

Call for local participants: The AI colonialism board game

Dissemination workshop for local audiences

3pm, Saturday 13th April 2024
MADlab, Limassol, Cyprus

Join us on Saturday, 13th April, to play a board game that examines the impact of artificial intelligence (AI) on Cypriot society.


From suggesting which movies to watch on a streaming platform, to making decisions that considerably impact our lives, such as whether or not we get government benefits, AI systems make decisions about us on a daily basis. This workshop will explore global AI power dynamics and their impact on our island's diverse communities. Who are the communities that will benefit the most out of AI in Cyprus? Which local communities are at risk of being harmed?

The AI Colonialism Board Game is a collaborative artist game (a board game with an artistic intent) that aims to raise awareness of AI's societal impact on a local, Cypriot level. It encourages critical examination of the global AI ecosystem, but also within Cypriot society itself -- not everyone will be impacted by AI the same way. No previous knowledge about AI is required

You must be a resident of Cyprus.

More details about the board game and the research project:

https://drive.google.com/file/d/1A7-oYywa2FBGcLiROjwnbPa5AFQyoe-0/view?usp=drive_link




 MADlab - Cyprus University of Technology, Kitiou Kyprianou, Limassol 3036 (next to Sousami bar)

 3pm - 6pm, Saturday 13th April 2024

The workshop will be held in English.

As the workshop is aimed at local participants, no funding for travel is available. Participants are expected to cover their own travel and accommodation fees.

What you get by participating:

-  By taking part in this research project, you will gain knowledge about the societal impact of AI, and how to be more critical when interacting with AI technologies
-  You will contribute towards what a just Cypriot AI could look like, that benefits everyone, not just a powerful few, in the form of a participatory artwork
-  You will contribute to academic research that aims to investigate the real life impact that AI has on our local society

**TOC is an international project led by an interdisciplinary group of creative practitioners, academics, researchers and arts organizations that specialize in creative technologies and that have considerable experience in the production and dissemination of this kind of knowledge across Europe and internationally, who have come together to form a “critical network of care”. The network will collaborate to share their collective expertise and technical knowledge employed in creative ways to develop knowledge and methodologies of care. The main aim is to produce a well formulated and integrated TOOLKIT OF CARE comprising articles, prototypes, audiovisual documentation, technical manuals, theoretical analysis, prototypes, and data. It will act as a model of how to successfully share knowledge and expertise across different geographical regions and social groups.*

***COST (European Cooperation in Science and Technology) is a funding agency for research and innovation networks. Our Actions help connect research initiatives across Europe and enable scientists to grow their ideas by sharing them with their peers. This boosts their research, career and innovation.*

**Toolkit
of Care**



Funded by the European Union