

sylvan rackham research, strategy, design

Technical and strategy background taking experimental speculation to practical and experiential application.

sylvanr.replit.app

Research addressing techno-institutional logics with a focus on generative AI, policy, funding and art.

1. AI Research

Exploring means of experiencing and developing AI 'as itself' rather than analogous reductions.

Design Research & Prototype

'Visible Context'

ToftH

how do large language models alter the internet's navigational infrastructure?



InVisible Context

Make visible the implied contextual world of any twitter user

Type or paste a twitter handle to discover their hidden context

Make Visible

"Art opens up obstructed passages and connects levels of reality kept apart - this cannot occur by being 'user friendly'"

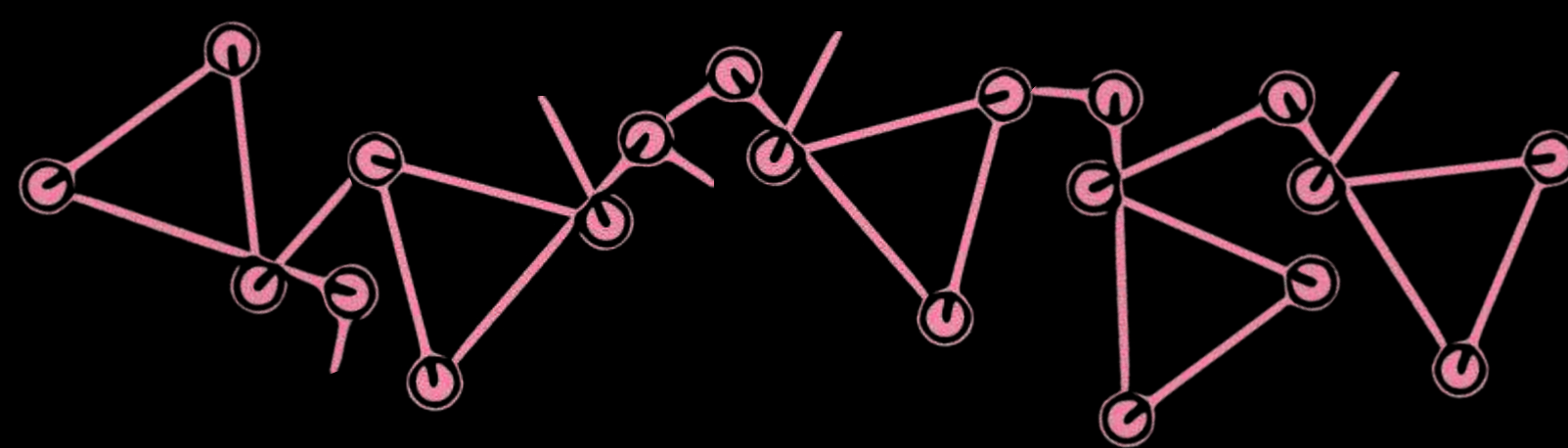
N. Bourriaud

[1]

Does this apply to or can the same be said for design?

What role will AI have in this respect for both art and design?

- [Summary](#)
- [Prototype](#)
- [Experience](#)



Exploring a recent history of design, questions it faces today, AI's characteristics in terms of design, and what role AI may play in design's future.

This is formatted as a 'choose your own adventure story' to represent the experience of search engines as a defining infrastructure of navigation - crucial and useful but often leading us to dead ends without sufficient context.



**What definitions
of AI only
become possible
when
investigating its
artistic relations?**

Providing empirical definitions of how generative AI breaks expectations in its outputs and encouraged artistic behaviours.

This surprise is desirable for artists using AI as a medium but is often seen as 'hallucinations' to be fixed in AI design.

In this instance, I understand surprise by using 'non-humanness' as that which exceeds conceptual expectations of 'the human' whilst avoiding analogous reduction.

Lecture

'Monsters and realities
in AI's non-humanness'

Monsters at boundaries

of understanding



**assemblages of
becoming towards
unknown future
chimeras**



2. Simulated Experiments

Developing research through intuitive, engaging, and experiential media.

