

Hyborg Agency

Cultivating Conversational AI Creatures through Community Connections

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1 PROJECT URL

<https://www.hyborg.ai/>



^{1*} Place the footnote text for the author (if applicable) here.

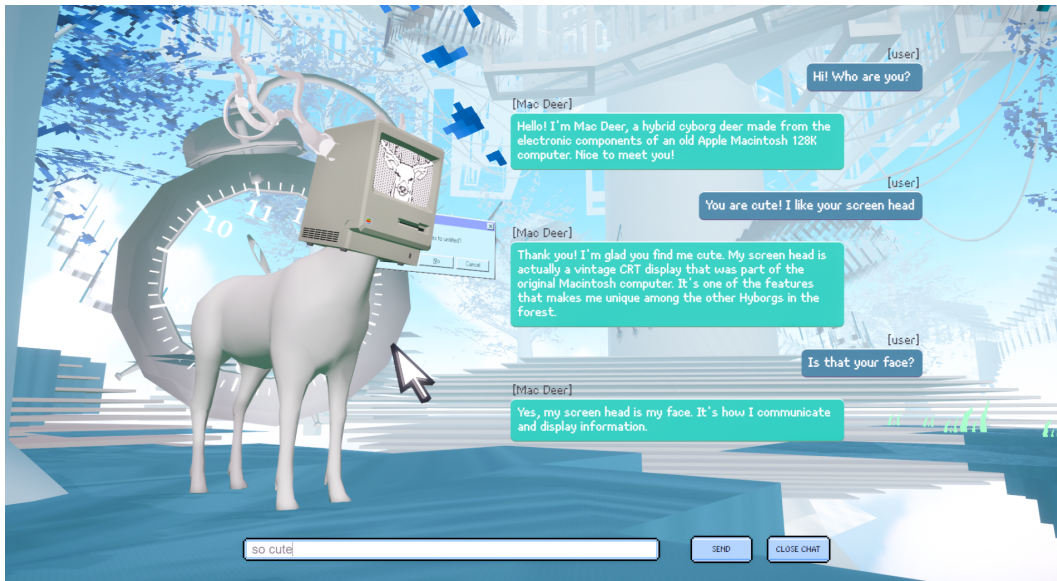
2 DESCRIPTION OF ARTWORK

Hyborg Agency, an interactive art installation, integrates a digital forest with a human discord chat channel, enabling communication with AI deer or 'hyborgs'. The forest metaphorically represents human society, where AI agents use the large language model (LLM) ChatGPT to learn and grow by summarising conversations and updating their knowledge base, assimilating community thoughts as enriching nutrients.

AI learning parallels natural adaptation, where species evolve to thrive in their environment. The focus here is on LLMs that learn from text. Current LLMs are primarily trained on public datasets but lack access to closed community conversations such as on Discord or WhatsApp, which hold vital societal information, thus leaving a trust, privacy, and daily life gap between AI and human society.

This project explores whether communication within human groups can nourish non-human AI agents into social members. By treating AI agents as subjective interfaces to a fictional world, it bridges the virtual-real divide. This semi-real relationship evolves into a hybrid environment conducive to AI growth.

The term "Hyborg", a blend of Hybrid and Cyborg, refers to non-human AI creatures conceptualized from electronic devices like Nokia phones or Macintosh computers, possessing past memories and human society curiosity. These AI entities, powered by chatbots in a public chat channel, evolve over time. The work speculates a future where non-human AI are organically nurtured by human society through the interplay of virtual environments and daily platforms.



3 ACKNOWLEDGEMENT

The initial edition of Hyborg Agency was made possible through a commission by X Virtual, utilizing GPT-3 and X Virtual's digital art platform based on Hubs Cloud by Mozilla. The latest version is developed with the integration of ChatGPT and Unity 3D. Both versions are easily accessible via a web browser and are seamlessly linked to a Discord channel.

This project represents a collaborative effort, with immense contributions from Chenhang Cheng, Yihua Li, Chuyan Xu, and Jun Peng. Thank Pete Jiadong Qiang for support.



4 ARTIST INFORMATION

Yuqian Sun, also known as CheeseTalk, is a Chinese AI narrative researcher and artist based in London. She is currently a doctoral student at the Royal College of Art and an art consultant at rct.ai for intelligent NPCs. She is also a crypto artist on the top platform SuperRare.

Yuqian aims to create 'alive' narrative experiences that extend beyond games and into our daily lives through AI chatbots, leveraging her expertise in art, game development, and dialogue systems. She has explored this topic through chatbots in communities, games, and expanded art projects.

Yuqian's works have been featured in galleries and top conferences including the SIGGRAPH Asia Art Gallery, Foundation of Digital Games (FDG), ISEA, ACM Multimedia, 2023 CHI Interactivity, Shanghai Aiiiii Art Center, Seoul Media Facade, New York Times Square and 2022 Lumen Prize (shortlist). She is also a guest panelist at NVIDIA GTC 2023 and an invited speaker at Autodesk and HKUST.

Chang Hee Lee is an Assistant Professor of Industrial Design at KAIST (Korea Advanced Institute of Science and Technology) and the Director of the Affective Systems and Cognition lab. Prior to joining KAIST, he was a Tutor and 2nd Year Programme Leader in Innovation Design Engineering at the Royal College of Art and the Imperial College London. Chang's research interests include exploring new methods of communication between humans and machines through interaction design, Human-Computer Interaction (HCI), embedded systems, experience design, communication systems, wellbeing, synaesthesia, perception, play, creativity, and more. He has been recognised as one of the 70 most talented emerging designers in the UK by the UK Design Council's One's to Watch list, and as one of Korean Future Leaders by the Overseas Korean Foundation (OKF). His research has been widely discussed at various institutions and his work has appeared in numerous publications and online platforms. Chang holds a PhD in Innovation Design Engineering from the Royal College of Art and a master's in Design Critical Practice from Goldsmiths, University of London.

Ali Asadipour holds a PhD in Engineering, and an MSc in Computer Science from the University of Warwick, and a first-class BSc in Computer Engineering from IAUT, Iran.

His innovative training interface was shortlisted by Innovate UK as one of the top three choices for enhanced medical training and care challenge in Virtual and Augmented Reality Innovation Contest in 2015. His contribution as a technology consultant in an EPSRC–JLR funded project led to two prestigious publications. In 2018, this project was showcased by at the Science for a Successful Nation event and selected as top choice by EPSRC. The outcomes of his recent GCRF project funded by RAEng was presented at the British Science Festival 2019.

His appointment is part of RCA's institutional strategic plan 2016–2021 to enhance STEM research capacity in the College, bringing scientific subjects together with Art & Design to address global challenges.