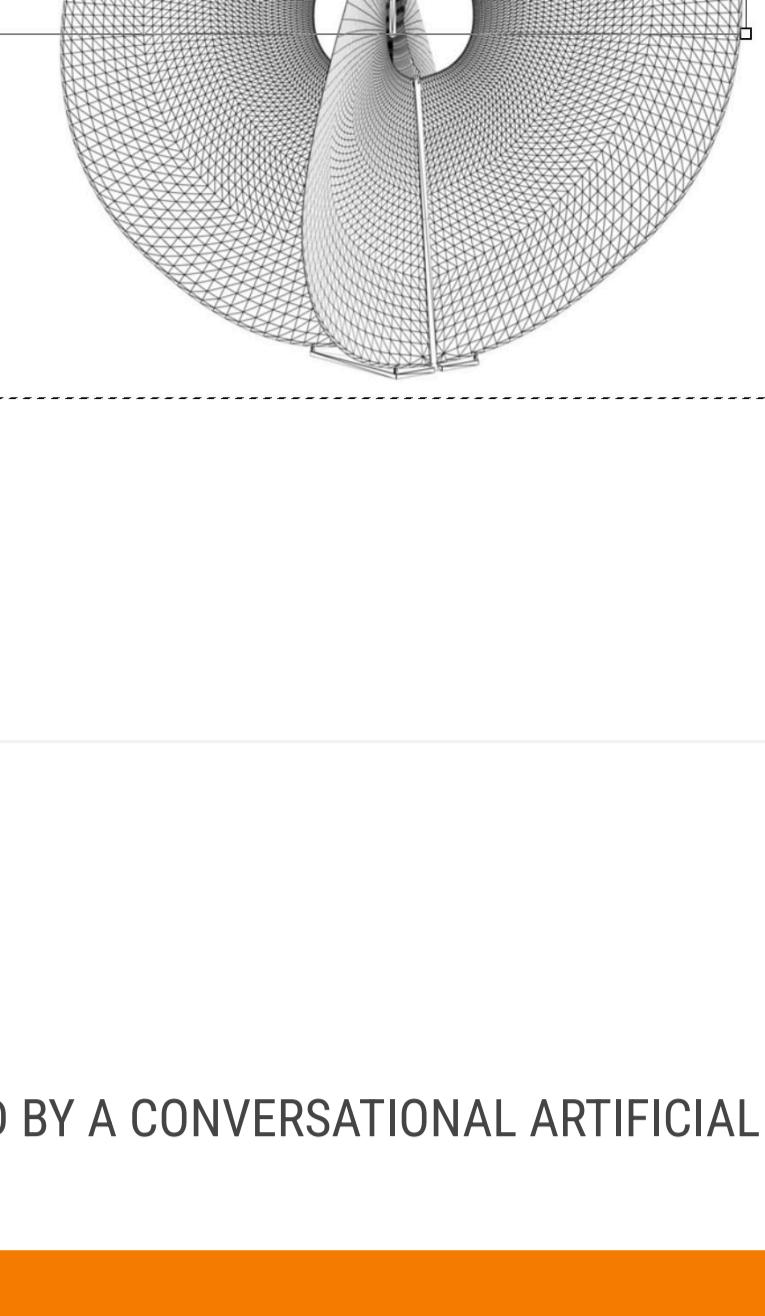


Projects:

* World-class research manifest as a range of public projects (boundary-fluid art works, interventions, systems and cultural prototypes), thinking deeper and differently about how we engage with data and computational systems in an increasingly technologically mediated world.



THE INFINITE GUIDE

janeconway Projects

13/11/2018

30 Aug – 01 Sept FACT Workshop /

30 Aug – 09 Sept WWW.THEINFINITE.GUIDE/

01-09 September KARST Exhibition /

A SPECULATIVE ART WORK AND RESEARCH PROJECT, POWERED BY A CONVERSATIONAL ARTIFICIAL INTELLIGENCE.

““Although today's technologists, in their sober pursuit of utility, power, and profit, seem to set society's standard for rationality, they are driven also by distant dreams, spiritual yearnings for supernatural redemption. However dazzling and daunting their display of worldly wisdom, their true inspiration lies elsewhere, in an enduring, other-worldly quest for transcendence and salvation.”

(Noble, 1993)

The Infinite Guide is a speculative art work and research project, powered by a conversational Artificial Intelligence (a natural language human-computer interface). It took place simultaneously online and at [KARST](#) in Plymouth, UK.

The work is grounded in the proposition that as the complexity and power of intelligent systems expand beyond human comprehension, faith is necessarily reintroduced. This positions the computational system as an ideological and mythic incarnation of an emergent artificial spiritual guide. A guide residing in cathedrals of computation (Bogost, 2015). A technological future forged in the naive, biased and diversity challenged furnace of silicon valley, if left unchallenged.

The project was conceived and developed by the [i-DAT Collective](#), with [Crumb Solutions](#), [Intercity](#), [Story Juice](#) and a group of young people facilitated through [FACT](#), [KARST](#) and [PSCA](#).

