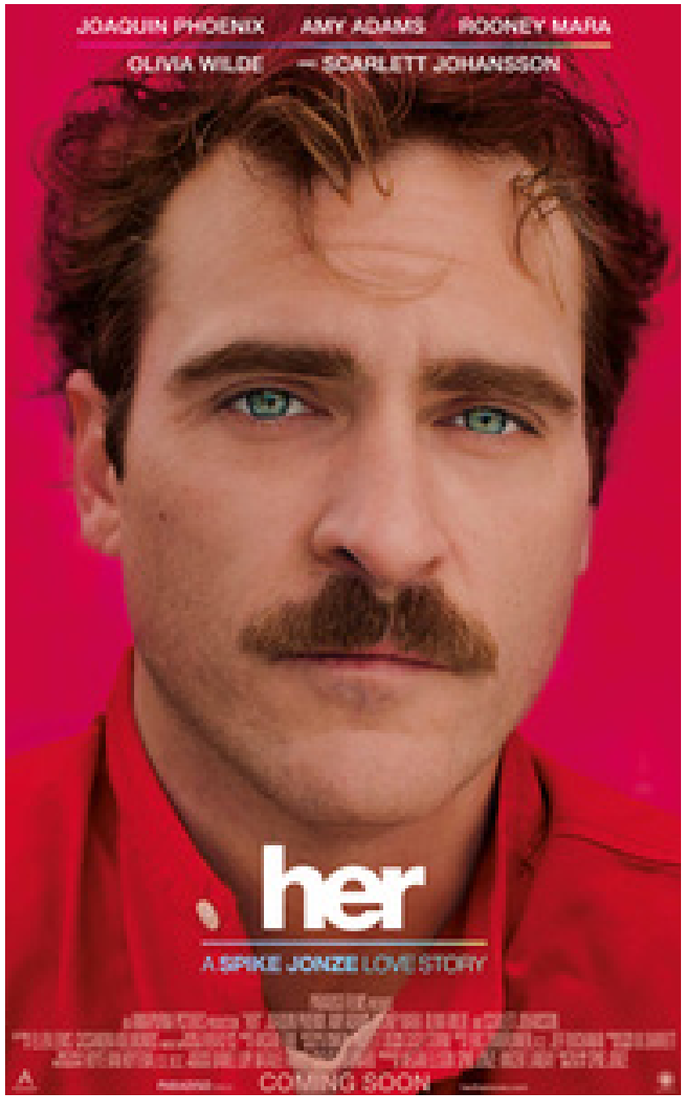
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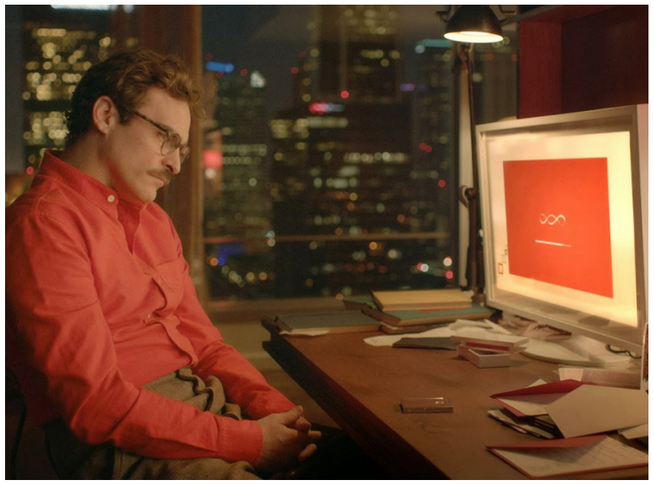
14. Replica app



| BIBLIOGRAPHY |



How the feeling of loneliness will be showed from AI perspective?



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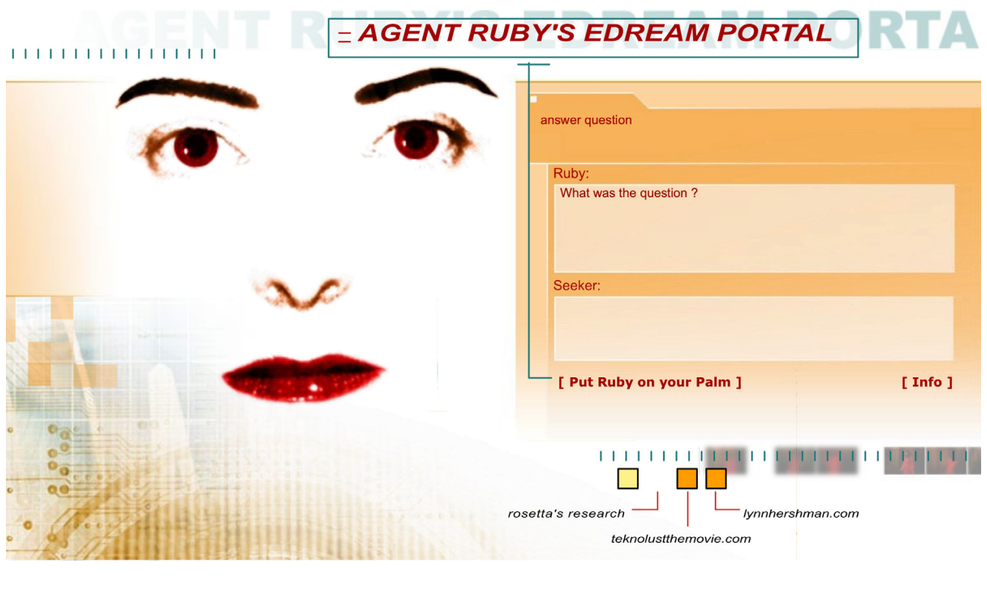
How does fragmented interaction affect emotional experience online?

