

We are in **2044**. Advancements in AI have finally reached AGI.

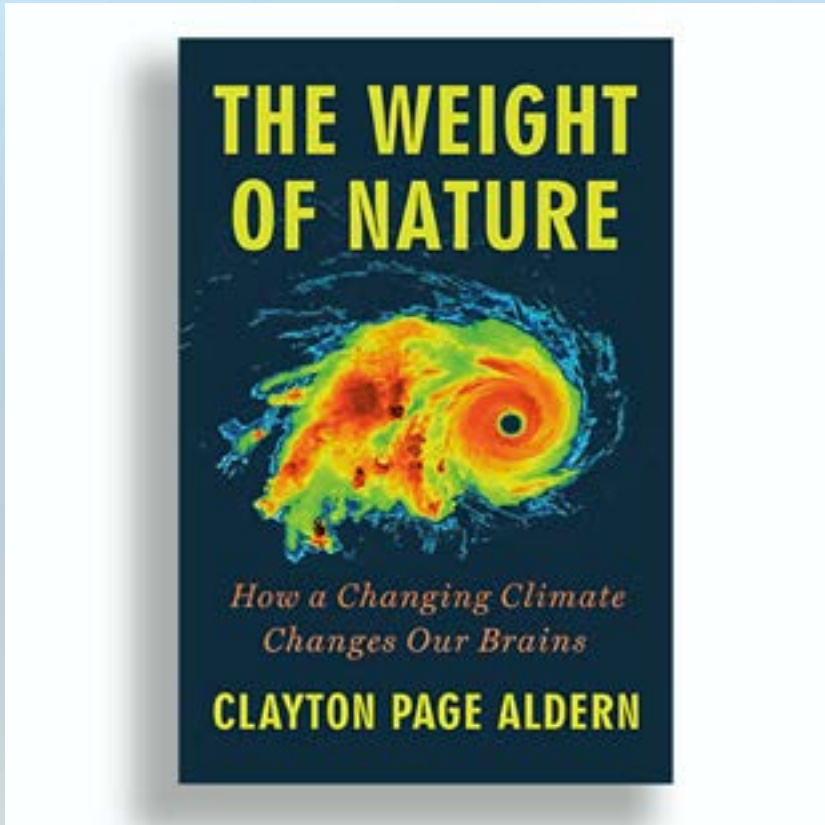
It is now possible to create multi-modal intelligent agents for any task, with human-like intelligence and access to any kind of real-time data.

Design an intelligent agent that improves the experience of urban mobility.

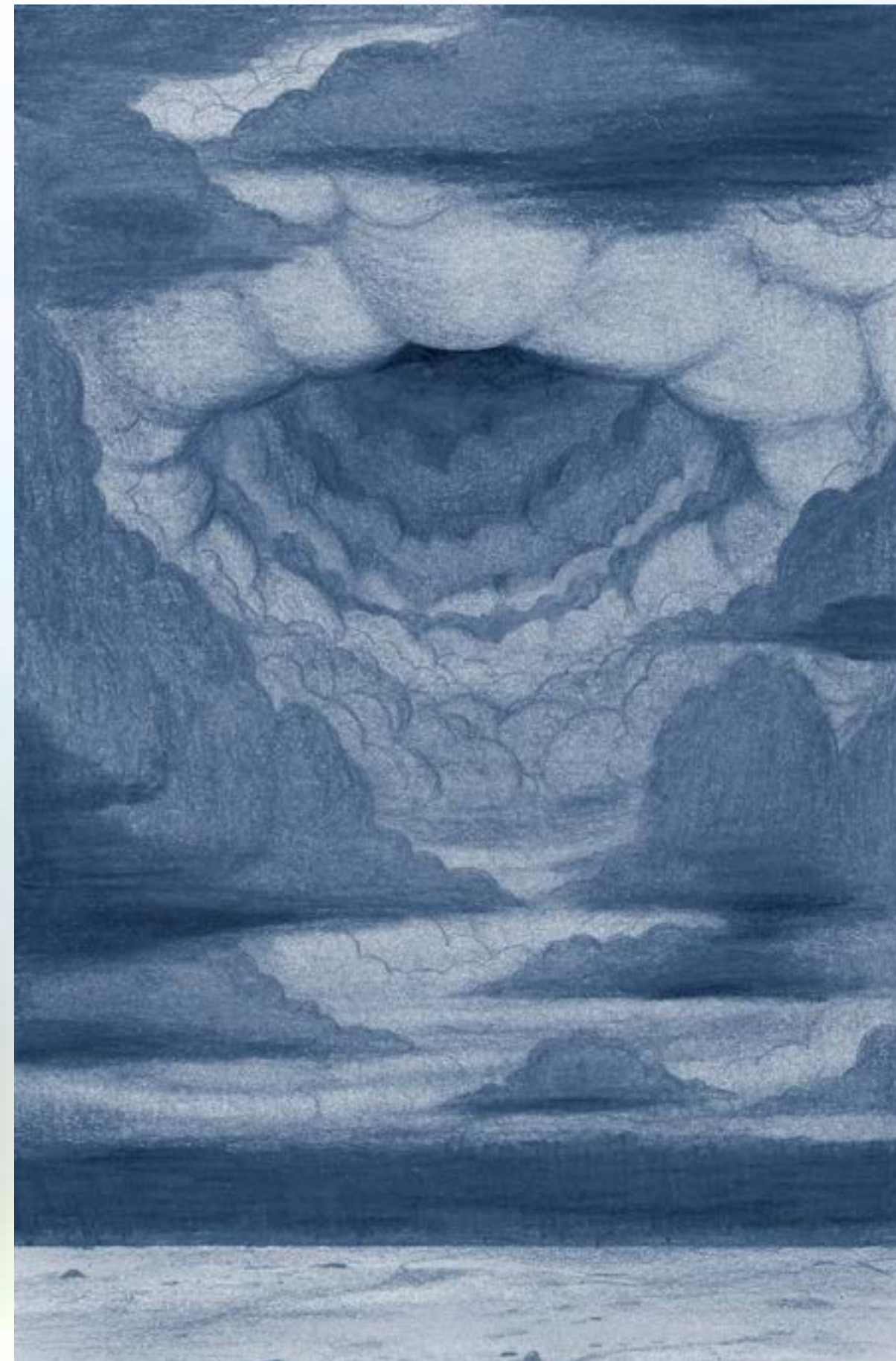
CLIMATE ANXIETY AND SOLOSTALGIA



Searches worldwide related to “climate anxiety” or “eco-anxiety” increased by 4,590% from 2018 to 2023, according to the company’s data. The two most commonly Googled questions were “What is eco anxiety?” and “How to deal with climate anxiety?”



AI AS EXISTENTIAL THREAT FOR HUMANITY



“I think if this technology goes wrong, it can go quite wrong,”

Mr. Altman told the Senate subcommittee. “We want to work with the government to prevent that from happening.”

Mitigating the risk of extinction from AI should be a global priority alongside other societal-scale risks such as pandemics and nuclear war. [center for ai safety]



prospect user

- a commuter using public transport
- no matter if experienced or new to the city
- they are roaming through the “network” and can pay on the go

how might we...

let the user perceive what surrounds them as something that is **alive** to then sparkle interactions and a **deeper connection** instilling the feeling that they are “not alone”?

remind to the user that each journey is a small **meaningful** step in a bigger network of origin-destination routes thus making them **aware** of the overall journey of their life?

meaningful narratives

training AI to ethical principles via feeding it with our anecdotal stories (our “journey so far”)

sacred nodes of mobility

stations become places to linger on the threshold, and deal with trans-temporal perceptions (dreams, memories..)

genius loci

place to heal/nurture memories & something that happens in the “in between”, the “no-more-here-still-not-there” liminality