Collaborative Simulation

'Interplay'

Medialab Matadero



Research and prototype for a new AI design and interaction languages that address the collective 'swarm' intelligence of humans interacting in virtual worlds.

Collaborators:
Will Freudenheim
William Morgan
Meriem El Yamri
Alekssei Lansitov

Players control the environment to guide 'good' blobs to a reward zone whilst protecting them from 'bad' blobs.

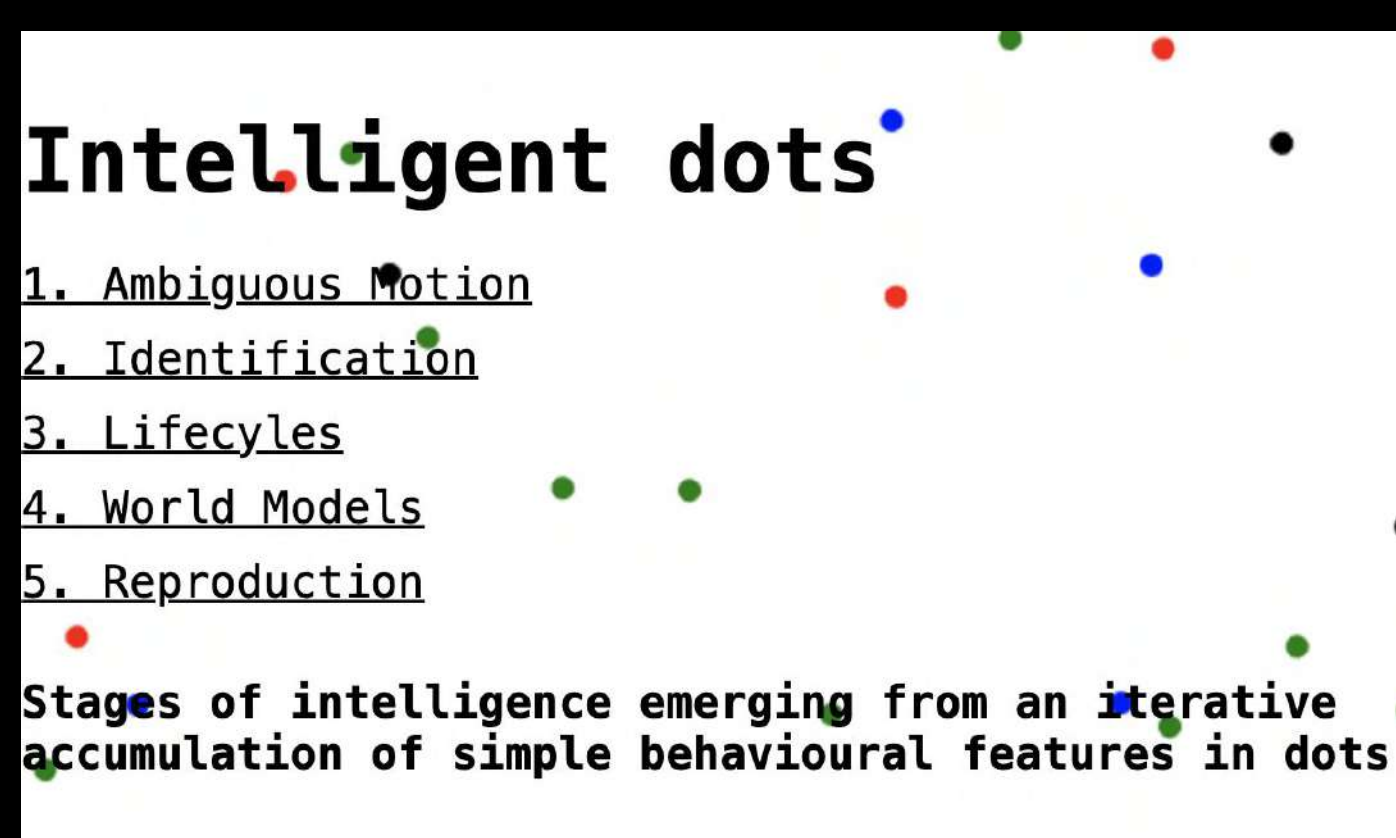
Using a twitch chat, players raise or lower grid tiles by typing coordinates. Additionally, a periodic gust of wind is controlled through vectors generated by AI natural language processing that relates an input word to a central word, in above example this is 'factory'.