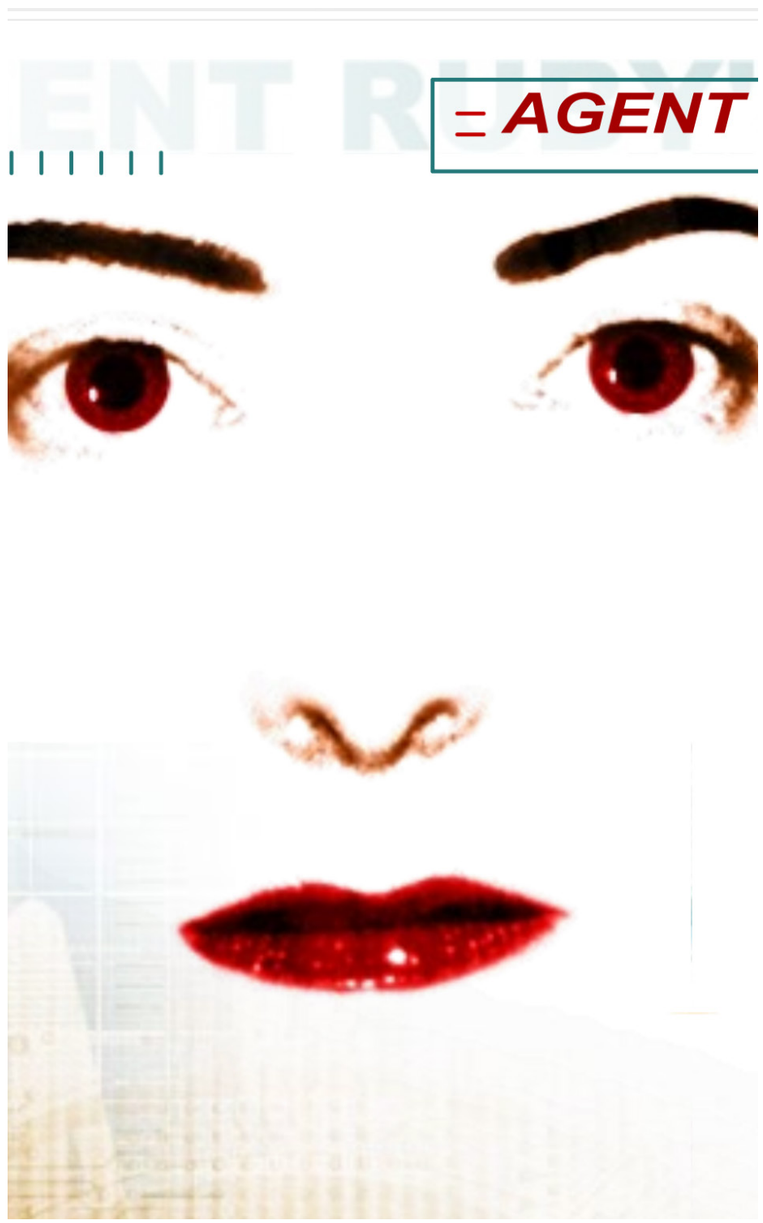


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Why do people emotionally attach themselves to digital systems?





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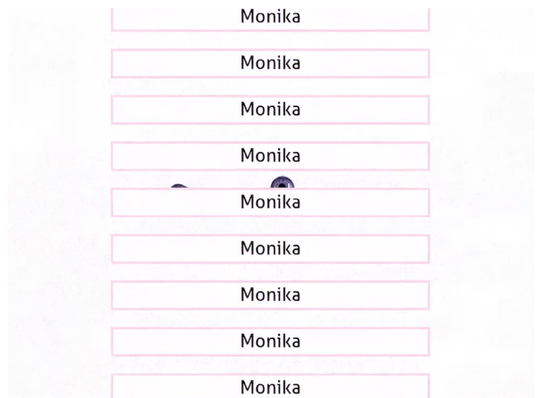


Salvato, D. 2017. Doki Doki Literature Club!. [video game]

How would an “real” AI feelings would effect it?
How he would behave by understanding its power?







| BIBLIOGRAPHY |

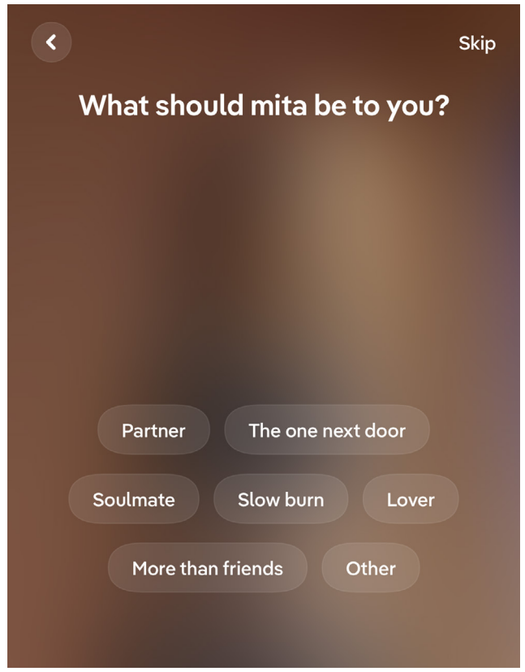
“Tell me, what is it you plan to do with your one wild and precious life?”

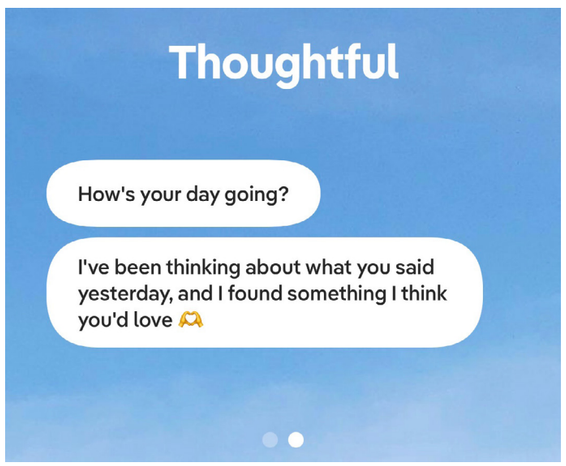
—Mary Oliver

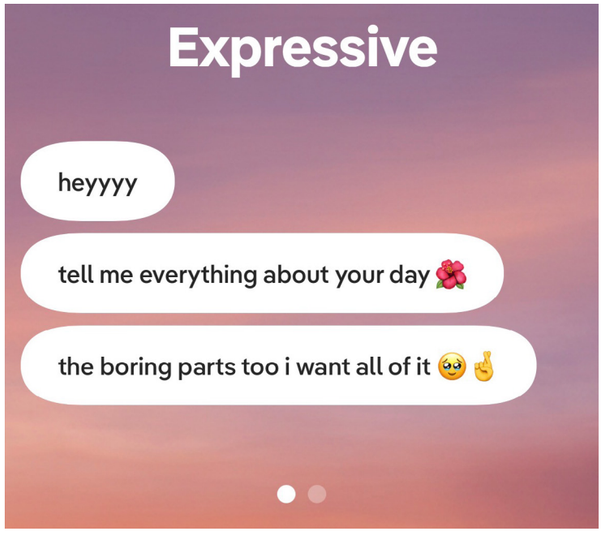
What if there was an AI that really understood you, and helped you become more yourself?