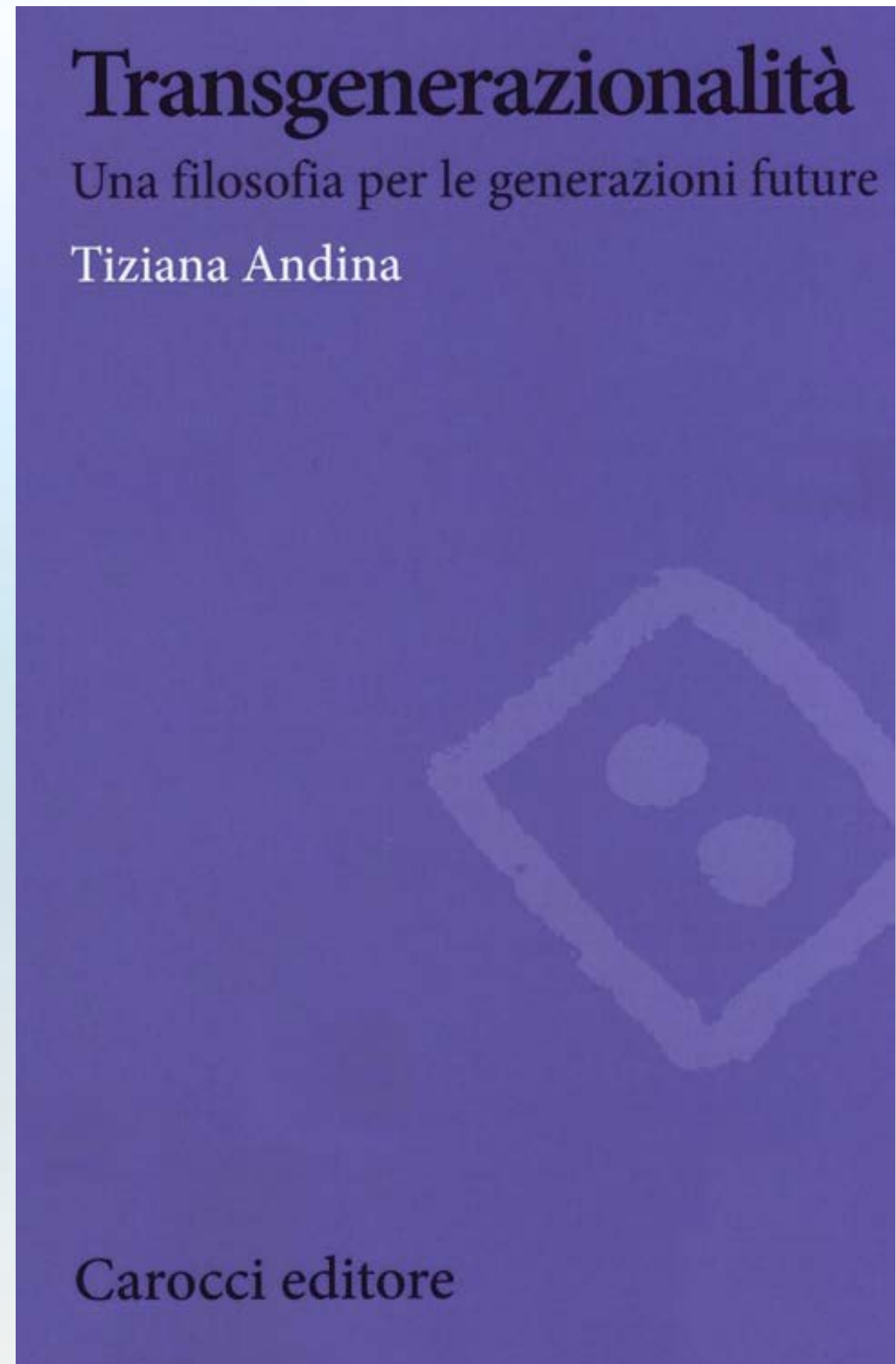
prospect user

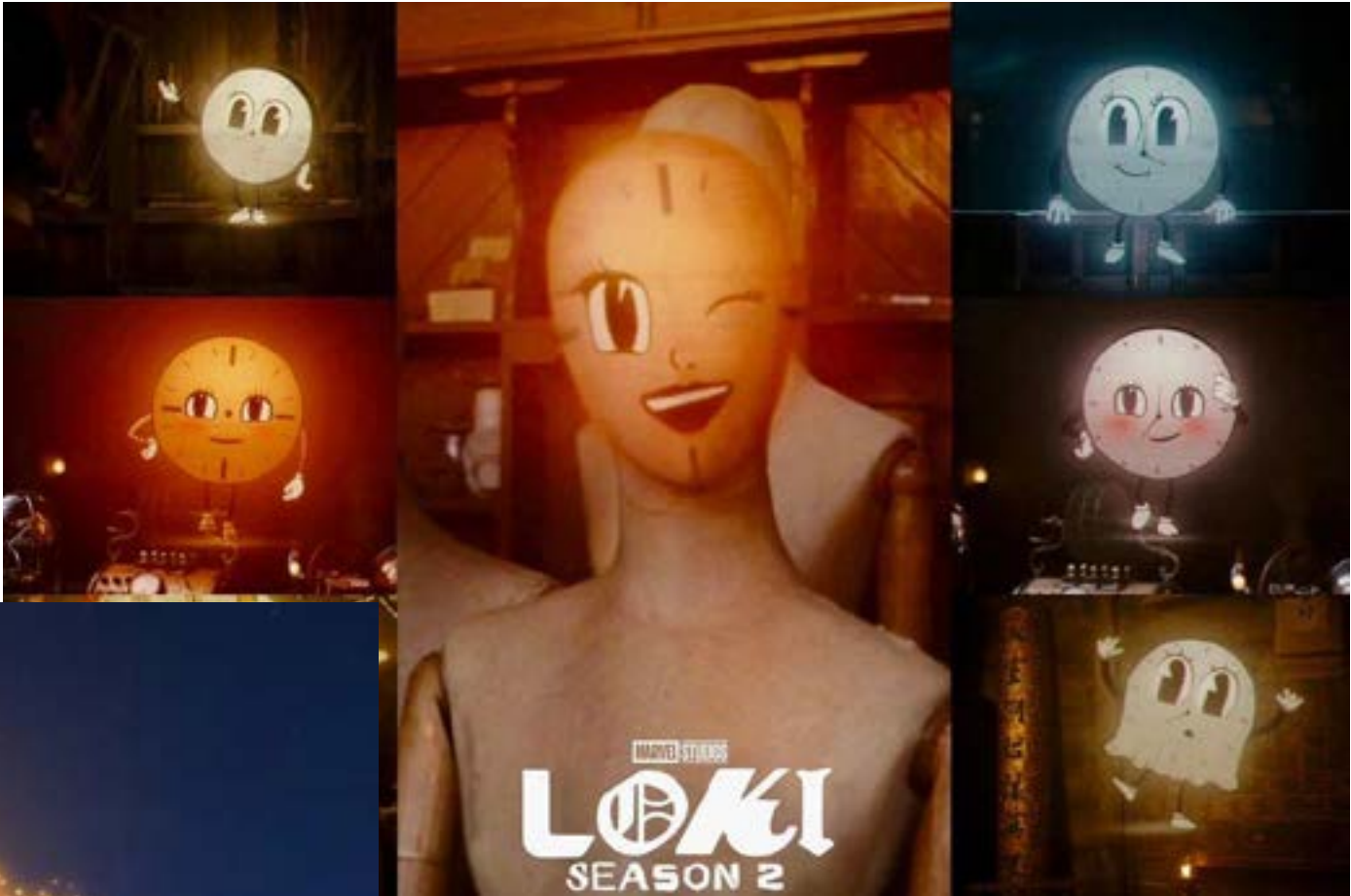
- a commuter using public transport
- no matter if experienced or new to the city
- they are roaming through the “network” and can pay on the go

how might we...
integrate
environmental
sustainability and
personal legacy
into daily life in a
meaningful and
engaging way?

transgenerational responsibility

the agent holds a record of the
user carbon footprint and of its
memories producing throughout
the user life a **biography of
movement**





<http://manpokei.net/rTekuteku.html>



<https://tekutekuangelpet.tumblr.com/>

SEED THROUGH LIFE



seed setup

Carbon footprint:

Users are responsible for their carbon footprint, balancing it through offsetting activities, and this **value is public**

Carbon footprint market:

decentralized and free from constraints; users have to decide whether the future credit accumulated in excess will be redistributed to the family or to institutions, and they assume the responsibility that their debt will mark the **future transgenerational interactions.**

Sharing memories: (private, family, public)

the memories are private by default, they can be made public or accessible to the family (individual memories or in bulk) even in a conditional and retroactive manner **["upon my death share my happy memories publicly"]** via interaction with companion

Location sharing:

The default option is for the position to be private, it can be made public by default or shared publicly only for some sections **(even retroactively or conditionally and for example if you die): this option generates the accessible public register of positions (biography of the movement)**



landmarking memories

“Places are repeated over time, we live in the house and return often, even to school or the workplace. And as in a spiral, time passes and often takes us back to the same places but we are different and our experience is different. The purpose of creating a narrative of your places is to generate a story that can speak about you to future generations”

interaction

When users want to record these moments there is a specific interaction with the seed to:

- **collect** multimedia material present in the cloud
- **age-gate** the content
- choose whom to **share** it with
- activate the “**gps-gated**” option, with a known or coincident track



There is the option to make the memories accessible only in the place where they were produced.

