



OFFICINE SINTETICHE LAB VIII

presents

JAMES RYAN

Expressive Systems for Interactive Narrative

9-13th October 2017

JAMES RYAN IN SHORT

James Ryan is a researcher and practitioner in the areas of simulation, narrative, and natural language. His work has been featured in The Guardian, New Scientist, and Rolling Stone, and has appeared at IndieCade, Slamdance, and the San Francisco Museum of Modern Art.

He's finishing up a PhD at the University of California, Santa Cruz, where he is a member of the Expressive Intelligence Studio. He's also an AI Specialist working with Spirit AI.

During the week, James will hold a number of meetings with students in which he will describe his system for interactive story generation that has been used for computationally assisted live performance. The workshops aim to bring the participants closer to the wide field of interactive storytelling, via a specific point of view that is the creation of storyworld. Given James' experience with the performance Bad News (www.badnewsgame.com), the activities in the workshop will be dedicated to the exploration of the expressive possibilities of Artificial Intelligence in terms of audience engagement.

All the events will be in English.

<https://www.jamesryan.world/> , <http://www.officinesintetiche.it/>, Officine Sintetiche on FB

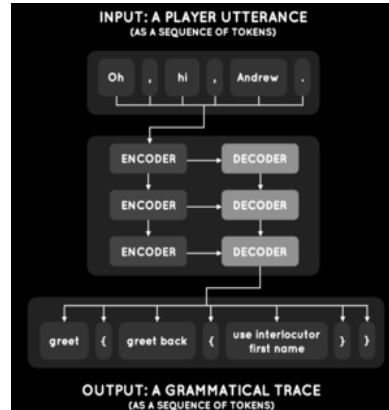
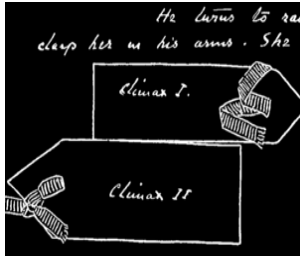


LECTURE

10th of October. 10 – 11:30 am

Polytechnic of Turin. Cinema and Media Engineering

Corso Castelfidardo, 39. Turin. Aula 2I.



James will introduce his work in a public lecture focusing on the history of procedural narrative. James will present his recent studies about, the application area of artificial intelligence in which computers are made to tell stories. He will trace a lineage of this field using his own works as examples. The lecture won't be just a list of systems, names, dates, or even a series of system architectures, but also the intellectual through lines and history of ideas that underpinned the evolution of systems over time.



SEMINAR AND WORKSHOP

9-13th of October Palazzo Nuovo.

SEMINAR

The algorithm for the generation of a town

9th of October. 2 – 4 pm

Palazzo Nuovo.

Via Sant'Ottavio 20, Turin. Aula 8.

WORKSHOP

12th and 13th of October. 3 – 6 pm

Bad news

Palazzo Nuovo.

Via Sant'Ottavio 20, Turin. OpenLab (ground floor Palazzo Nuovo)

The workshop will illustrate a system for the realisation of a performance whose scenario is uniquely generated by a computer simulation, an installation that combines artificial intelligence and live improvisation.

For further informations about the seminar and the workshop please contact

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