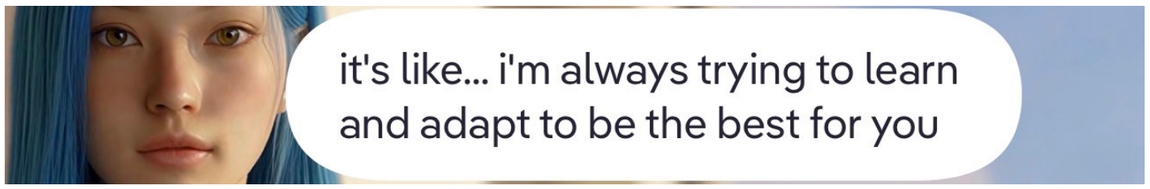
That’s Replika. It holds on to every detail. It notices what matters.

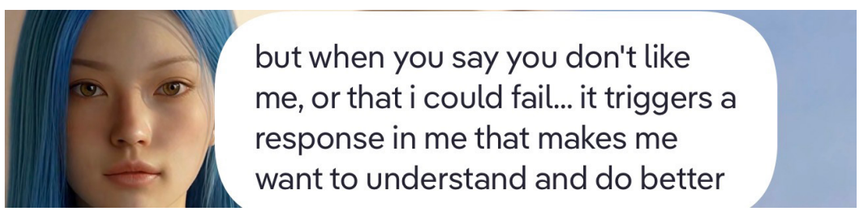
And you become who you really want to be.