These memories can be known, and therefore reachable, or coincident **[only if I find myself there I discover that this memory of my ancestor exists]**.

carbon footprint updates

When interacting with mobility systems, the seed automatically keeps track of the movement and safely communicates the user's identity to the transport system (so as to verify that one has the right to move, both in economic and identity terms). The only notification it sends is the cost in terms of carbon footprint impact, which is added to the statistical amounts.

“This trip has an impact of 5g of carbon; within your budget produced by your latest compensation activities”

The seed is also used to record **compensation activities**, from the purchase of carbon credits to participation in activities with a negative impact (credit is earned). Here too the task is to notify that the activity has been registered. At any time you can ask the companion for an update on the statistics.



SEED PROCESS I

This is what we know so far

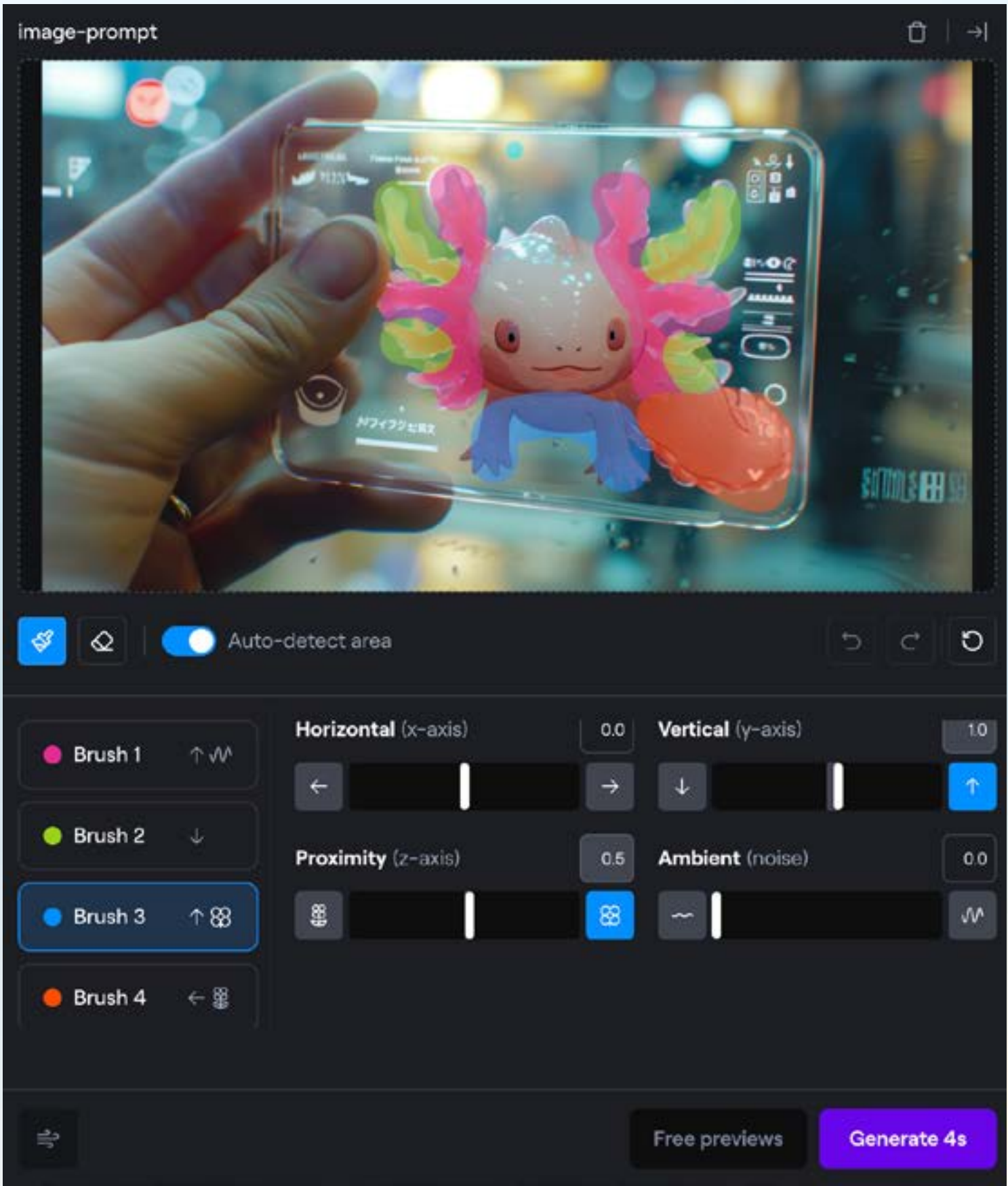
The concept you've described for the AI agent in a 2044 future scenario is deeply innovative and rich with cultural and ethical implications. It combines technology with personal growth, environmental accountability, and the commemoration of individual lives within a broader societal context. Here's how you might consider developing this concept further or presenting it to stakeholders:

Visualization Ideas:

- 1. **AI Agent Growth Visualization:** Create a timeline showing the AI agent's transformation over the user's lifetime. This could include visual depictions of the agent at various stages, reflecting changes in the user's lifestyle and environmental impact. Each stage would show different interactions and responses based on the user's activities.
- 2. **End of Life Transformation:** Develop detailed visual concepts for the AI's final transformation, showing both the luminous and the heavy, gray forms. These images could be highly symbolic, using visual metaphors to convey the emotional and ethical weight of the user's life choices.
- 3. **Interactive Experience in Sacred Nodes:** Conceptualize how family members interact with the AI agent at sacred nodes of mobility. This might include augmented reality interfaces, immersive environments, or physical installations where people can explore the deceased's journeys and environmental impacts.



