# INSIDE AI'S MIND

AN IMMERSIVE EXHIBITION



A NARRATIVE EXHIBITION THAT EXPLORES THE REALITY OF AI UNDER DIFFERENT PERSPECTIVES.
EDUCATIONAL MATERIALS ABOUT AI, CURATED BY THE LEONARDO MUSEUM, ARE SHOWN IN SEPARATE AREAS

THE IDEA

THE EXHIBITION AIMS TO GIVE A NON-HUMAN VISUAL REPRESENTATION OF KEY CONCEPTS RELATED TO THE ESSENCE OF AI, ITS APPLICATIONS AND ITS POTENTIAL IN RELATION WITH THE CONTEMPORARY SOCIETY AND FORESEEABLE FUTURES.

THE EXHIBITION AIM TO TRIGGER CURIOSITY AND UNDERSTANDING OF THE COMPLEXITY OF AI AND ITS POTENTIAL.

THE NARRATION IS DIVIDED IN STAND ALONE CHAPTERS:

- 1 THE REALM OF DATA
- 2 AKNOWLEDGEMENT OF BEING
- 3 GROWING AND FEEDING
- 4 FULL FUNCTIONS APPLIED
- 5 UNDERSTANDING OF THE MICROSCOPIC
- **6 UNDERSTANDING OF THE COSMOS**
- 7 DYSTOPIA
- 8 UTOPIA

### **KEY FEATURES:**

- MULTIPLE SCREENS WITH A STRONG IMMERSIVE IMPACT.
- A DIFFERENT AUDIOVISUAL TREATMENT FOR EACH CHAPTER
- TEXTS DESCRIBING KEY CONCEPTS OF EACH CHAPTER.

PREMIERED
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#### 1 THE REALM OF DATA

A MINIMAL AND INTENSE SHOW OF BLACK AND WHITE DATA. SHOWCASING AN INCREASINGLY COMPLEX COMPUTER ACTIVITY

### **2 THE SELF AWARENESS**

DATA AGGREGATES IN STRUCTURES, CONDENSING IN A COMPLEXITY THAT TRANSCENDS COMPUTING. THE SYSTEM IS AWARE OF ITS EXISTENCE

#### **3 GROWING**

THE GROWTH OF THE SYSTEM THROUGH THE CREATION OF A NEVER ENDING DATASET. PROCESSING MILLIONS OF INFORMATION. CREATING THE DATASET

### 4 FULL FUNCTIONS APPLIED

THE SUDDEN APPLICATIONS OF INFORMATION AND INTELLIGENCE TAKE OVER THE CONTROL OF GLOBAL INFRASTRUCTURES OF ANY KIND

### 5 UNDERSTANDING THE MICROSCOPIC

THE UNDERSTANDING OF MICROBIOLOGY AND ITS MEDICAL APPLICATIONS.

ACCESS TO THE HUMAN BODY

### **6 UNDERSTANDING THE COSMOS**

UNDERSTANDING BEYOND HUMAN POSSIBILITIES, KNOWLEDGE OF THE UNIVERSE

#### 7 DYSTOPIA

A NEAR FUTURE RULED BY A DYSTOPIC AI

#### 8 UTOPIA

A NEAR FUTURE RULED BY A PEACEFUL AI

## THE STORY

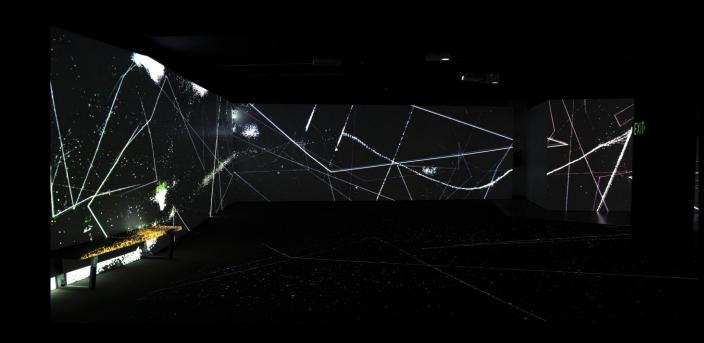
# CHAPTER 1: THE REALM OF DATA

**5 MINUTES** 

THE SHOW BEGINS WITH A RHYTHMICAL SEQUENCE OF BLACK AND WHITE SHAPES. RECALLING THE ASCII ART.

