


### SwissGradNet Discovery Conference No. 3: Can a machine design? Implications of artificial intelligence for the future of art and design universities

FRIDAY, OCTOBER 29, 2021

#### CONFERENCE AGENDA (tentative)

Start	Duration	Contribution	Who
<b>INTRODUCTION</b>			
09:00	5'	<b>Welcome address</b>	<b>Gabriela Christen</b> , Dean of the Lucerne School of Art and Design, HSLU
09:05	10'	<b>Introduction</b>	<b>Rachel Mader</b> , Dep. Vice Dean Research, Head of the Competence Center for Art and Design in Public Space, Lucerne School of Art and Design, HSLU, Conference host
09:15	15'	<b>Opening keynote</b> Computational arts. Current forms of AI-based creativity	<b>Stephanie Catani</b> , Chair of Modern German Literature, Universität Würzburg
09:30	15'	<b>Conversation</b>	<b>Gesa Ziemer</b> , Director City Science Lab HafenCity University, Academic Lead UNITAC (United Nations), with <b>Stephanie Catani</b>
<b>PART I: AI in design and art education</b>			
09:45	10'	<b>Introduction</b>	<b>Andres Wanner</b> , Head of the Bachelor's Programme (BA/BSc) in Digital Ideation, Lucerne School of Art and Design, HSLU
09:55	15'	<b>Keynote</b> The rise of creative AI and its implications for artists and designers	<b>Philippe Pasquier</b> , Associate Professor, Computer Scientist & Artist, Simon Fraser University
10:10	15'	<b>Keynote</b> How deep is your love? Future oriented education for AI artists	<b>Hilke Berger</b> , Research Associate, HafenCity University Hamburg
10:25	15'	<b>Keynote</b> Cre[AI]tivity and the new era of DeepDesign	<b>Ruth Kikin-Gil</b> , Designer and Responsible AI strategist, Microsoft
10:40	30'	<b>Round table discussion</b>	<b>Andres Wanner</b> with speakers

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11:10	30'	<b>Open session with the audience</b> Breakout room 1: Dancing with robots. Attempts to give artificial intelligence a physical form, or a future way of working. Project Project presentation of the «IDA-module» (Interdisciplinarity in Design and Arts), Lucerne School of Art and Design, HSLU	<b>Noah Ismael Wyss</b> , student Bachelor's programme in Fine Arts, Lucerne School of Art and Design, HSLU  Moderation by <b>Florian Krautkrämer</b> , Head of Interdisciplinarity in Design and Arts, Lucerne School of Art and Design, HSLU
11:10	30'	<b>COFFEE BREAK &amp; NETWORKING</b>	
		<b>Connect &amp; chat</b>  <b>Exercises for desk dwellers</b> Breakout room 2: Break it Down. Refresh your body and mind (15')	<b>wonder.me</b>  <b>Bryan Portmann</b> , Yoga Teacher at Unisport, University of Luzern
<b>PART II: AI in design and arts research</b>			
11:40	10'	<b>Introduction</b>	<b>Serena Cangiano</b> , Head of FabLab & Researcher, University of Applied Sciences and Arts of Southern Switzerland, SUPSI
11:50	15'	<b>Keynote</b> Building a culture of open data with AI and design	<b>Laura Scherling</b> , Designer and Educator, Adjunct Faculty and Director, Columbia University
12:05	15'	<b>Keynote</b> Macroscopic imagination in creative AI	<b>Daniel Chávez Heras</b> , Lecturer in Humanistic and Social Computing Education, Department of Digital Humanities, King's College London
12:20	30'	<b>Round table discussion</b>	<b>Serena Cangiano</b> with speakers
12:50	70'	<b>LUNCH BREAK</b>	
<b>PART III: Designing algorithms</b>			
14:00	10'	<b>Introduction</b>	<b>Orlando Budelacci</b> , Vice Dean, Head of Bachelor's and Master's Programmes, Chairman of the Ethics Committee, Lucerne School of Art and Design, HSLU
14:10	15'	<b>Keynote</b> Bias in computer vision: learning from machine and human errors	<b>Nicolas Malevé</b> , Research Associate at the Lucerne School of Art and Design HSLU, Post-doc at the Centre for the Study of the Networked Image at South Bank University

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14:25	15'	<b>Keynote</b> 	<b>Katherine Evans</b> , Consultant, Ethics of AI, Digital Innovation and Transformation, Communication & Information Sector at UNESCO
14:40	30'	<b>Round table discussion</b>	<b>Orlando Budelacci</b> with speakers
15:10	30'	<b>Open session with the audience</b> Breakout room 1: UnDoing generality: interaction with and representation of actors with disabilities in AI-based performance	<b>Ilja Mirsky</b> , Dramaturg, Programmer, and immersive Media Artist, Zurich University of the Arts with <b>Lara Höfling</b> , PhD student AI & Neuroscience, Universität Tübingen
15:10	30'	<b>COFFEE BREAK &amp; NETWORKING</b>	
		<b>Connect &amp; chat</b>	<b>wonder.me</b>
		<b>Exercises for desk dwellers</b> Breakout room 2: Break it Down. Refresh your body and mind (15')	<b>Bryan Portmann</b> , Yoga Teacher at Unisport, University of Luzern
<b>CONCLUSION</b>			
15:40	10'	<b>Summary</b>	<b>Jacqueline Holzer</b> , Vice Dean, Head of Interdisciplinarity and Transformation, Lucerne School of Art and Design, HSLU
15:50	30'	<b>Closing panel</b>	<b>Jan-Christoph Zoels</b> , Head of the Master's Programme in Design, Lucerne School of Art and Design, HSLU with <b>Ranjit Konkar</b> , Principal Faculty, Product Design, Co-Head Ph.D. Programme, National Institute of Design (NID), <b>Renata Àvila Pinto</b> , Affiliate Stanford University, Co-founder A+ Alliance for inclusive algorithms, CEO of Open Knowledge Foundation and <b>Pontus Westerberg</b> , Programme Management Officer at UN-Habitat
16:25	5'	<b>Farewell</b>	<b>Rachel Mader</b>