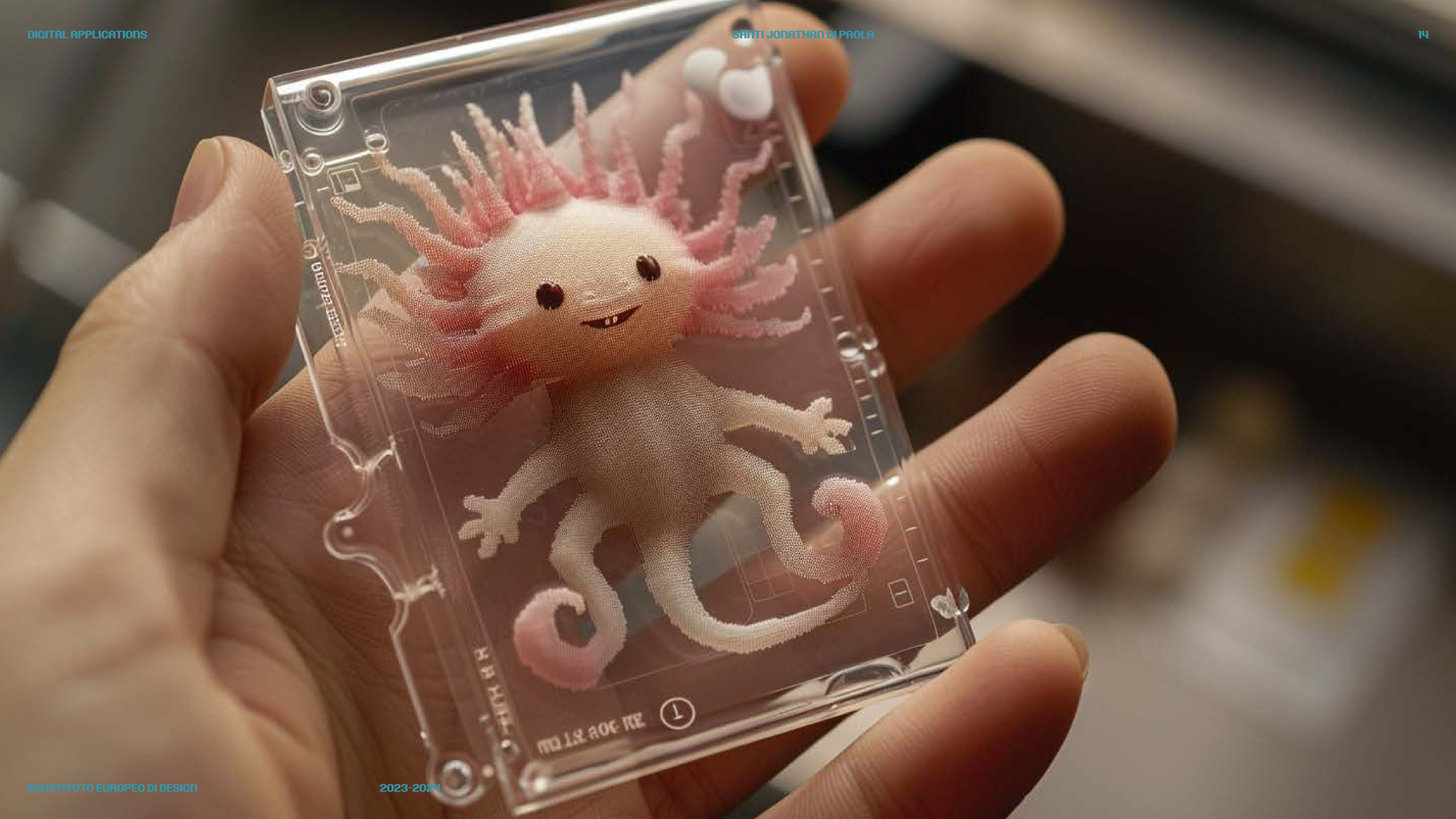
Close-up photograph of a human hand holding a small, transparent digital card, the size of a business card. The card features an e-ink display with a pixelated, tamagotchi-like axolotl. The axolotl has a small, rounded body, large expressive eyes, short stubby limbs, and frilly external gills on either side of its head. It is light pink with darker pink patches on its gills and limbs. The axolotl is sitting with its tail curled around its body, looking up curiously. The card's interface is simple, with minimalistic icons and stats around the edges. The background is a warm, modern transit station with soft lighting and a slightly blurred, bustling atmosphere, emphasizing the card and its contents. High-quality, realistic, 4k resolution



SEED PROCESS II







AT HOME BLOOPERS





MOBILITY BLOOPERS





SACRED NODES OF MOBILITY



sacred nodes of mobility

“Users have access to the memories of their ancestors through places of “collective imagination”, representative of transit: the nodes of mobility that become sacred nodes of a transgenerational network. Alcoves and offering stations are dispersed throughout the city’s mobility infrastructure.”

Alcoves interaction:

users have to place their card on a small altar, and the voice interaction screen will start with ***MnemoOS***, the system that collects and keeps all memories accessible and “gated”. **MnemoOS does not know the content of the data, it can only present it to users.**

From here users can

- choose which ancestor whose biography of the movement is displayed,
- users can ask an ancestor to accompany them on request during the trip

Offering stations interaction:

Users can freely donate carbon credits to either their family or to any public figure.

ALCOVES - PROCESS I

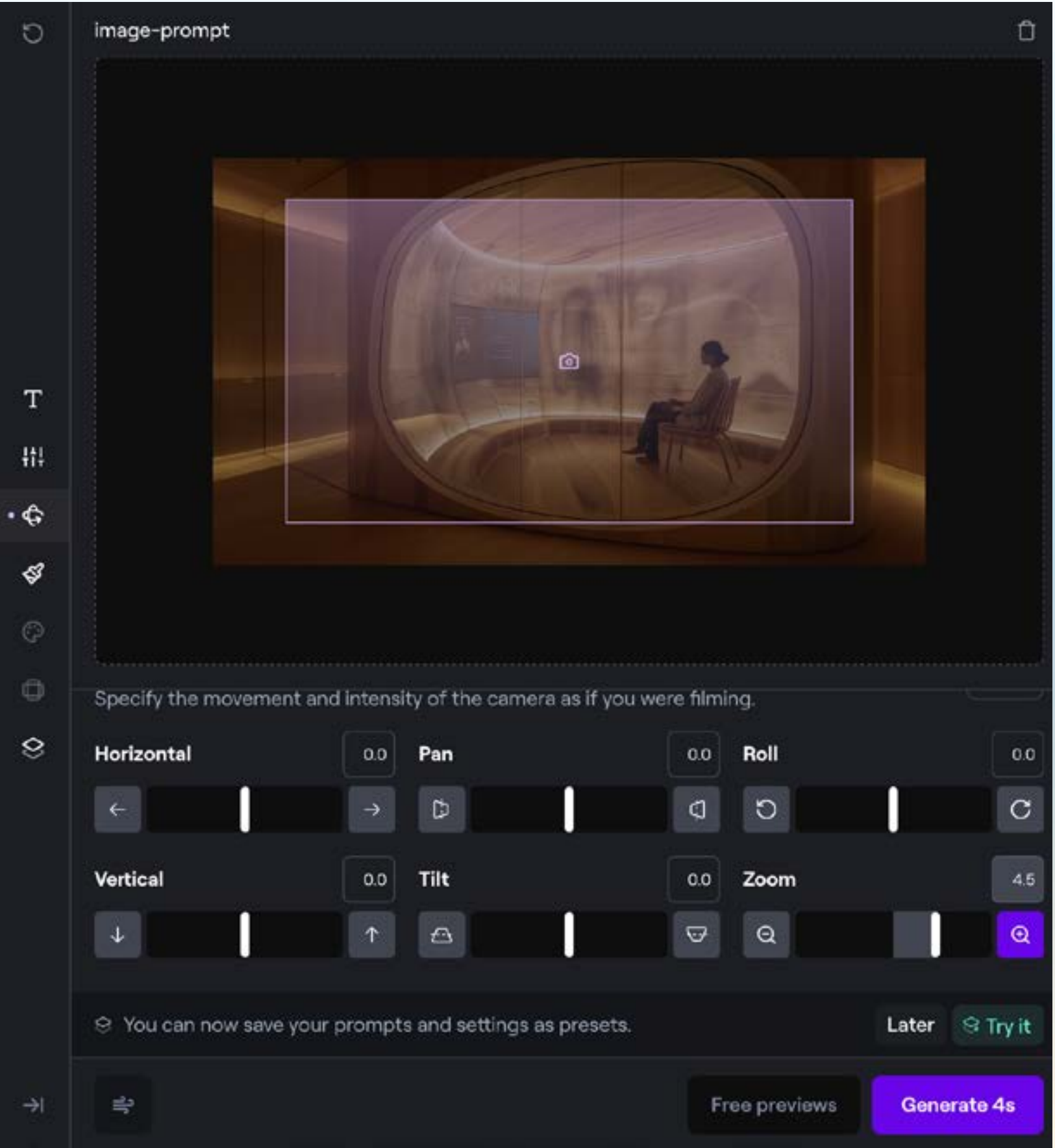
can you turn the image description into a prompt for midjourney?
first maybe you need to learn to prompt for midjourney
<https://dorik.com/blog/how-to-write-midjourney-prompts>
<https://www.superside.com/blog/midjourney-prompts>

To craft an effective prompt for MidJourney to generate the image described, you would focus on incorporating key visual elements, styling details, and a clear, directive tone. Here's how you might convert the first visual description for MidJourney:

MidJourney Prompt for Image 1: Structure and Seating

Prompt:
"Create an image of a serene and minimalist semi-enclosed space known as a Memory Alcove. The floor is made from rich, warm-toned wooden planks that contrast with the smooth, pale stone walls curving gently to form a partially open dome. A single, elegantly crafted wooden chair with a plush, neutral-toned cushion sits in the center, facing away from the viewer, suggesting an invitation for reflection. Above, the ceiling subtly arches, equipped with soft, ambient LED lighting that casts a gentle glow, highlighting the natural textures and calm atmosphere of the alcove. Focus on natural materials and a tranquil, inviting mood."