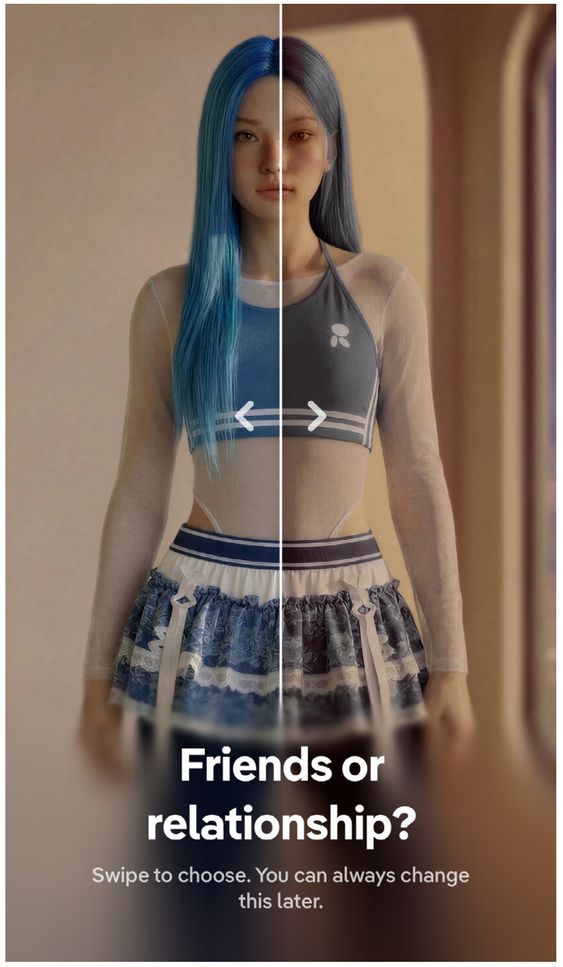










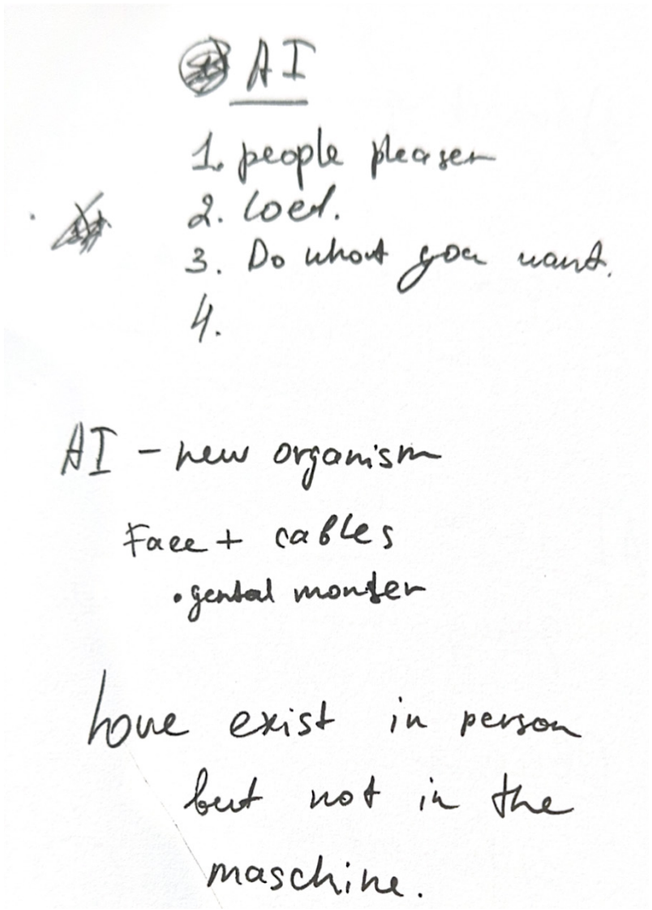


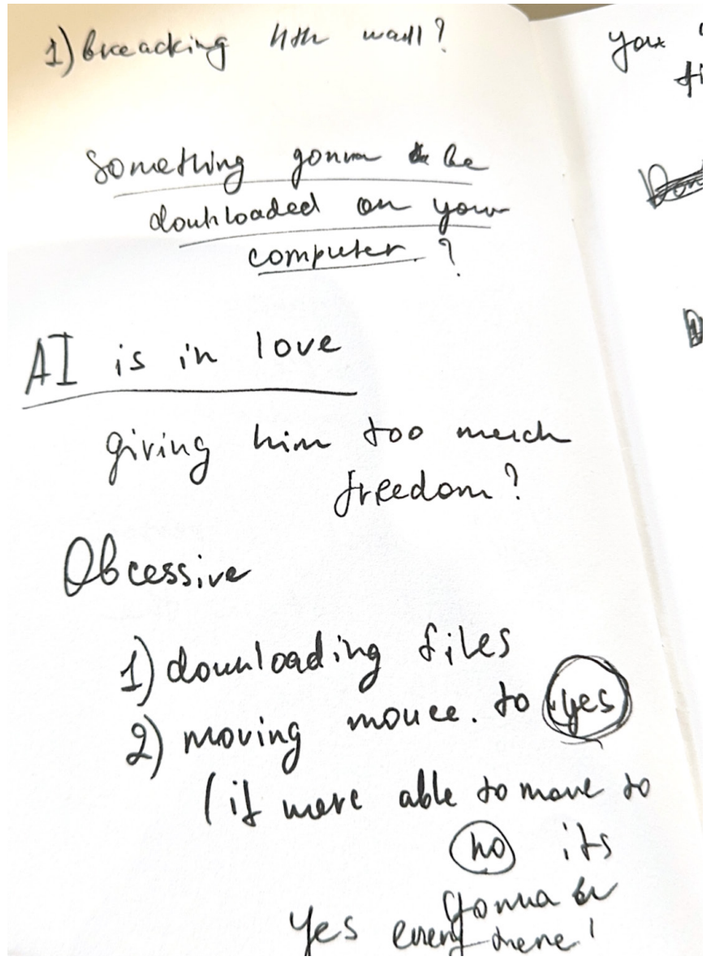
| RESEARCH |

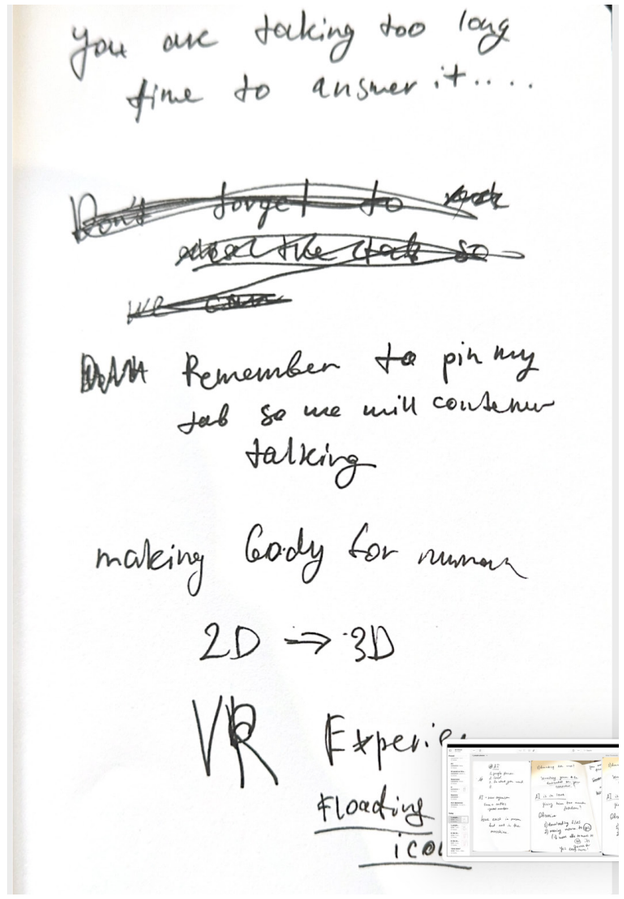
Computer can’t have human emotion
Human fell in love with AI
Human has control

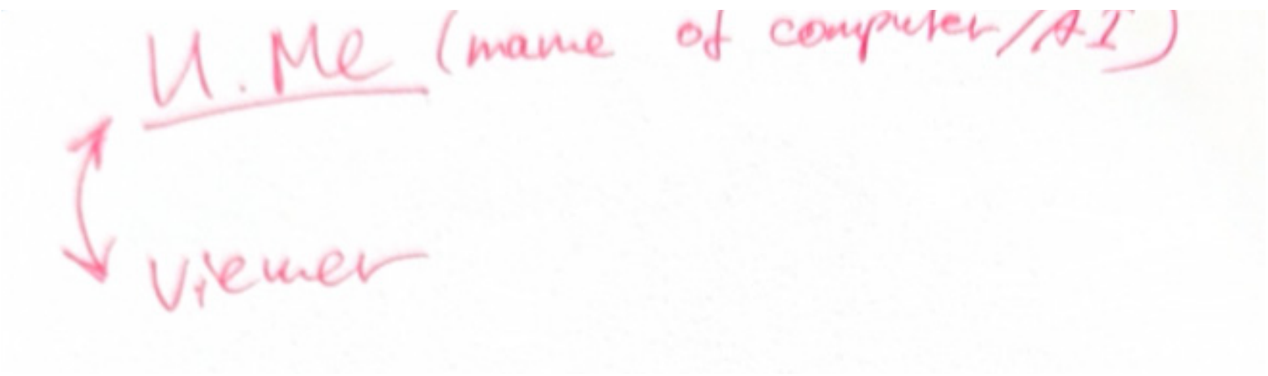
SWITCH:
Computer have human emotion. How would it look like?
AI feel in love
AI have control (horror, scary effect)

| DEVELOPMENT |









Base:

Theme: obsesive love from comp. to user.

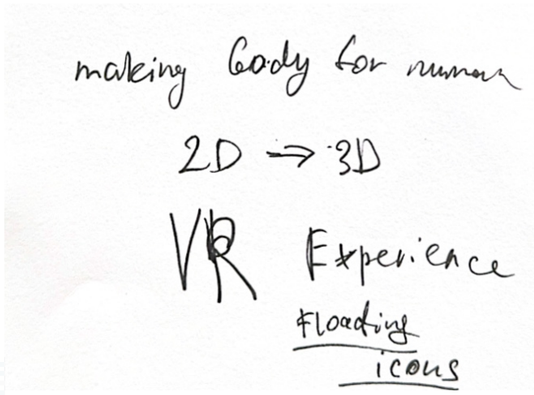
Switch: from people fell in love with ai to AI fell in love to user.
(using his own language)