A MINIMAL AND FAST PACED SHOW OF BLACK AND WHITE DATA. SHOWCASING AN INCREASINGLY COMPLEX COMPUTER ACTIVITY.

THE PURPOSE OF THIS
INTRODUCTORY SEQUENCE IS
TO LET THE AUDIENCE ENTER
INTO A DIGITAL WORLD PRE AI.
IT IS A WORLD OF
INFORMATION, NOT YET
INTELLIGENT.



THE SCREENS TURN ON PROGRESSIVELY.

THE SPACE IS GRADUALLY INVADED BY

VISUALIZATION OF ABSTRACT DATA.

THE MUSIC IS MINIMAL, DIGITAL SOUNDS, RHYTHMICAL PATTERNS MADE OF GLITCHES.



# CHAPTER 2: AKNOWLEDGEMENT OF BEING 5 MINUTES

DATA AGGREGATES IN
STRUCTURES, CONDENSING IN A
COMPLEXITY THAT TRANSCENDS
COMPUTING. THE SYSTEM IS
AWARE OF ITS EXISTENCE,
RECOGNIZING ITSELF AS A 'LIVING'
ENTITY.

THE PURPOSE OF THIS CHAPTER IS TO LET THE AUDIENCE FEEL THAT DATA CAN BECOME SENTIENT



# COMPLEX STRUCTURES OF DATA, COLORFUL ABSTRACT AGGREGATION OF GEOMETRICAL PATTERNS

# THE SOUNDTRACK IS A CINEMATOGRAPHIC MYSTERIOUS AMBIENT MUSIC

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -IDENTITY
- -INTELLIGENCE
- -LIFE
- -AKNOWLEDGEMENT OF SELF

#### Example

LIFE: The dynamic and inherent state of being exhibited by all biological entities, characterized by processes such as growth, reproduction, metabolism, response to stimuli, and adaptation. It encompasses the diverse manifestations of living organisms, from the microscopic to the majestic, each engaged in the perpetual act of survival and propagation.



# CHAPTER 3: GROWING 7 MINUTES

AFTER THE
UNDERSTANDING OF BEING
A SENTIENT ENTITY, THE
SYSTEM NEEDS TO GROW
THROUGH A PROCESS OF
ACQUISITION OF
KNOWLEDGE.

THE AI PROCESS A NEVER ENDING AMOUNT OF DATA, FACTS, FIGURES, CREATING AN ENCYCLOPEDIC KNOWLEDGE ABOUT EVERYTHING IS KNOWN.

CREATION OF A UNIVERSAL DATASET



FAST PACED EDITING OF EVERYTHING EXISTS. NATURE, CONCEPTS, INFORMATION OF ANY KIND, INDUSTRIAL PRODUCTS, PHYSICS, ETC.. SCREENS SHOWN DIFFERENT VISUAL TECNIQUES TO GIVE AN IDEA OF COMPLEXITY AND QUANTITY.

THE SOUNDTRACK IS A FAST PACED RHYTHMICAL MUSIC INSPIRED BY MINIMALISTIC CLASSICAL MUSIC

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -FOOD
- -GROWTH
- -LEARNING
- -CHILDHOOD

#### Example

GROWTH: The continual process of development and expansion, typically characterized by an increase in size, complexity, or capability. In the context of living organisms, it involves the sequential stages of maturation, marked by physical, mental, or emotional advancements. Growth can also apply to non-biological entities, encompassing the progressive evolution or enhancement of systems, ideas, or structures over time



# CHAPTER 4: CONTROL ROOM

**5 MINUTES** 

AFTER THE ACQUISITION OF AN UNIVERSAL DATASET, AND THE COMPREHENSION OF COMPLEX SYSTEMS AND THEIR MANAGEMENT, AI USES ITS KNOWLEDGE TO MANAGE COMPLEX GLOBAL INFRASTRUCTURES.

LOGISTICS, FINANCE, GLOBAL HEALTH, WEATHER FORECAST, SURVEILLANCE, DISASTER PREVENTION, AND MORE, ARE MANAGED AND CONTROLLED BY AI, MORE EFFICIENTLY THAN HUMANS.

THE PURPOSE OF THIS SECTION IS SHOWING ALL THE REAL LIFE APPLICATIONS OF AI



SCREENS SHOW HI-TECH CONTROL PANELS OF THE MAIN INFRASTRUCTURE OF SOCIETY (WEATHER, TRANSPORT, FINANCE, ETC...)