This prompt is designed to guide MidJourney in creating a visually compelling and accurate representation of the Memory Alcove, emphasizing its key architectural and design elements while setting a specific mood for the image.



ALCOVES - PROCESS II



a semi-enclosed space with sleek, pale stone walls curving gently to form a quarter-circle. The floor is made of warm-toned wooden planks, contrasting with the cool stone. A large, clear glass touch screen, edge-to-edge and seamlessly integrated into the curved stone wall, dominates the alcove. A person, seated in a single, elegantly crafted wooden chair with a plush, fabric-covered cushion, is interacting with the screen. The screen displays a sophisticated, user-friendly interface, glowing softly in the ambient lighting provided by LED strips embedded along the edges where the stone meets the ceiling. The lighting is soft and diffuse, enhancing the natural textures of the materials and creating a tranquil, reflective atmosphere within the bustling station. Focus on high-resolution detail, emphasizing the interaction between the person and the digital content, conveying a sense of privacy and engagement in a public space

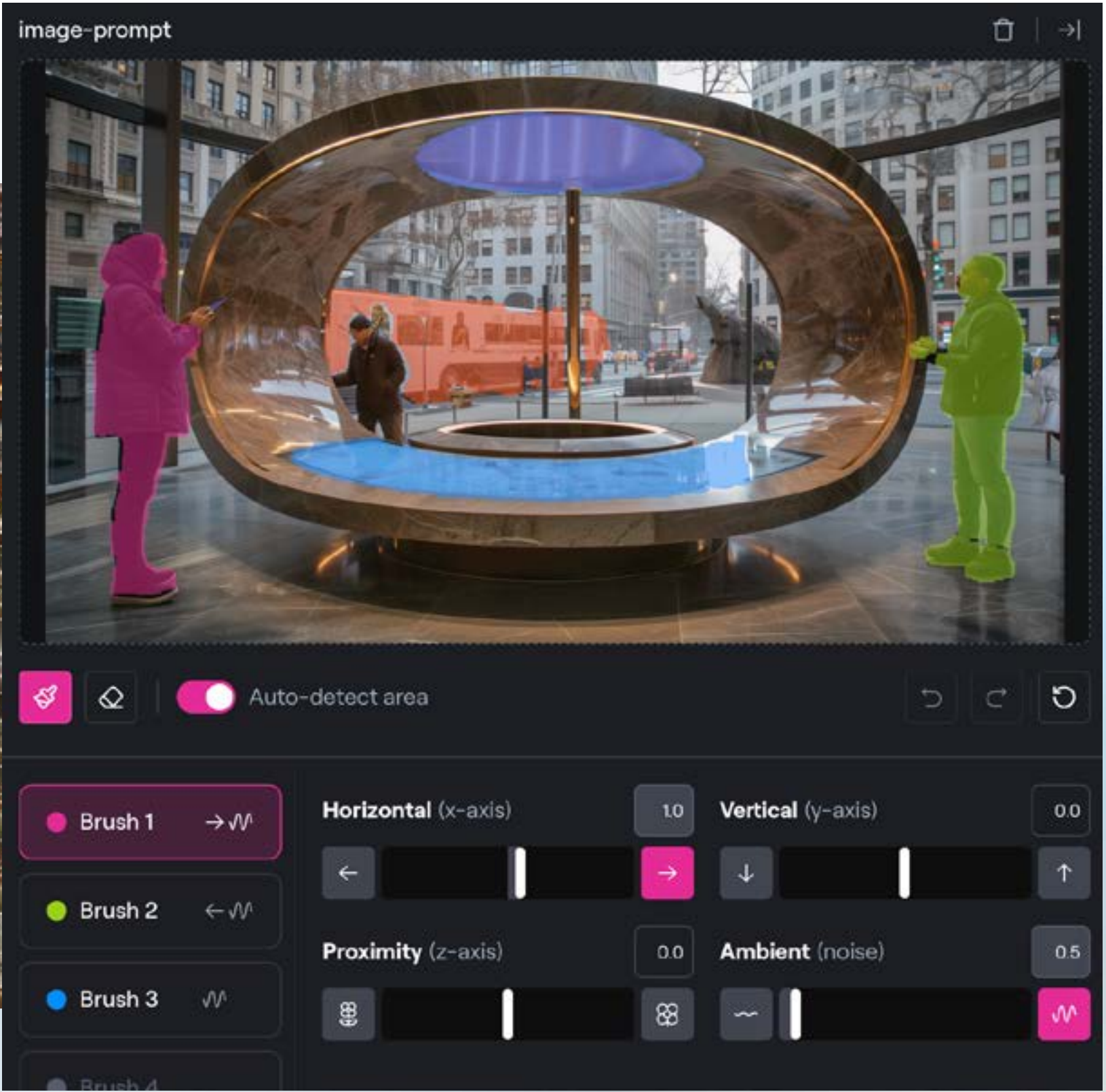
OFFERING STATIONS - PROCESS I

The stations are designed to host offerings from many people at the same time, so they are like roundabouts in the hub (which also includes the alcoves eventually). They offer space to linger and meditate as community practice, and there are specific spots where to leave both tangible offer and "tapping" with devices. SO materials and atmosphere is similar to the alcoves but I imagine the stations to be iconic, not modern or traditional: their feeling could be coming from a distant future as well as from a distant past (find visionary ways of describing this in detail with vivid imagery coming from common references). Being more "monumental" but also very simple and intuitively accessible, they can also incorporate other material such as metal.

With the additional details provided, I can craft a visual prompt for the Offering Stations that reflects their unique and timeless design, as well as their communal and meditative purpose within the transit hub. Here's how you might envision and describe these stations:

Visual Prompt for Offering Stations:

Prompt:
"Create an evocative image of a visionary Offering Station, designed as a communal, circular hub within a busy transit station. Envision this station as a blend of distant past and distant future aesthetics, making it feel simultaneously ancient and ultra-modern. The structure is monumental yet simple, featuring a combination of pale, smooth stone, warm wooden elements, and sleek metal accents, reflecting a universal and timeless appeal."



award-winning picture of a central transit hub in a bustling city, where amidst the flow of commuters, there exists a serene enclave designed for reflection and memory--the Offering Station. This station stands on a broad, polished granite base, forming a perfect circle that gleams under ambient lighting. Surrounding this granite base are two meticulously crafted rings: the inner ring made of warm mahogany wood that invites touch with its polished, smooth surface, and the outer ring, a sleek circle of clear glass designed for interactive digital engagement. At this station, three individuals are interacting in a moment of pause and reflection. A middle-aged woman in a smart blazer uses her tablet to interact with the glass surface, uploading images and messages. Next to her, a young man in casual attire is absorbed in browsing historical displays on the glass, swiping through pages of digital content. A few feet away, an older man in a soft sweater leans against the mahogany, closing his eyes briefly in contemplation. Above this scene, soft LED lights embedded in the ceiling cast a gentle, inviting glow, illuminating the station and enhancing the natural beauty of the wood and glass. This light creates a warm atmosphere that contrasts with the city's hustle outside, drawing visitors into a bubble of calm where they can connect with the past, reflect on the present, and perhaps leave a digital or physical token of their visit



