



PRESS RELEASE

AI4future takes part to *DIGITAL AWARENESS*

a collective show by Espronceda for

ISEA2022

7th International Symposium on Electronic Art

within the New European Bauhaus Festival

Discover the program [here](#)

Exhibition Venue

ESPRONCEDA - Institute of Art & Culture
Carrer d'Espronceda 310-326, Barcelona

Friday 10th

Press preview | h 17

Opening | h 19-22

Monday 13th

Guided visit | h 19-21

Opening days:

10 - 18 June 2022 | h 16-20 | espronceda.net

[Online exhibition on Mozilla Hub](#)

Tuesday 14 th

Project presentation by Federico Bomba | h 17.20. CCCB. ISEA2022 symposium.

[More info here](#)



AI4FUTURE is an international network of urban labs where artists and young activists cooperate to create awareness through the use of Artificial Intelligence to serve the community

Within the framework of the main theme [Possibles](#) for ISEA2022 - the International Symposium on Electronic Art in Barcelona dedicated to the crossroads where art, design, science, technology and society meet -, **AI4FUTURE will be hosted by ESPRONCEDA** - Institute of Art & Culture with a preview of the ongoing art projects in Milan, Cagliari, Rotterdam and Barcelona.

Can Artificial Intelligence be a creative tool for better understanding the social changes we are facing? A two-years journey – ending in September 2022 – is exploring how artists, computer scientists and young activists can contribute to improve the knowledge on new possible meanings of Mobility after the emergence of the Covid.

With this premise, AI4FUTURE was set as an international network of Urban Labs formed by **Sineglossa**, in the role of coordinator, organization for years engaged in projects of art and artificial intelligence, along with partners such as **MEET Digital Culture Center**, the first international center for Digital Art and Culture in Milan, **Espronceda**, the Institute of Art and Culture based in Barcelona, **V2_Lab for the Unstable Media**, the Dutch center for Art and Media Technology, and **Sardegna Teatro** as an associate partner.

The project partners have strengthened their commitment in disseminating and supporting the most advanced research and trends of digital languages by participating in a project co-funded by the *Creative Europe Programme* of the European Union. Each organization involved in the consortium has been able to count on territorial and European communities of stakeholders and networks dealing with social, economic and cultural innovation.

AI4Future aims to show how art associated with Artificial Intelligence can be a **powerful advocacy tool at the service of young European activists to address the cultural and social changes of our time**. The activists have been involved to redefine the concept of **post-covid mobility**, understood not only as the possibility of moving, but also as the relationship between the physical and virtual world, the relationship between public and private spaces, social and gender mobility. Starting from these inputs, the artists selected for the Urban Labs are working with them in the four cities involved in co-designed projects.



In details:

PANORAMAI by Bernat Cuni

selected @Esprocenda/Lemongrass, Barcelona
with EXO in collaboration with Canodròm
Category: AI, phygital worlds and digital barriers

PANORAMAI is an artwork based on endless panorama videos generated by AI using large image datasets created by the community during their commutes and different modes of mobility. This project will use AI to digest extensive amounts of image data in order to learn the visual common denominators of diverse modes of mobility.

The piece explores the multiple narratives around Access to Internet and Digital Divide with a set of lenticular prints that reveal different narratives depending on the angle that are viewed from, thus showcasing how different people can experience or understand the multiple realities if explored from diverse points of view.

Moving Forward by Nino Basilashvili

Selected @Sardegna Teatro
with A FORAS
Category: AI and community mobilization in public spaces

Moving Forward is an interactive installation about AI in public space.

In the digital age AI is already measuring and predicting our behavior, what does this mean for our freedom? Public space nowadays is more and more subjected to technologies used for crowd control. What if we use the same technologies that limit us to gain more freedom? AI can be used for positive values, we just need a shift in thinking and applying. The artist is investigating these themes together with activist groups in Sardinia, collaborating to the interactive installation.

ROSETTA MISSION 2022 by Luca Pozzi

Selected @MEET DIGITAL CULTURE CENTER, Milan
with FAI Fondo Ambiente Italiano
Category: AI, platform urbanism and social mobility

RM2022 is inspired by the homonymous space mission of E.S.A., the European Spatial Agency between 2004 and 2016. It is the 3D reconstruction of the 67.P Churyumov Gerasimenko comet, transformed from a physical celestial body into a digital convergence point for different disciplines. The *RM2022* is a temporary free Hub, without specific political, religious, and geographical



coordinates, suitable for interdisciplinary contributions and social interaction: a meeting point for activists, artists, philosophers, and scientists. In Barcelona will be presented a DEMO version in order to suggest possible connections between the public of the Espronceda and activist groups, involving a VR experience and an environmental soundtrack.

Being a cat, Being a fish, Being a dog by Chunju Yu

Selected @V2_ Lab for the Unstable Media, Rotterdam

with The Slow Reading Group

Category: AI and Gender Inequality issues

Inspired by fake celebrity porn made by deepfake technology, *Being a cat, Being a fish, Being a dog* aims to address the issue of sexual exploitation in the porn industry. The first part of the work, *Being a cat*, is about the catfishing of a porn conversation on dating apps using AI-generated faces. *Being a fish*, is a MMF threesome porn in which the performers' faces are swapped to the artist's face. In *Being a dog*, the face of a woman is substituted with a dog face in a masturbation porn. The work uses words, images and actions to intervene in the patriarchal value of the intimate online spaces from different regions, interrupting the male gaze among the public. It discusses the lawfully and technologically inequality of gender and the entrenched male-standard perception of sexuality from the public opinions.

INFO

www.ai4future.eu

info@ai4future.eu

#AI4FUTURE

About ISEA2022 and the exhibition at ESPRONCEDA

<https://isea2022.isea-international.org/>

<https://www.espronceda.net/>