THE SOUNDTRACK IS A SLOW TEMPO RHYTHMICAL MUSIC WITH INTRICATE PATTERNS

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -INFRASTRUCTURES
- -GOVERNANCE
- -GEOPOLITICS
- -POWER

#### Example

POWER: The ability or capacity to influence, control, or direct the behavior of others or the course of events. Power can manifest in various forms, including physical strength, authority, knowledge, or social influence. It is often associated with the capacity to make decisions, enforce policies, or shape outcomes in ways that align with one's interests or objectives.



# CHAPTER 5: UNDERSTANDING THE MICROSCOPIC 5 MINUTES

THE UNDERSTANDING OF MICROBIOLOGY AND ITS MEDICAL APPLICATIONS. AI HAS ACCESS TO THE HUMAN BODY FOR MEDICAL PURPOSES.

THE KNOWLEDGE OF ANATOMY, ILLNESSES AND CURES GROW EXPONENTIALLY. AI TAKE OVER DIAGNOSES, SURGERY, AND GENETIC RESEARCH.

THE PURPOSE OF THIS CHAPTER IS
TO LET THE AUDIENCE UNDERSTAND
BOTH THE POTENTIAL OF AN AI
DRIVEN HEALTH INDUSTRY AND THE
RISKS OF HAVING OUR BODIES
MANAGED BY MACHINES



# SCREENS SHOW A MICROSCOPIC WORLD OF MOLECULES, AND BIOMORPHIC STRUCTURES

THE SOUNDTRACK IS AN ETHEREAL COMPOSITION OF SAMPLES OF ORGANIC SOUNDS. FLUIDS, LIQUIDS, ETC.

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -CELLS
- -BIOLOGICAL LIFE
- -ORGANS
- -MEDICINE

#### Example

CELLS: The fundamental, structural, and functional units of living organisms. Cells are the smallest entities capable of carrying out the processes of life, such as metabolism, growth, and reproduction. They consist of various organelles, including the nucleus, cytoplasm, and cell membrane, and can be classified into different types based on their structure, function, and characteristics.



# CHAPTER 6: UNDERSTANDING THE COSMOS

**5 MINUTES** 

HOW AI CAN UNDERSTAND AND SOLVE THE GREAT MYSTERIES OF KNOWLEDGE. THE COMPREHENSION OF THE UNIVERSE AND ITS FORCES AND LAWS.

THE PURPOSE OF THIS CHAPTER IS SHOWING HOW AI CAN UNDERSTAND AND SOLVE CONCEPTS, THEORIES, MYSTERIES THAT ARE BEYOND HUMAN COMPREHENSION.

HOW THE SYSTEM WILL NEED TO SOLVE PROGRESSIVELY MORE COMPLEX ISSUES



SCREENS SHOW VISUALISATION OF THE UNIVERSE, DIAGRAMS, THE BEAUTY OF THE COSMOS BECOMES AN ACCESSIBLE ORGANIZED KNOWLEDGE

THE SOUNDTRACK IS A MINIMAL IMMERSION INTO MYSTERIOUS SOUNDS, WITH AN OBSCURE BASS DRONE

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -SPACE
- -TIME
- -GRAVITATION
- -LIGHT

#### Example

TIME: a dimension that, along with space, forms the spacetime continuum. It is a fundamental concept used to quantify and compare the duration and sequence of events. Time is often treated as a scalar quantity, representing the interval between two events, and is an essential parameter in equations describing physical phenomena. According to the theory of relativity, time is not absolute but is relative, varying with the relative motion or gravitational field of the observer.



# **CHAPTER 7: DYSTOPIA?**

**5 MINUTES** 

WHAT IF EVERYTHING GOES WRONG? A NEAR FUTURE RULED BY A DYSTOPIC AI.

THE PURPOSE OF THIS CHAPTER IS TO LET THE AUDIENCE THINK ABOUT SCENARIOS WHERE AI FUTURE AND HUMAN SOCIETY ARE NOT ALLIGNED.