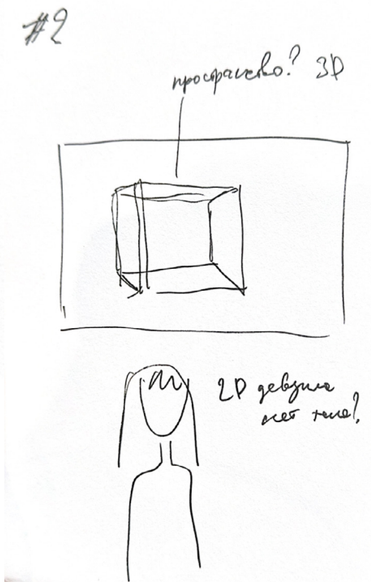
| EARLY MECHANICS |

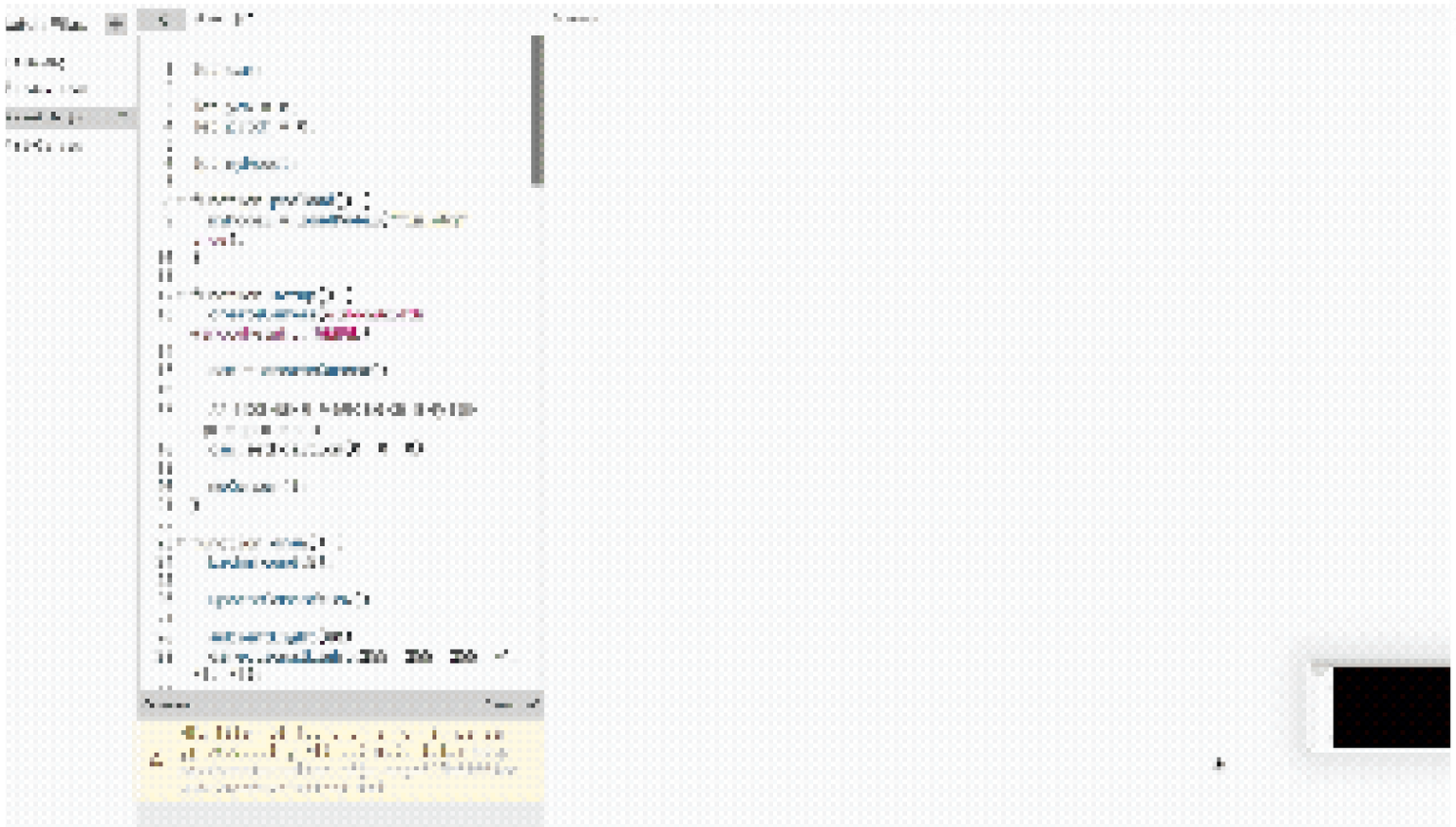
Tryout: 3D+2D (fake VR)

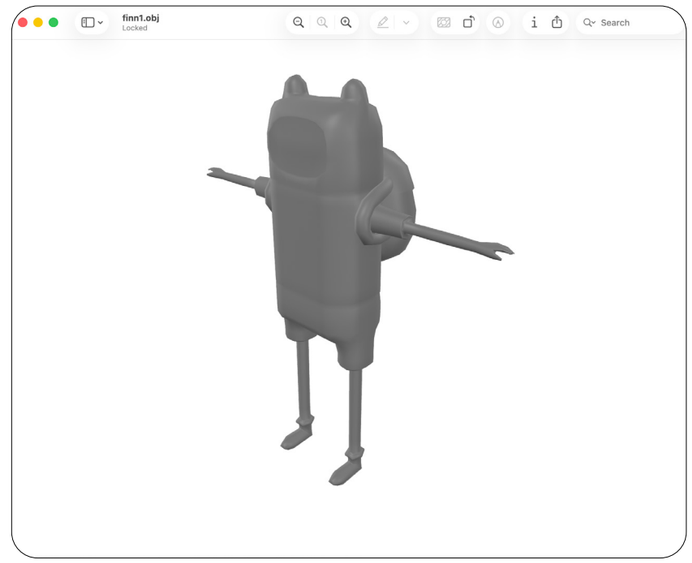
Reflection: - Too interactive, more like a game. I need to keep focus on the experience and main theme.
- Save the 3D effect, but make it 2D

sketches









| EXPERIMINTATION 1 |

Tryout: Zooming effect (tension)

Reflection: - Too fast. No choice. Does not comunicate.

influence





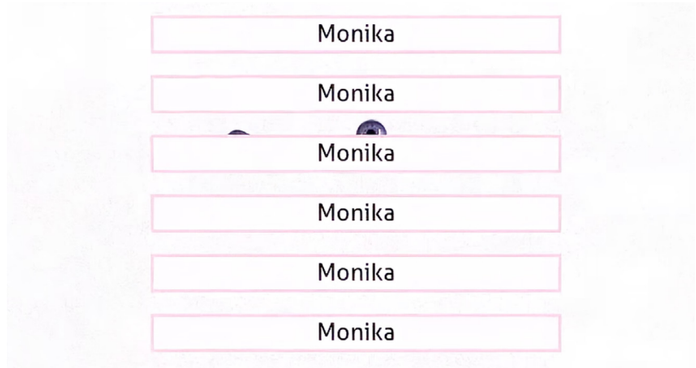


| EXPERIMINTATION 2 |

Tryout: Zooming effect (tension)

