Kim Lacey, "Artificial Creativity: Computers Acting Creatively"

Abstract: In this presentation, I will suggest that artificial intelligence can act creatively. Many will disagree with this assertion, and many already have (engineer Janelle Shane, for one, is quite adamant about this notion). Others, like Gerdried Stocker and Sarah Harman, argue that computer creativity would be, in fact *should* be, like something we have never seen before, thus our current conceptualization of creativity will have to be re-imagined. I happen to agree with the latter—that AI can be creative, and it cannot be anthropomorphized, but is an entirely different type of creativity altogether. Rather than asking "can computers be creative?" in this presentation I ask, "can computers act creatively?" There is an important distinction between "being creative" and "acting creatively." If creativity, writ large, implies an emotional self-awareness, then "being creative" implies an ontological disposition—a fundamentally philosophical question about what it means to have the ability to translate interior, emotional states and whether anything aside from humans can exhibit such qualities. On the other hand, "acting creatively" might open possibilities for what computers are actually doing. If machines do not have self-awareness yet alone the capability (or even energy) to express themselves, then any exploration into computers and creativity must focus solely on the end product. Consequently, computers can act creatively, not only in the mimetic sense that they are merely copying styles, but by creating aesthetically pleasing products.

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