

Arts and Robots

The future of artists' labour in the context of technological developments

Local Serbia time (CEST)

Wednesday 18 October 2023

Kolarac Endowment, Studentski trg 5, Serbia / online via Zoom

> 09:30-10:00

Welcome and registration

> 10:00-10:30

Introductory note by Maja Ćirić (curator and art critic) and video screening

Modern Art Tales by AI Artisan, Eight stories on modern art produced by ChatGPT.

> 10:30-11:30

What is art for...and how should it be funded?

Teemu Mäki, Director (theatre/dance/film/ opera), visual artist, writer and theorist

What is the purpose of art for individuals? And what is art's purpose from the viewpoint of the state (or nation or community)?

Proponents of the arts often argue that art has intrinsic value, that it does not need external justification or purpose. However, in recent decades, it's harder and harder to convince decision-makers that art needs special protection, special freedoms and significant funding just because it's great.

Teemu Maki will share his theories and experiences on the purpose of art, what works when lobbying for art with decision-makers and how to argue for more freedom, more significance, more funding and more important role for the arts in our societies.

> 11:30-12:00

Break

> 12:00-13:00

The Metamorphic Role of the Artist Across the Digital Technology Timeline

Jelena Guga, Theorist of new media art and culture

The intersection of art and technology has reached unprecedented heights, with digital technologies emerging as novel tools and collaborators in the realm of artistic creation. How do artists navigate the intricate web of challenges (concerns of authenticity, authorship, and copyright) while embracing the potential of digital collaboration and appropriation?

From 'isolated genius' to 'entrepreneur', the fusion of art and technology has redefined what it means to be an artist, with tasks

such as coding, digital rendering, data analysis, as well as social networking, becoming as crucial as traditional craftsmanship.

Through a chronological exploration of pivotal moments, Jelena Guga will uncover how artists have not merely reacted to digital trends but actively forged new pathways, redefining their identity and impact and unveiling a narrative of adaptability, innovation, and reflection.

> 13:00-14:30

Lunch break

> 14:30-15.30

Art, AI and visual authors rights – copyright recommendations for a fair future for visual artists

Marcel Noack, Artist, photographer, graphic artist and curator

From the introduction of the European DSM (Digital Single Market) Directive to DTM (Text-Data-Mining), Marcel Noack will talk about the policies that strengthened copyright laws, intending to provide adequate remuneration for the use of copyrighted works, and those policies that stopped this.

With NFTs embedded in blockchains dominating the art market and generative AI app ChatGPT sweeping the world, new AI-based apps have been appearing daily using copyrighted works of countless artists worldwide, without their consent and knowledge, and without having received any payments. A look at German initiatives and their recommendations in dealing with AI shows ways in which a common fair future for all stakeholders could be possible.

> 15:30-16:00

Break

> 16:00-17:00

Should I AI?

Antonio Roberts, Artist and musician

The recent popularity of AI software such as ChatGPT, Stable Diffusion, DALL-E and Midjourney has brought with it fierce debate in the creative industry around the threats and opportunities to be had in using AI tools in the creation of art, and its overall impact. With each new (re)invention - virtual reality, blockchain, social media, augmented reality, NFTs - comes the same questions around authenticity, displacement of jobs, opportunities to explore new types of creation, and more broadly, the future of art itself. What, then, makes AI different? Why does it feel like this time this “new” invention will have a disruptive impact where others didn't?

Despite having engaged with a number of new technologies, Antonio Roberts made a conscious decision to not use AI software. In this talk, he will share his reasons, looking back at the history of digital and generative art and current digital art practices.