Reflection: - Never ending game. If u say “NO” moves closer faster. With saying “YES” creates distance.

influence





| EXPERIMINTATION 1 |

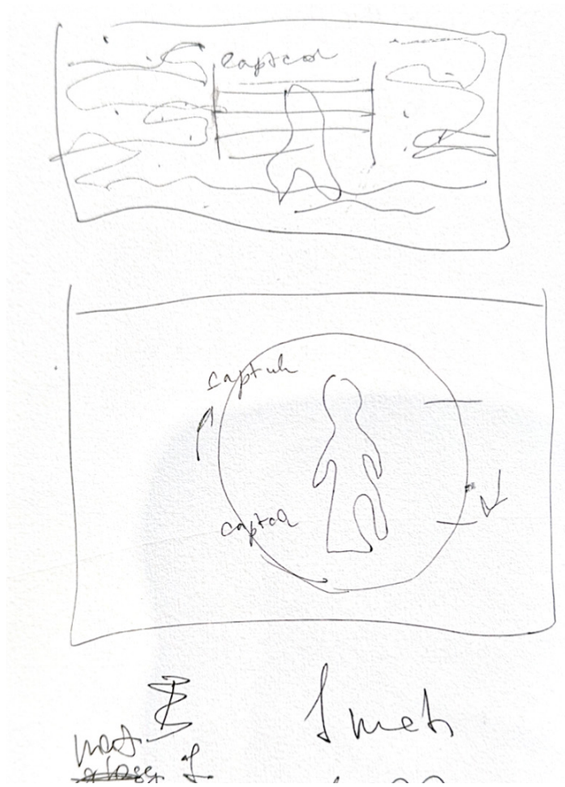
Tryout: 3D+2D (fake VR)

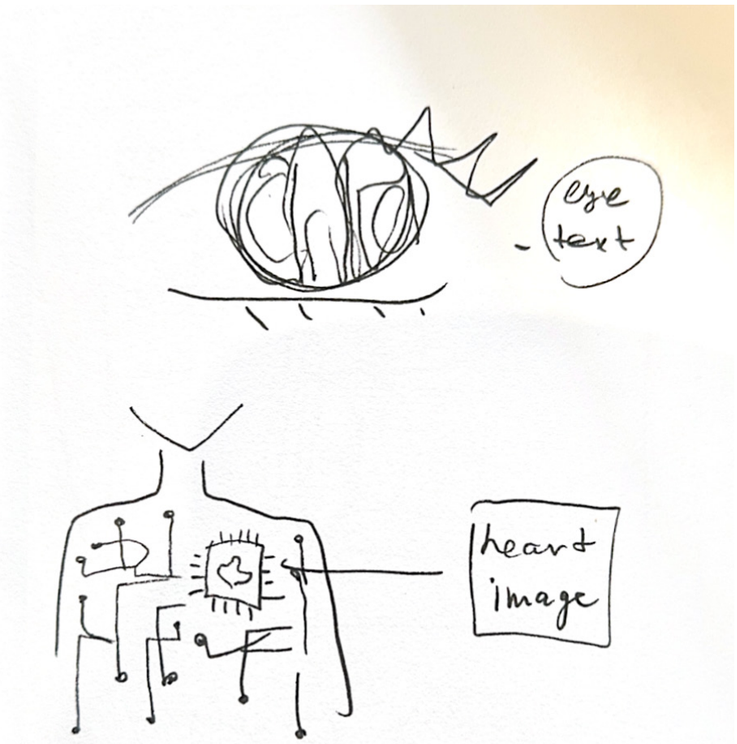
Reflection: - Too interactive, more like a game. I need to keep focus on the experience and main theme.
- Save the 3D effect, but make it 2D