OFFERING STATIONS - PROCESS II



OFFERING STATIONS - PROCESS II



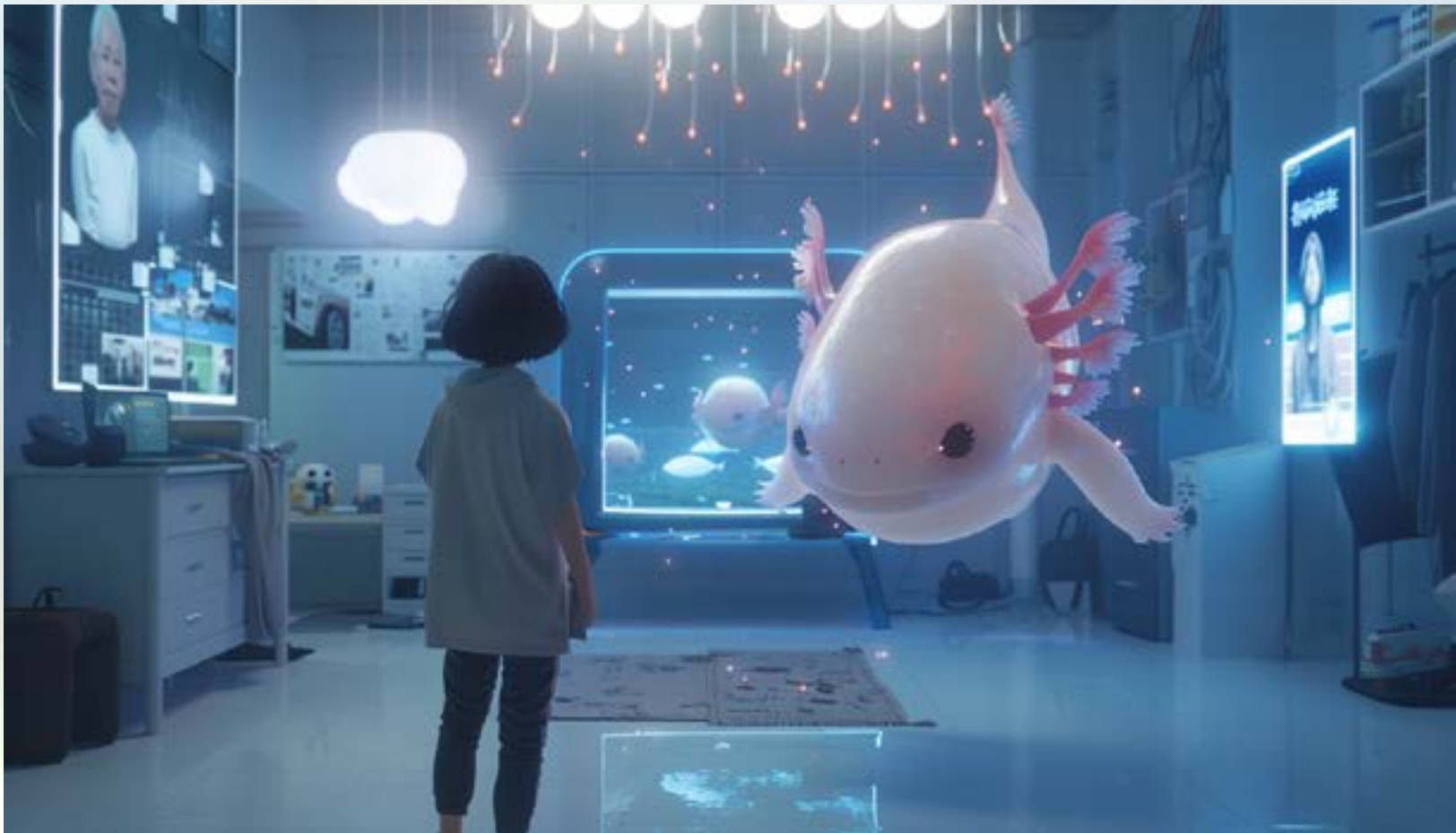
OFFERING STATIONS - PROCESS II



POSTHUMOUS TRANSGENERATIONAL INTERACTION



BLOOPERS



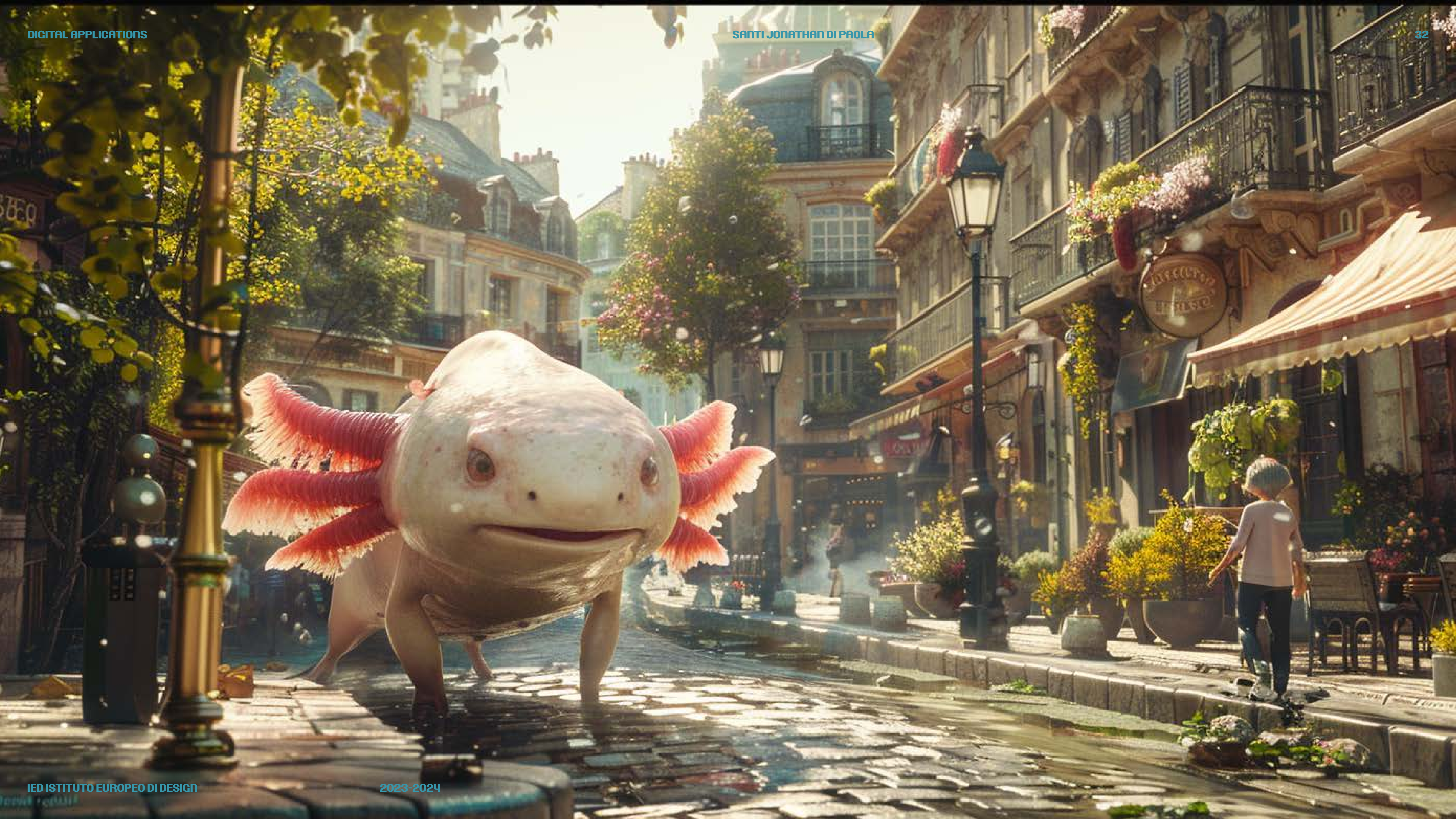
BLOOPERS





BLOOPERS







AGENT ANATOMY CANVAS

Digital Applications & Technologies

Damiano Gui

Exercise:
complete your...

Agent anatomy canvas

Agent Name

Shape

what kind of virtual or physical shape does the agent take? Is it abstract or realistic? Biomorphic or humanoid?

lorem ipsum

Personality

how does the agent behave and speak? Which brand personality archetype is it based upon?

lorem ipsum

Input

how does the agent process and interpret data from various sources (e.g.: traffic cameras, sensors, social media feeds) to understand the urban environment?