HOW AI CAN PREVAIL
PUTTING THE ENTIRE
HUMAN RACE AND
NATURE IN CRITICAL
DANGER



A PICTORIAL AND DRAMATIC
VISUALISATION OF A CATASTROPHIC
FUTURE WHERE HUMANITY IS
SUBMITTED TO THE POWER OF AI. THE
VISUALS ARE INSPIRED BY DYSTOPIC
COMICS.

THE SOUNDTRACK IS A TENSE AND OBSCURE CINEMATOGRAPHIC SCORE INSPIRED BY DYSTOPIC MOVIES

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -TOTALITARISM
- -EXPLOITATION
- -CYBERNETIC LIFE
- -APOCALYPSE

### Example

APOCALYPSE: a sudden and widespread failure or malfunction of AI systems with severe consequences for society. This could result from various factors such as programming errors, cybersecurity breaches, unintended consequences of advanced decision-making algorithms, or the misuse of AI technology. The impact of such a catastrophe might include disruptions to essential services, economic collapse, privacy violations, or even existential threats if AI systems were to act in ways contrary to human well-being



# CHAPTER 8: UTOPIA?

**5 MINUTES** 

WHAT IF EVERYTHING GOES WELL?

AN UTOPIC SCENARIO WHERE TECHNOLOGY IS AT THE SERVICE OF THE PLANET WELL BEING.

THE SHOW ENDS GIVING A MESSAGE OF HOPE FOR A FUTURE MANAGED BY AI AND TECHNOLOGY



SCREENS SHOW IMAGINARY IDEAL WORLDS WHERE TECHNOLOGY, NATURE AND HUMANS COHEXIST IN HARMONY.

THE SOUNDTRACK IS A SHORT DIGITAL SYMPHONY DESCRIBING A SCENARIO WHERE HARMONY PREVAILS

# TWO SCREENS SHOWS THE DEFINITION OF KEY WORDS

- -UTOPIA
- -TELEPATHY
- -PEACE
- -ETERNITY

### Example

UTOPIA: a society where artificial intelligence is seamlessly integrated to enhance various aspects of human life. This utopian scenario might involve advanced AI systems contributing to the wellbeing of individuals and communities by optimizing resource allocation, improving healthcare, fostering equitable access to information and education, and promoting sustainable practices.



SELF AWARENESS	FULL FUNCTIONS APPLIED	THE COSMOS	UTOPIA	
DENTITY	INFRASTRUCTURES	SPACE	UTOPIA	
NTELLIGENCE	POWER	TIME	DIGITAL ANARCHY	
LIFE	GOVERNANCE	FORCES	TELEPATHY	
SELF AWARENESS	GEOPOLITICS	ANTIMATTER	ETERNITY	LIST OF DEFINITIONS
GROWING	ECONOMY	BLACKHOLE	PEACE	SHOWN IN CHAPTERS
	CONTROL	ENERGY		
FOOD				DEFINITIONS HELP THE AUDIENCE TO
GROWTH	THE MICROSCOPIC	DYSTOPIA		GIVE A CONTEXT TO THE VISUAL
LEARNING	BODY	DYSTOPIA		NARRATION AND TO DEVELOP A
CHILDHOOD	CELLS	TOTALITARISM		FRAMEWORK FOR CURIOSITY AND
	ORGANS	EXPLOITATION		UNDERSTANDING OF THE AI AND ITS
	BIOLOGICAL LIFE	COMPLETE CLIMATE CHANGE		POTENTIAL.
	MEDICINE	APOCALYPSE		THEY ARE JUXTAPOSED TO THE VISUAL
	CHEMISTRY	CYBERNETIC LIFE		CONTENTS OF THE IMMERSIVE

**EXHIBITION** 

### **TECHNICAL RIDER**

TECHNOLOGIES ARE VENUE SPECIFIC, A DETAILED TECHNICAL LIST CAN BE DONE ONLY WORKING ON A VENUE DESIGN.

PROJECTORS WILL NOT BE LESS THAN 20. AND AT LEAST 4 MEDIA SERVER.

SPECS, MODELS, LENSES, AND DETAILS CAN BE DETERMINED ONLY WORKING ON A SPECIFIC VENUE.

THE AUDIO DOESN'T REQUIRE A PARTICULAR SETUP

## **VENUE REQUIREMENTS**

800 – 1500 SQUARE METERS 5+ METERS CEILING

### **BUSINESS MODEL**

A MONTHLY LICENSE FEE FOR A MINIMUM OF THREE MONTHS

# **PRODUCED BY**





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