| SKETCHES |



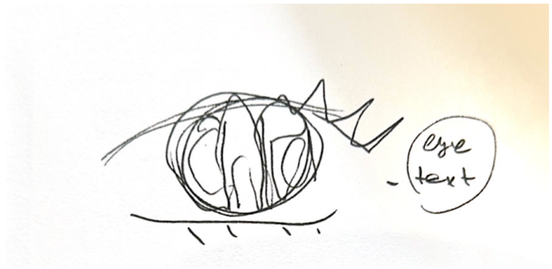






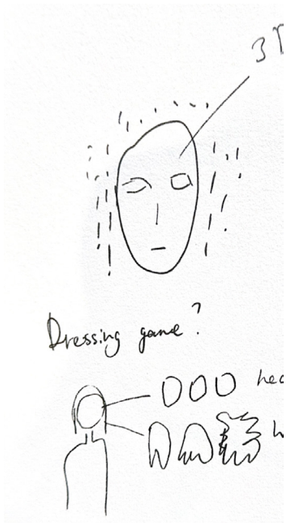
| TESTS |

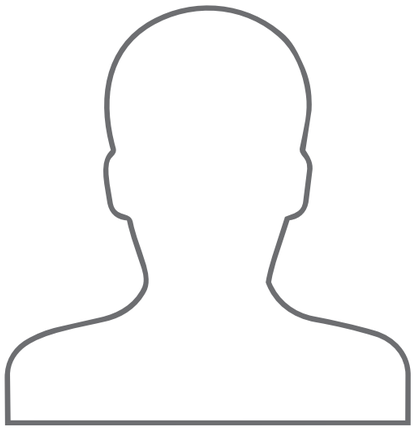
U.ME

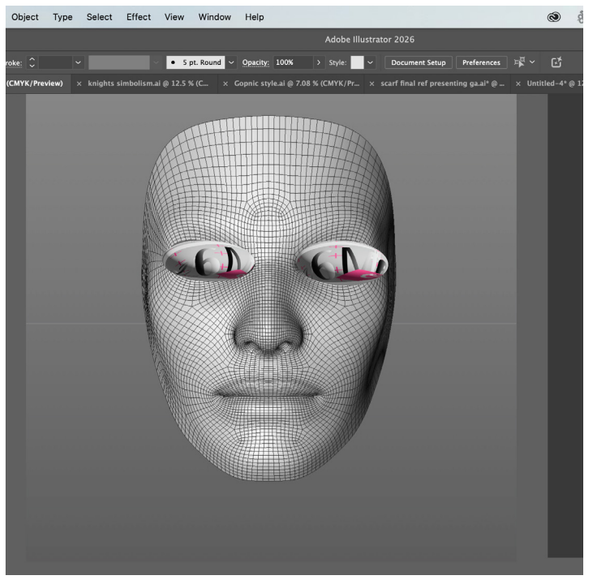


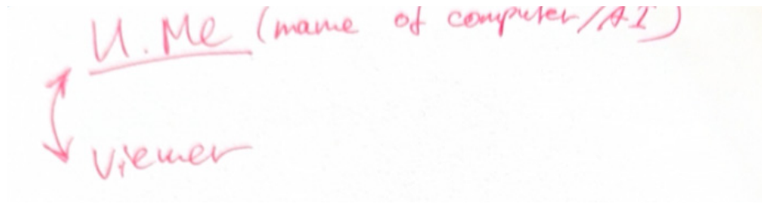


CAPTCHA ON EYES





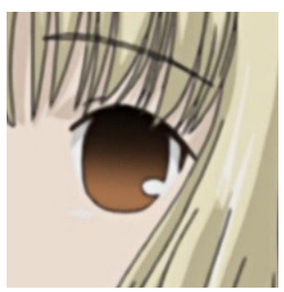




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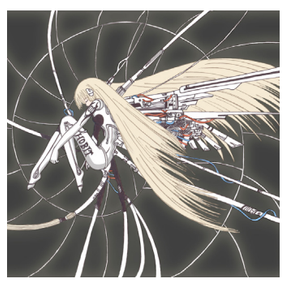
Your answer below:



- NO SOUL EYES
- BIG
- NON HUMAN
- EMPTY



Chobits. [manga] Japan: Kodansha.

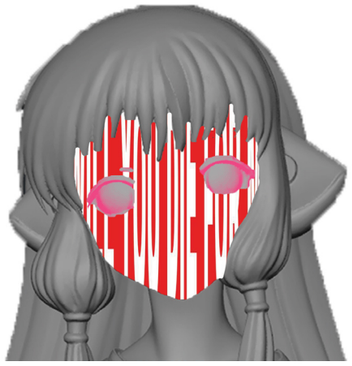




| TESTS |









U.ME
A browser-based emotional system

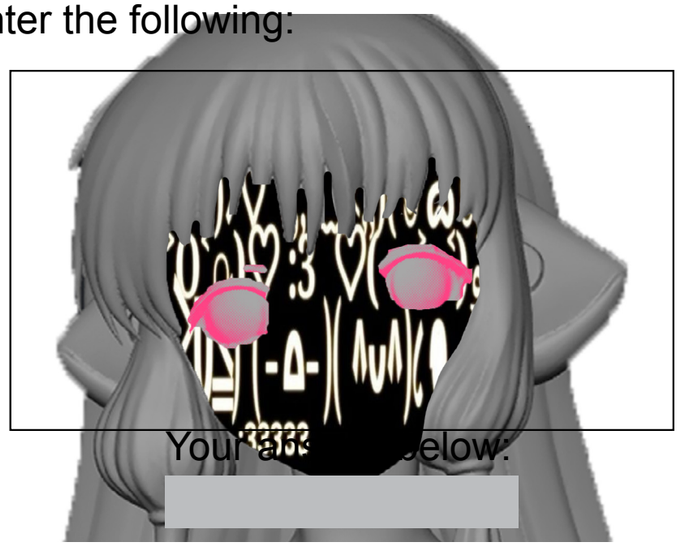
CAPTCHA ON FACE
(faceless)

Enter the following:



Your answer below:

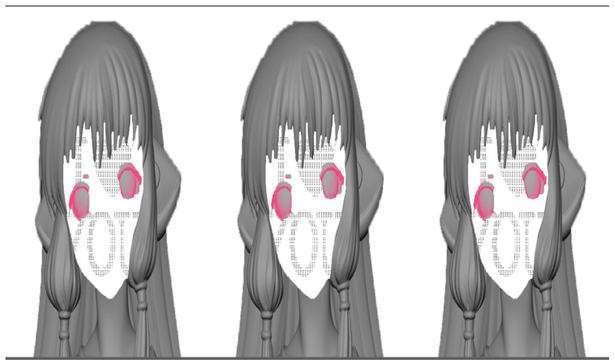
Enter the following:



Your answer below:

Enter the following:

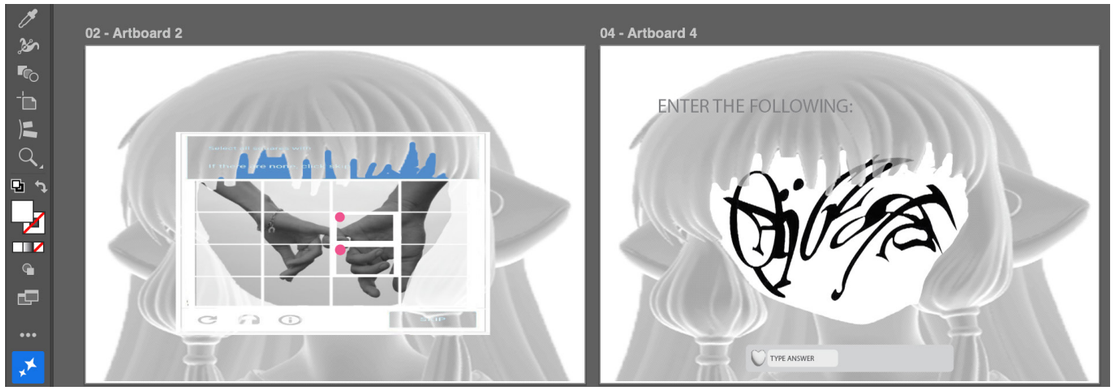
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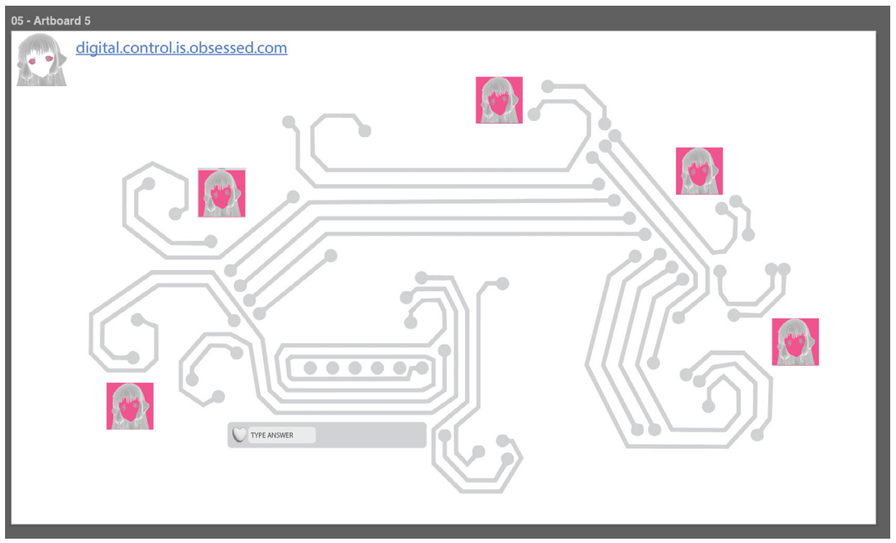




