concept #1
Imitation Game

Artificial Intelligence became a ubiquitous topic in all fields of human interaction nowadays. Yet, while in most disciplines AI's role as a problem solver might be highly desired, its notion as predictable solution provider is of little value in arts. It is precisely in moments at which AI fails by giving us an erroneous result that novel artistically interesting results emerge.

Harvesting on that though, I imagine a piece that describes this machine learning process as a kind of imitation game. At first one establishes a number of (more or less clearly defined) musical patterns. The initially imperfect imitation could provide for a contrasting musical material that is based on a flawed version of the original. Musically this ambiguity could be expressed via contrasts such as:
  • object vs. could
  • harmonic vs. inharmonic
  • melodic vs noisy
  • dynamic vs. static
or in myriad of other possible ways. There should however, be some sort of similarity present right from the start, whether it is a gestural shape, overall dynamic shape, rhythmical pattern or something else.

Over the course of time the imitation converges to its original. In order to avoid making this an overly deductive piece with a linear process developing from the beginning to the end, one possible strategy would be to have several parallel processes that each display a different degree of convergence between contrasting materials throughout the piece. The other would be to simply stop the piece before the process gets completed. The use of AI itself for the generation of the musical material might be used, but is not necessary to describe this idea.

Due to the special nature of our project, we could regard ourselves as being 5 individual AIs that are trying to learn each other's musical language. The imperfection of our mutual imitation, combined with each person's individual esthetical preference will undoubtedly yield a multitude of fascinating and amusing musical outcomes.