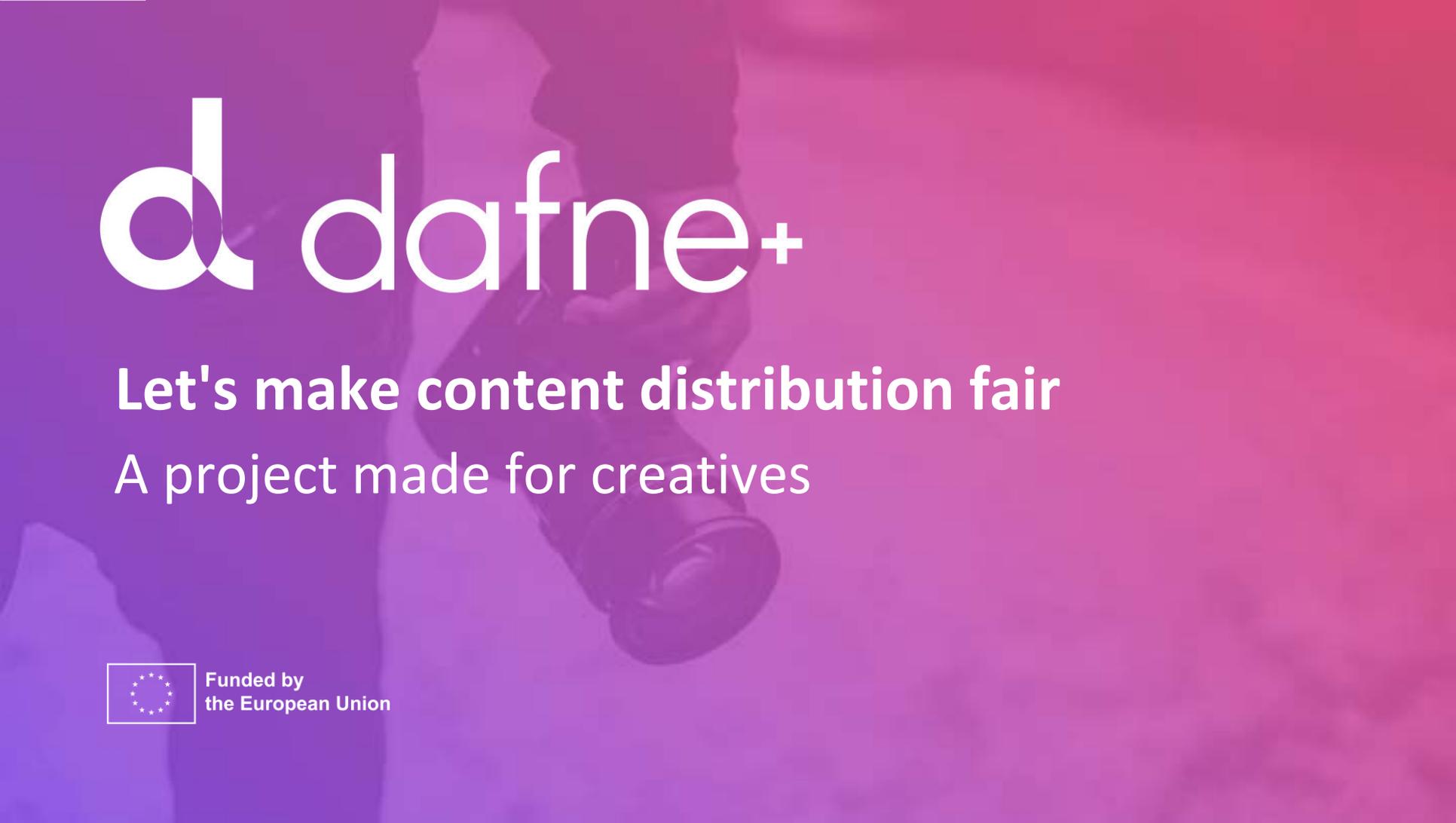


Prof. Toby Dubois-Heys
School of Digital Arts (SODA)





d dafne+

Let's make content distribution fair

A project made for creatives



Funded by
the European Union



What is DAFNE+?

Definition

DAFNE+ is a decentralized platform for fair creative content distribution empowering creators and communities through new digital distribution models based on digital tokens.



Funded by
the European Union

A project funded by the European Commission's HORIZON program – Grant Agreement
N° 101061548

DAFNE+

Partners



POLITÉCNICA

SYNELIXIS

netcompany

intrasoft



ircam
Centre
Pompidou



SODA
SCHOOL OF DIGITAL ARTS

KU LEUVEN



CERTH
CENTRE FOR
RESEARCH & TECHNOLOGY
HELLAS

Empowering the artists

Objective

DAFNE+ aims to help digital content creators find new forms of creation, distribution and monetization of their works of art through blockchain technology.