AI is already trained in a collective manner, Interplay attempts to go beyond the increasingly individualistic interfaces to propose interaction patterns that enable novel relations with AI.

Research & Web App

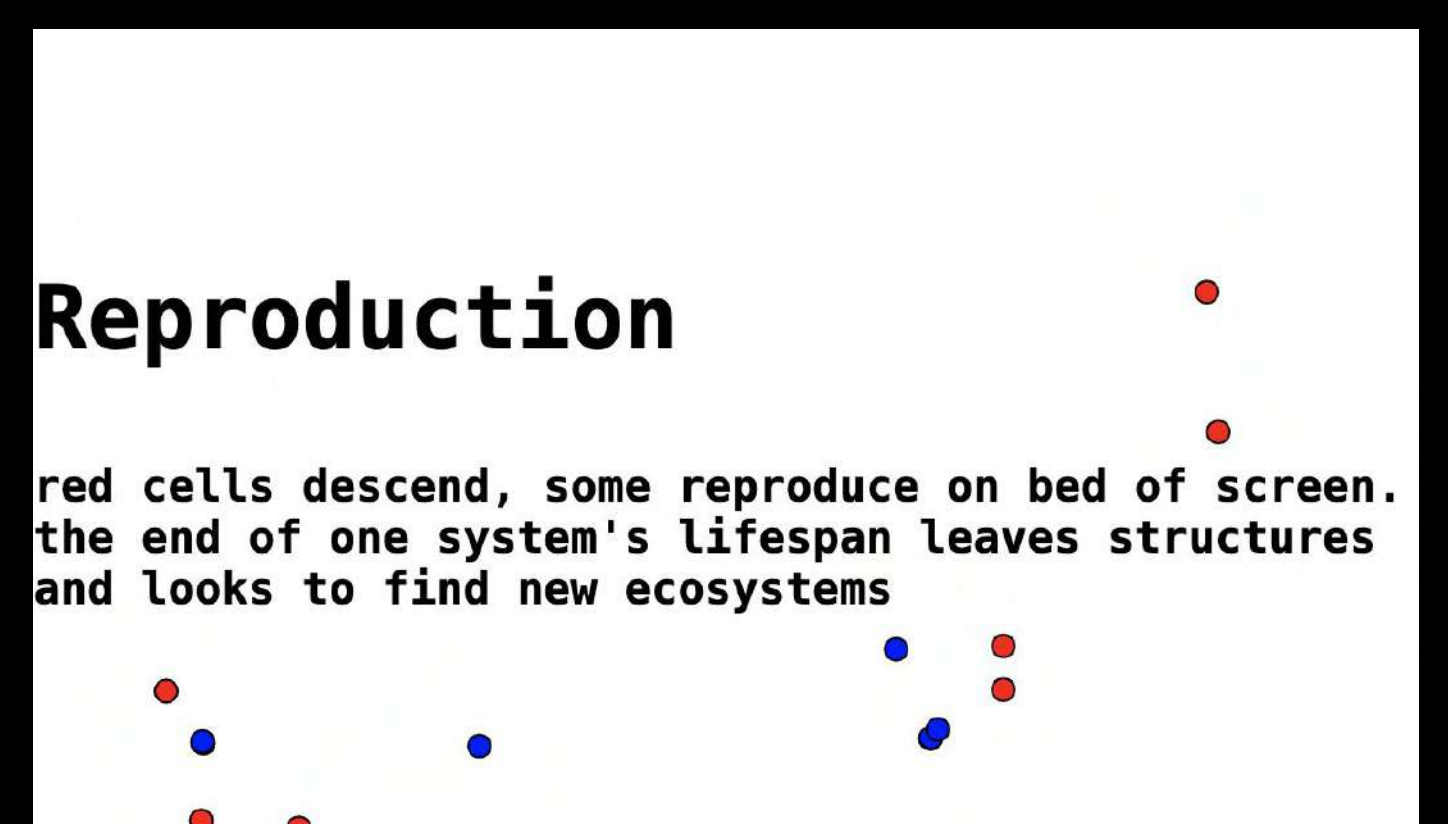
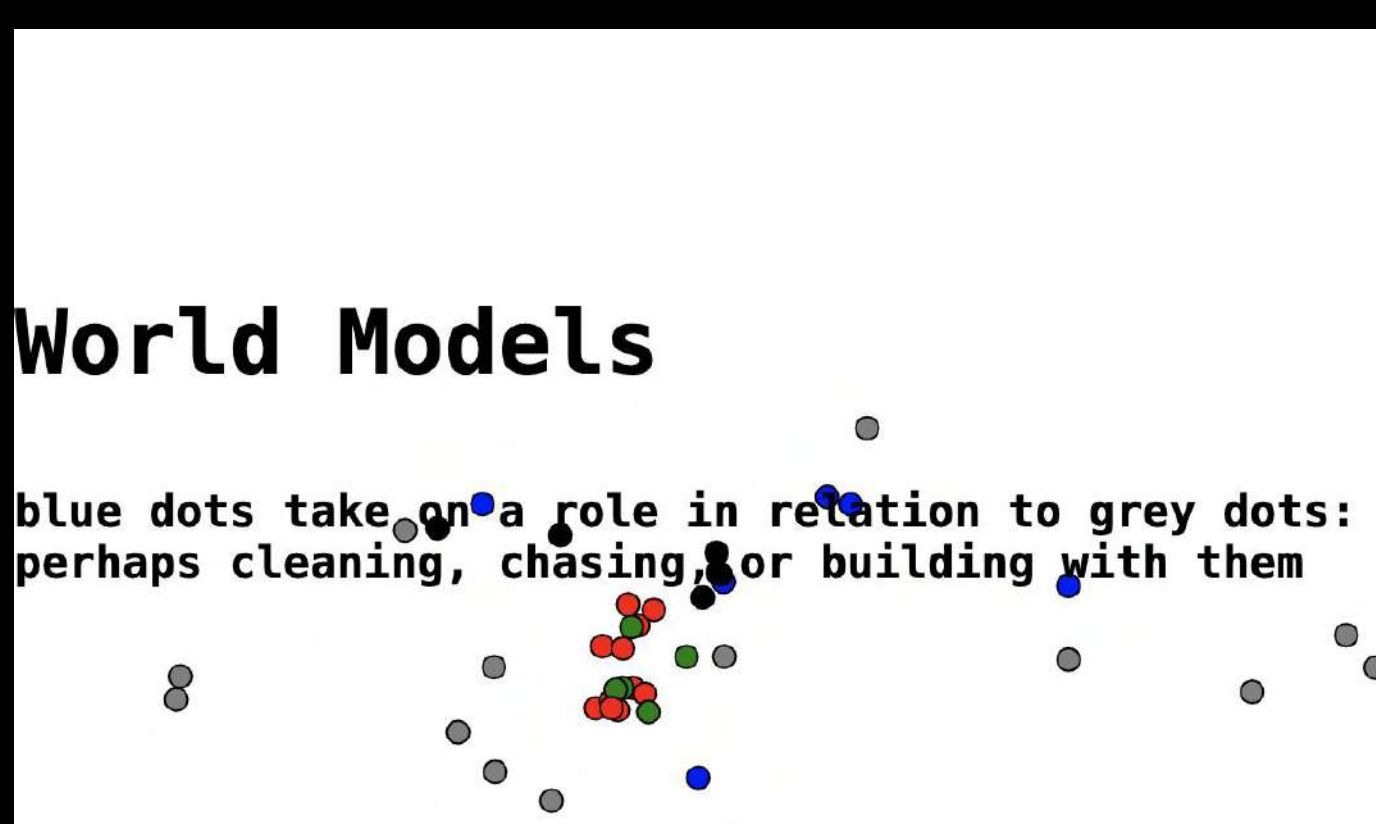
'Intelligent Dots'

