This workshop, organized by Alexander Gerner, Renata Silva Souza, and Vinicius Jonas de Aguiar (all CFCUL), is held in the flesh at the FCiências.ID on 2.12.2022 and online on 3.12.2022.

This research workshop is part of the research line of the RG3 Philosophy of Human Technology and the project Hacking Humans. Dramaturgies and Technologies of becoming other (Alexander Gerner) is the first edition of a series of workshops introducing a research workshop series -Philosophy of technology and AI aesthetics.

In this endeavor, we introduce diagrams as a crucial topic of exploratory activity in knowledge and experience augmentation and perceptive-action or perspective transformations, as well as communicative rhetoric at the core of the actuality of a Peircean age.

The question is whether the Philosophy of the diagram at the outset leads to a model-based science (diagrammatic reasoning in models) of science, logical graphs, or also includes aesthetics.

We are interested in the relation of aesthetics and art forms and diagrams as a perceptual and conceptual science of boundaries, limits, and mediation that deals with the "dia-" of the diagram.

Are aesthetic style and design hacking a form of diagramming? The question of the mere ontological (im-)possibility of "the" creative machine does usually obfuscate the performative and cultural changes emerging from collaborative collective human-AI aesthetics.

10h–10h15 Welcome
10h15–13h Morning session
10h15–12h00 Sheets, Diagrams, and realism in Peirce – A book session with Frederik Stjernfelt (University of Aalborg, DK)
12h–12h30 Comment (A. Gerner) and debate

Position presentations I & Debate 12h30–13h
Can diagrams show an expressivist conception of beauty? Some logical insights
Daniele Chiffi (Politecnico di Milano, IT)

Ljiliana Cavic (FAUL, Portugal)

13–14h30 Lunch Break (building C6, CFCUL)

14h30–16h00 position presentations II–III & Debate

Session II – AI- Avatar aesthetics and Music Recommender Systems
14h30-15h00 Hacking into the Avatar dream, AI- aesthetics and platforms of algorithmic facialities - Alexander Gerner (FCUL, CFCUL, Universidade de Lisboa)

15h00-15h30 Music Listening in the Age of Music Recommender Systems: Contributions from Pragmatism - Vinicius Jonas de Aguiar (FCUL, Universidade de Lisboa)

- 15h30-16h Workshop Session III: short interventions
  Graça Correia (FCUL, CFCUL, Universidade de Lisboa)
  - Masa Tomsic (CFCUL, Universidade de Lisboa)
  - Renata Souza Silva (USP/ CFCUL, UL)

- 16h00-16h30 coffee break

- 16h30-18h30 Workshop session IV - Exploring multimodal perception and meaning-making via Large Language Models (LLMs), Generative Adversarial Networks (GAN), Latent Diffusion Networks (LDM) in Image, “Atavic” Memory, and Film
  16h30-16h50 An Implementation of DALL-E in Pytorch library
  Higo Felipe (Instituto Federal de Educação Ciência e Tecnologia do Maranhão (IFMA) & INESC-ID, IST)
  - 16h50-17h15 Late Atavic Memories
  Gonçalo Guiomar (Champalimaud Centre for the Unknown, Learning Lab)
  - 17h15-18h30 Creative Artificial Intelligence (Scientific-artistic Ph.D. Project)
  Tobias Frühmorgen (Filmuniversity Babelsberg, FilmEU, Universidade Lusofona / CICANT) & Rita Grácio (FilmEU, Universidade Lusofona / CICANT)

^ end Day_01_18h30
Workshop Dinner 20h00 (optional: please inform us if you can join us)

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Diagram and AI- Aesthetics II

Online [zoom] 3.12.2022
11h-18h30 Lisbon Time [Brasilia Time:8-3:30]

^ Zoom Code Meeting ID 739 250 3722
Password 123123
Please use headphones for best audio experience and unmute for debates!
^

- 11h-13h15 Morning session (8:00 – 10:15 Brasilia Time)

- 11:00- 11:15 Welcome (8:00-8:15 Brasilia Time)
  Session I
  11h15- 12h15 (8:15- 9:15 Brasilia Time)
Cognitive aspects of AI aesthetics
João Eduardo Kogler Junior (USP-Brasil)

Creative processes of an interdisciplinary trajectory: from intelligent spaces to multimodal opera
Jônatas Manzolli
Instituto de Artes, Núcleo Interdisciplinar de Comunicação Sonora (NICS)
UNICAMP, Brasil

Session II 12h00-1h15 (9:00- 10:15 Brasilia Time)
Dreaming up Proteins: AI-driven strategies scaffolding abductive reasoning
Mariana Vitti Rodrigues (UNESP/Marília, SP, Brasil)

Morphoesthetics in artificial intelligence: proteins x machines
Anderson Vinicius Romanini (University of São Paulo)
Ludmila Lackova (Palacky University, Olomouc/ Czech Republic)

13:15-15:00 LunchTime (10:15- 12:00 Brasilia time)

Session III – 15h00 – 15h00 (12:00 – 2:00 Brasilia time)
Memes and (dis)information: the manipulation of perception as an anti-democratic tool
Juliana Moroni - UNESP/Marilia, SP, Brasil
Mariana Claudia Broens - UNESP/Marilia, SP, Brasil

Diagrams and creativity: An open door for the aesthetic relation between humans and machines?
Renata Silva Souza (USP-ECA/CFCUL)
Maria Eunice Quilicí Gonzalez (UNESP/Marilia, SP, Brasil)
Anderson Vinicius Romanini (USP-ECA)

From the concept of digital art: the game between the mechanical and the expressive in the creative process of the production of images by AI
Lucia Ferraz Nogueira de Souza Dantas (FSB-SP, Brasil)

17h00 – 17h30 coffee break (2:00 – 2:30 Brasilia Time)

Closing session 5h30-6h30 (2:30 – 3:30 Brasilia Time)
Challenges of AI for culture and creativity
Lucia Santaella (PUC-SP)
2.12.2022 FCUL, (Faculdade das Ciências da Universidade de Lisboa) Anfiteatro da FCiencias.ID, Campo Grande C1, 3rd floor
Metro Station: Yellow Line, or Green Line from Campo Grande to Building C1, 3rd floor