DAFNE+

How?

- DAFNE+ will provide new services and tools that allow the creation and co-creation of content in a blockchain in an intuitive and simple way so that artists don't need to have technical knowledge on blockchains or NFTs.
- These tools will be compatible with those currently used by content creators in their studios, so that the quality of the works is not affected.
- Content creation
NFT creation
NFT Content Analysis and Tagging
NFT marketplace

Tools being evaluated with the DAFNE+ community

- Reality Check (RC) - Tools for archiving, versioning, and verifying works of live computer music
- Audio processing/generativity based on deep learning
- 3D Sound spatialization (Spat)
- Audio Processing/Generation based on deep learning (RAVE)
- Distributed sound interaction with mobile/embedded devices
- Virtual avatar personalization (customise hair, skin, clothes, etc)
- 3D human pose estimation algorithm (extraction of human movement)
- 3D object reconstruction
- Art style transfer

DAFNE+

Value proposition - Use Cases

- UC1
 - Cultural Heritage
 - Creation, use and lending of content and software
 - Purchasing of work
- UC2
 - Creation and use of components
 - Creation and use of repositories
 - Creation and use of audio/music works – private spaces
- UC3
 - Focus on alternative economic models for open source projects

DAFNE+

Research Questions

- How do smart contracts allow and encourage fairer forms of remuneration for collaborative work.
- How will DAFNE+ stimulate collaborative methods.
- How will DAFNE+ attract a community to engage with its platform.
- How will DAFNE+ maintain its community's engagement over time.



dafne+
Thanks!

Prof. Toby Dubois-Heys

SODA



Funded by
the European Union



@Dafneplus_



@dafneplus/





d dafne+



Funded by
the European Union



@Dafneplus_



@dafneplus/

Dr. David Jackson
School of Digital Arts (SODA)





STORYTELLERS + MACHINES

2023 Symposium and
2024 Conference
@ School of Digital Arts

Considers the unstable relationships between AI generative media and the storytellers and artists that adopt them.

Series links the growing storytelling cultures related to generative AI to critical and philosophical concerns and traditions by bringing together a diverse set of voices from the arts, industry and academia.



2023 symposium: a space for transdisciplinary discussion of AI



SPEAKERS

- Eva Jager, Co Lead Creative AI Labs, Serpentine Gallery
- Valentino Catricala, Modal Gallery Curator, SODA
- Debbie Bandara, SODA
- Lance Weiler, Digital Storytelling Labs, University Of Columbia
- Mishka Henner, Artist
- Lorem Aka Francesco D'abbraccio, Artist
- Graeme Phillipson, Machine Learning and Production, BBC R&D
- Hell Raymond-hayling, Machine Learning and Production, BBC R&D
- Alex Estorick, Editor-in-chief, Right-click Save
- Lois Mcdonald, Musician & Artist, Soda
- David Jackson, Lecturer & Researcher, SODA
- Alasdair Swenson, Senior Lecturer, SODA

International selection of panelists and keynote speakers with SODA researchers.

Brought together perspectives from the arts, philosophy, science and industry.

2023 symposium: a space for theory and practice



8 algorithmic creative works from sound and music, digital design, 3D and immersive fields given space in the SODA building

(top left to bottom right)
'Influenzer', Mishka Henner
'Children of Talos', David Jackson and Alasdair Swenson
'DEO19', Lore
'Frankenstein AI', Lance Weiler

STORYTELLERS + MACHINES

2024

2-4 JULY 2024, SCHOOL OF DIGITAL ARTS, MANCHESTER METROPOLITAN
UNIVERSITY



Two-day academic conference at SODA, 2nd – 4th July 2024

Call theme: “Controlling the narrative: agency, interaction and influence in generative storytelling and art”

Accepted formats:

- + Paper presentations
- + Technical demonstrations
- + Presented artworks and performances

Closing date for applications: 15 February 2024

We are looking for submissions which explore aspects of **agency, interaction and influence** in generative AI art and narrative.

For example:

- Exploring new forms of interaction and audience experience in generative AI art and narrative
- Critically examining new generative AI narratives and artworks to provide insights into an emerging field of cultural production
- Investigating the social, economic, ethical and legal implications of AI-based narratives
- Promoting new approaches to producing trustworthy AI in creative contexts
- Mitigating the impact on marginalised communities and identities of AI generative technology and narratives it produces



Other organisers from the
Speculative Technologies Research
Group:

- > KADJA MANNINEN
- > LOIS MCDONALD
- > NAHO TANIYAMA
- > ADAM COOKE
- > ALASDAIR SWENSON
- > MATTEO POLATO
- > TOBY HEYS
- > VALENTINO CATRICALA

Visit <https://storytellersandmachines.xyz/> for more details