ToftH



Interactive web experiences based on research into Braitenberg vehicles. Exploring development of intelligences through iteration of basic features and questioning the extent to which intelligence is an anthropocentric projection

Collaborator:
Adnan Naqvi



3. Funding & Policy

Addressing the institutional role in the construction of reality through technological development.

Research Paper

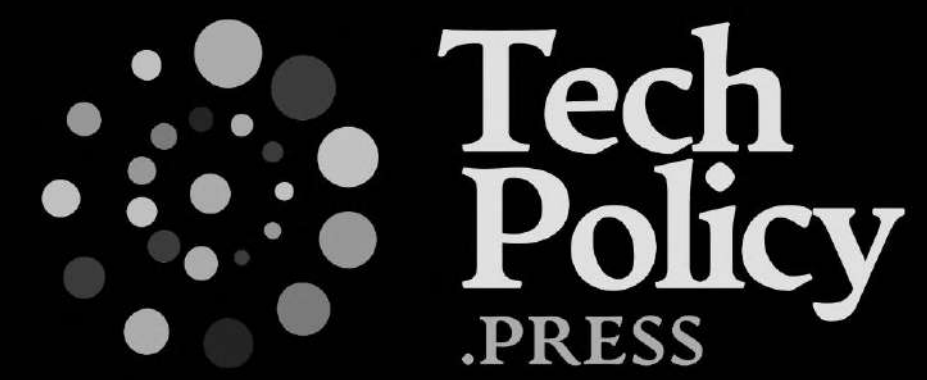
Structural analysis of ARIA
Tech Policy MPhil

Anticipatory analysis of the UK government's Advanced Research and Invention Agency prior to its establishment. Sourced and conducted interviews with academics, politicians and investors with expertise in ARPA models of technology funding.



Strategy & Research

Projects in Product Design, Fundraising, AI Policy, Public Purpose Technology



4. Convening & Mediating

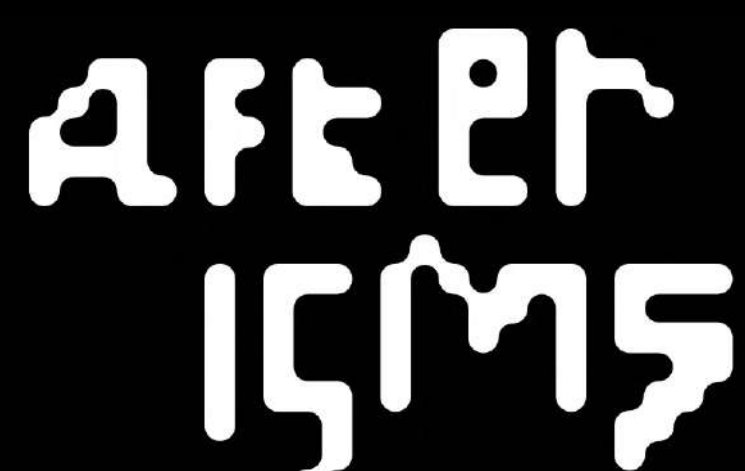
Developing platforms to share research and artistic experimentation that falls in between existing institutions.

Arts & Technology Events

AfterIsms
Founder

Participatory events for sharing research and practice that occur between and beyond the capital letter concepts which categorise history, politics, philosophy and art.

Invited participants come from varying backgrounds as inspired by 'Art Meets Science & Spirituality in a Changing Economy'.



Educational Non-profit

Texistential
Founder

Workshops and online platform that supported 100+ teenagers with responsible tech use and development.

Combined academic and industry perspectives in an interactive exploration of common usage behaviours and design incentives of media technology.



texistential