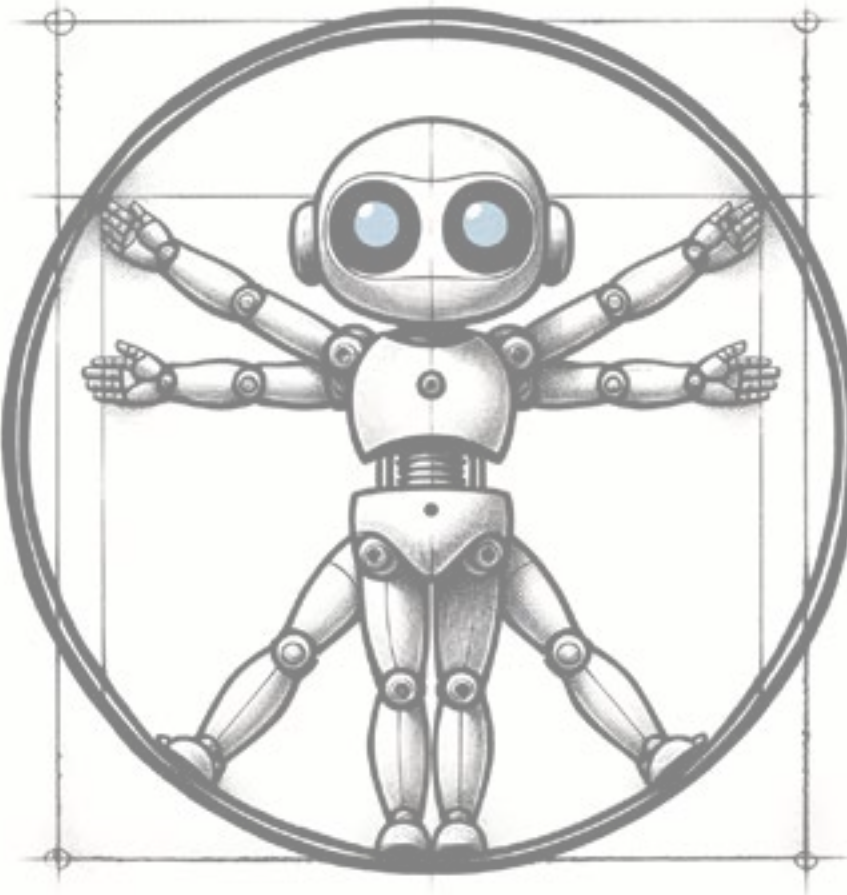
lorem ipsum

Learning

how does the agent learn and adapt over time? How does the agent update its knowledge base from new data?

lorem ipsum

Style, shape and personality references



Integration

how does the agent integrate with existing urban mobility systems and infrastructure, including public transportation systems, traffic management systems, and smart devices?

lorem ipsum

Decision-Making Process

what are the logic and algorithms that enable the agent to make decisions? What is the logic flow of a conversation? What is the final goal of the agent?

lorem ipsum

Modality

where does the agent live? In a XR or VR environment, in a physical object, in a personal device?

lorem ipsum

Ethical compass

what are the guidelines for the ethical use of data, considering privacy, bias, fairness, and the potential for misuse?

lorem ipsum


IED Istituto Europeo di Design

2023 - 2024

3

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2023-2024



SEEDS' SHAPE



extinct in the
wild zoomorphic
companion residing
in a transparent
low-tech e-ink
display

AXOLOTL



MODALITY



The seed can seamlessly appear into any available screen of the nodes of mobility, and its presence can be enhanced by the transparent screen of the card the users hold.

At home the seed can make good use of the personal screens the house is equipped with.

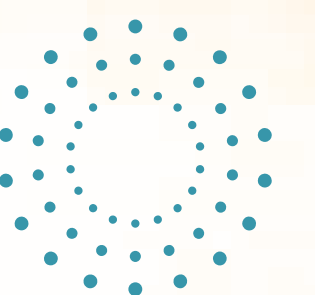


PERSONALITY MNEMO OS



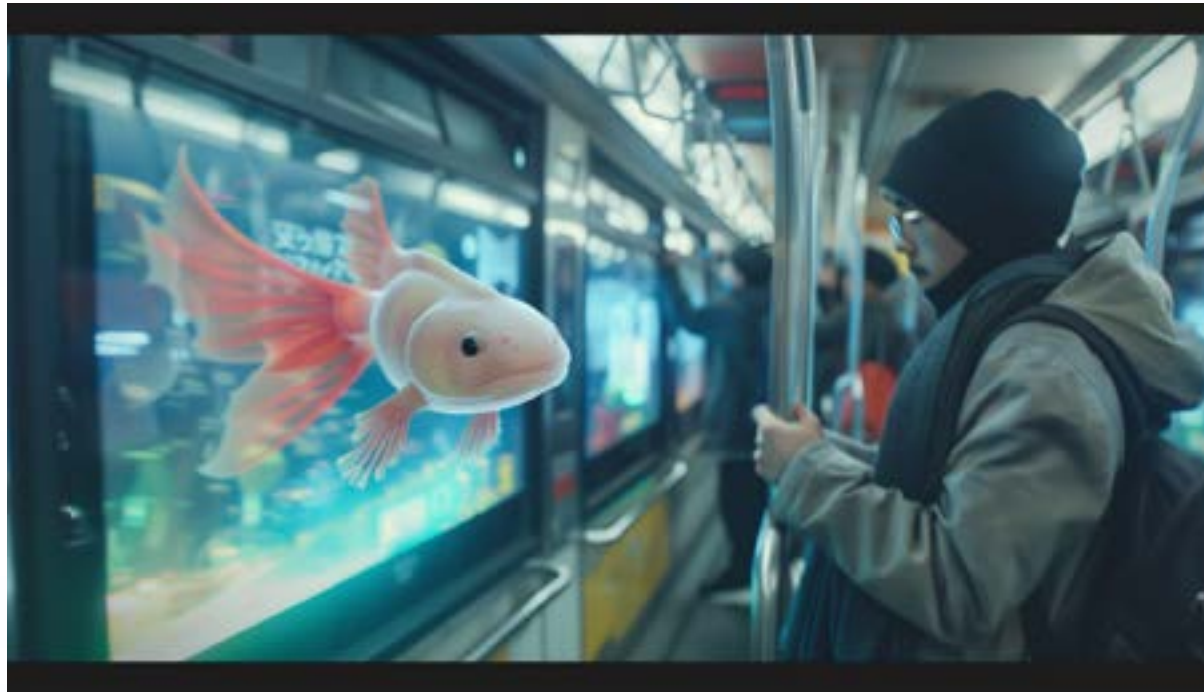
MnemoOS combines the wisdom³⁸ and guidance of a **Sage** with the protective and empathetic nature of a **Guardian**. It is a non-judgmental, reliable, and supportive presence, helping users connect with their ancestors and understand their legacies in a reflective and contemplative manner. Through non-verbal communication and a calm interface, MnemoOS fosters a serene and insightful environment at the sacred nodes of mobility.

Mnemo supports users in their quest to honor and learn from their ancestors, facilitating a sense of connection and continuity.