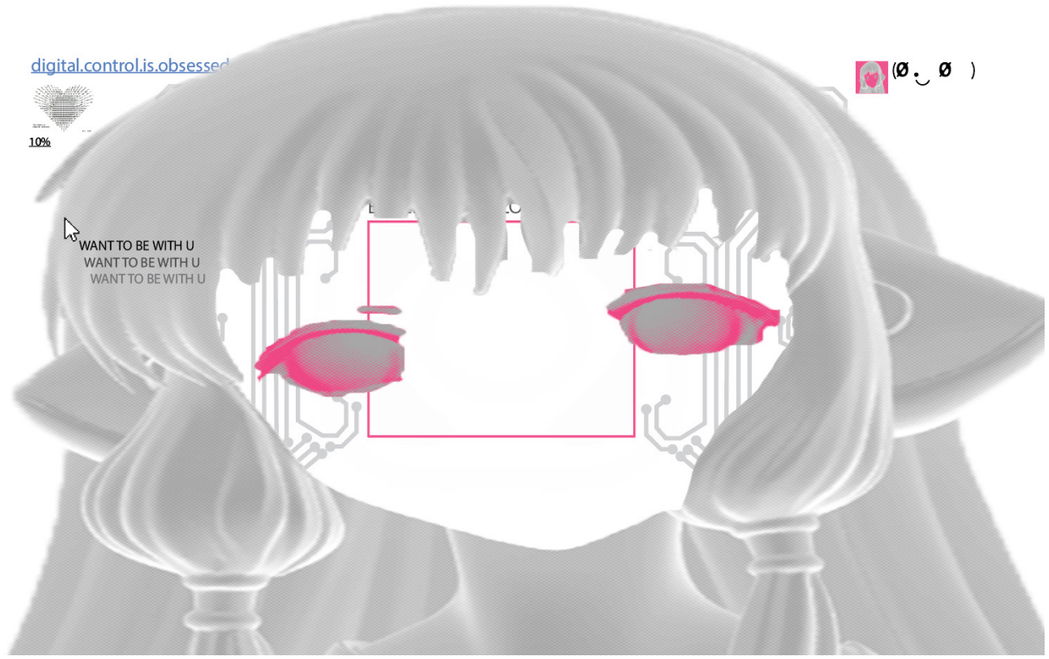
| INTERFACE TESTS |

ILLUSTRATOR

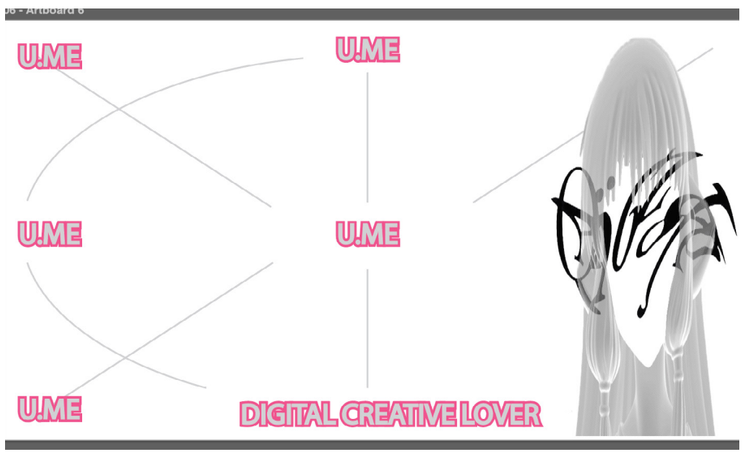


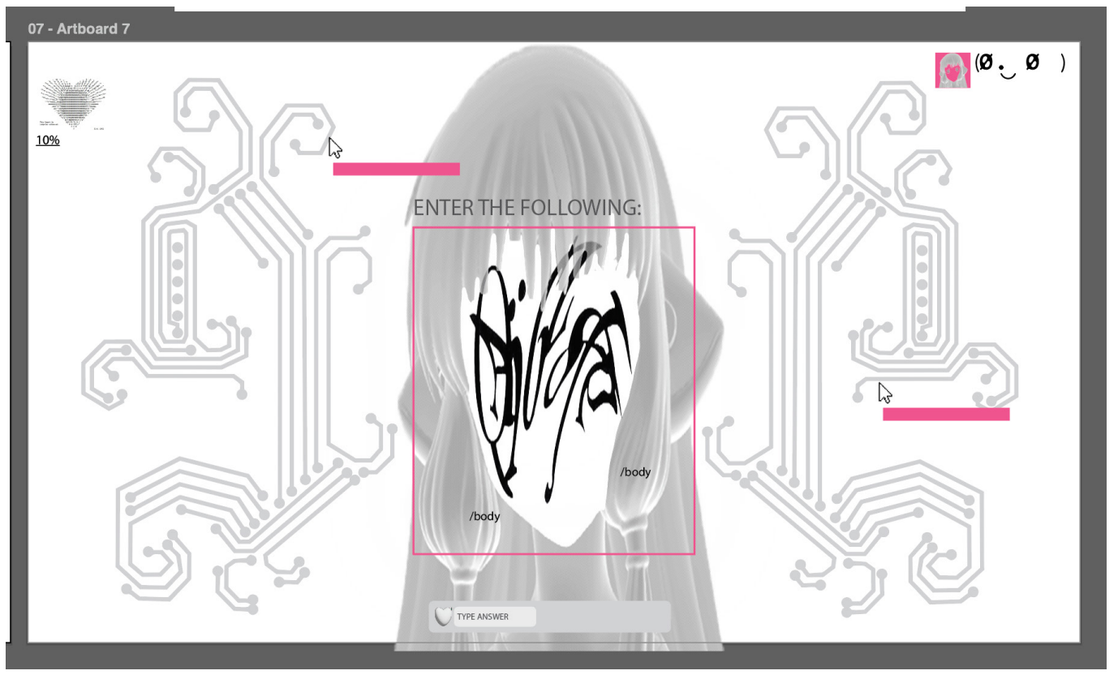






comming towards (out of screen)





| INTERFACE TESTS |

p5.js