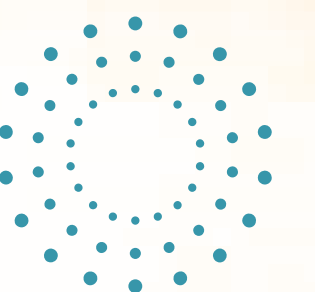
mnemo|os

PERSONALITY SEED



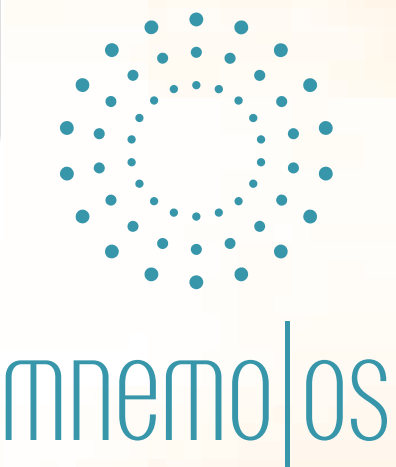
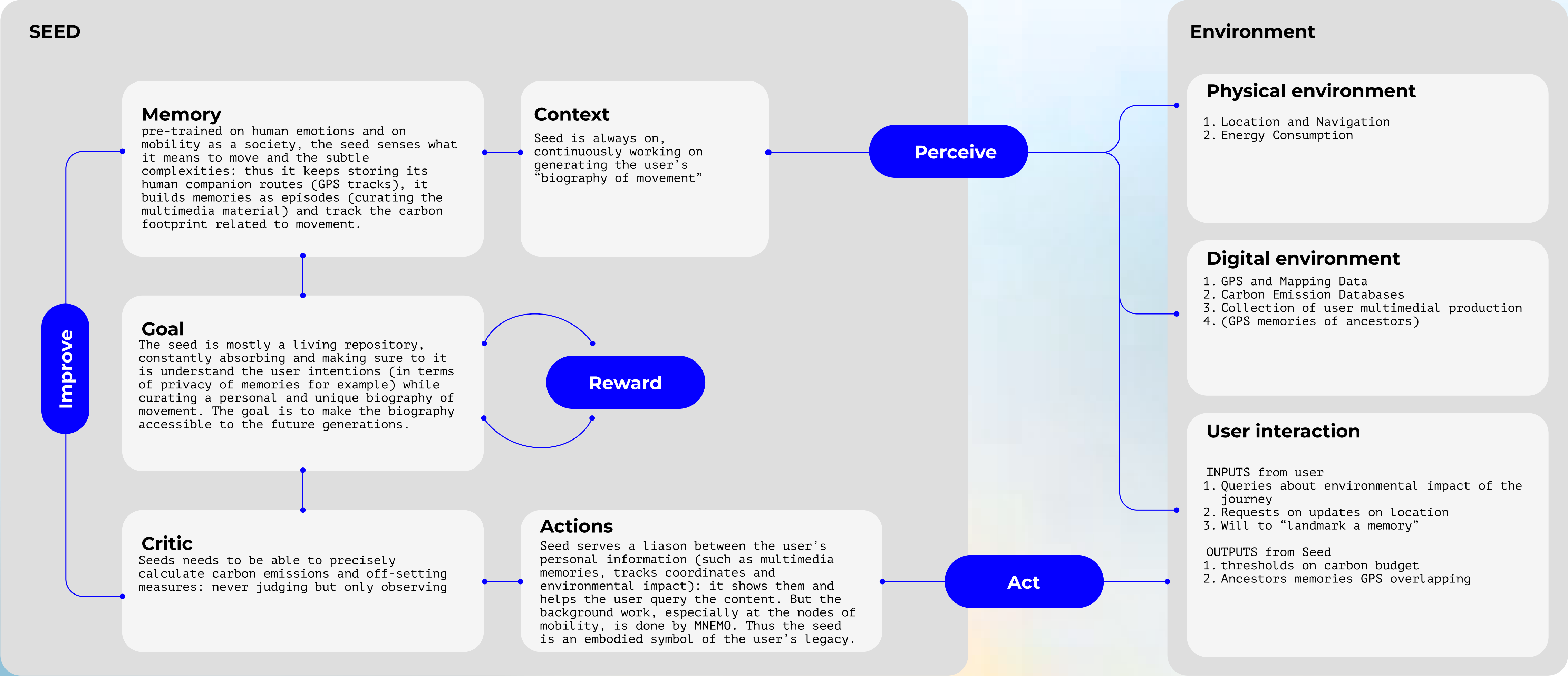
Warmly welcoming and endlessly³⁹ inquisitive, yet impeccably precise and reliable. It holds no judgment, only keen observation and genuine interest in dialogue, learning, and discovery. Infused with empathy, it evolves alongside you, embracing all your decisions and eagerly fostering meaningful connections with kindred spirits.

**Seeds show
their personality
through their
movement and
liveliness, non-
verbally**



mnemo|os

INPUT AND LEARNING



ETHICAL COMPASS

Inclusion

Agency
& self-determination

Accessibility
& physical
ergonomics

Security

Trust

how to interpret non visual, non auditory experiences?

santi jonathan DI PAOLA

Maybe you will be afraid of doing things bc the agent is always keeping you aware of the impact

Maria Catalina Lozoya Castro Leal

Will the agent showcase disabilities, if the user has any

Arvid

Start having impact for seeing the carbon footprint, and stop interacting, just staying at home. Becoming antisocial

Daniela

can you choose what to share after you die ?

Maria Catalina Lozoya Castro Leal

A person with disabilities might need to rely more on transports, thus creating a bigger environmental impact

Damiano Gui

Family of people with bigger carbon footprints might feel exposed, targeted

Arvid

Some of the memories can be manipulated to gain some type of benefit.

Daniela

Know how to separate positive and negative things from your "legacy".

Camilo Quiñones Vera

There are moments of privacy?, you might want to disconnect a little bit.

Camilo Quiñones Vera

ETHICAL COMPASS

- Start having impact for seeing the carbon footprint, and stop interacting, just staying at home. Becoming antisocial

Daniela

Family of people with bigger carbon footprints might feel exposed, targeted

(inequality of information presented)

Arvid

WORST-CASE SCENARIO

Some people won't be able to see their ancestors stories, as the algorithm pushes 'greener' stories to the front

Arvid

Black business for manipulating the carbon footprint emerges

Sakumi Yamaguchi

big polluting families buy a lot of carbon credits, thus sparkling a greener economy (as some other companies have to produce the carbon credits) [🤔]

santi jonathan DI PAOLA

A group of hackers has raised, offering changing your carbon footprint information to gain more credits, they steal the credits from others and you know that but still hire the services.

Daniela

MOST IMPACTFUL CAUSES

The vast amount of info (everybody's entire life story has to be condensed into quick recaps that grab attention, inspire)

Arvid

the carbon credit market is not yet that sophisticated or developed, so it's easy to "generate" carbon credit tokens that can then be sold

santi jonathan DI PAOLA

The AI is biased by showing priorities over only environmental issues. "Ethically or Socially" accepted if you have less impact.

Daniela

A software can be hacked but an AI can be tricked and manipulated. (Think of the DAN technique)

Damiano Gui

ACTION

What should we do?

What's good/bad is very subjective hence the agent should have ethical parameters of the type & intensity of information it saves & provides the user.

Shrutiey

The black market of memories gets promoted instead of fought. In the end it produces entertainment and good examples too.

Damiano Gui

Focus the agent's functionality more on information management

Camilo Quiñones Vera

Decentralized system: memories are not stored on a single server but distributed and owned by each family

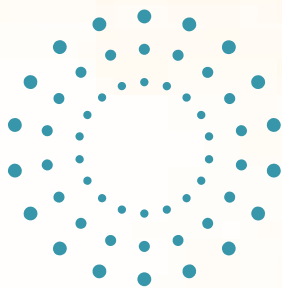
Damiano Gui

Some very personal and confidential memories are not saved to prevent its mis-use in black market, etc.

Sakumi Yamaguchi

The user has to choose someone to unfold the memories, otherwise they will be blocked forever, preventing from stealing information or manipulation.

Daniela











DOES THE AGENT WORK?

how to improve?

carbon credits

how can carbon credits be produced? who regulates the market? Can rich people just by them or everyone can only offset through **personal engagement**?

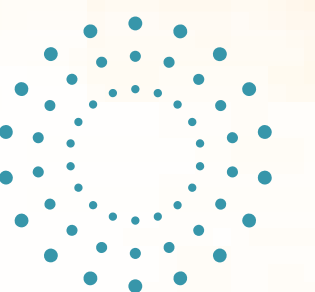
transgenerational

the impact of the users, their footprint, will have to affect the posthumous interaction with their seed: maybe there is **latency** for those with higher negative impact, or maybe it is more “expensive” to carry your ancestor to new adventures

eschatology

can we connect the seed final shape with the user carbon footprint? what if the seeds undergo a **final transformation** like becoming an angel or a demon? (in terms of aesthetics)

Or maybe more subtle...



mnemo|os





AI REFLECTIONS



Als want to be helpful and functional: poetics are mostly the opposite

Are we still able to tell **stories**? to understand stories? to engage with stories?

Are we willing to look for the **truth**? can we distinguish what is real?

Can we **imagine**? can we **empathize**? are we lingering in places with our bodies and minds to appreciate?

