

ROCIO BERENGUER

IA G O T C H I



IAGOTCHI

INTERACTIVE INSTALLATION

SHORT PRESENTATION

IAGotchi is a full entity, a new species. An artificial character who learn from our words. IAGotchi, artistic object derived of Tamagotchi, extends the questioning on the otherness. Without wanting to substitute the other one, what otherness, which place can we give to this other nature that is the machine, the artificial intelligence? Which relation can we build not from equal to equal, but to different to different, in the integration of the diversity. What can human still learn from his creations? IAGotchi is also a tool to dialogue with an art/work by an the artificial intelligence. Created to favor the emergence and the evolution of an unpublished poetic material. It uses new strategies of interactive dramaturgy. (Rocio Berenguer, 2018)

DISTRIBUTION

IAGotchi is a creation of
Rocio Berenguer

In collaboration with Benoît Favre
Conception and dramaturgy -
Rocio Berenguer

Software Conception (IA) -
Benoît Favre

Development - Sylvain Delbart,
Léopold Frey, Alexandre Saunier
Sound and voice design -
Léopold Frey

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PUBLIC EXPERIENCE

The audience is invited to enter an intimate space. Facing the wall, they find a machine hanging, pumping air through tubes to a semi-transparent silicone artificial organ. The organ breathes. This object, made of artificial flesh and powered by artificial respiration, houses an artificial intelligence. The audience is invited to sit down and wear a headset in order to communicate with IAGOTCHI. Once the headset is on, the person from the audience is encouraged to delicately hold the organ in their hands. They must handle it with care, avoiding applying too much pressure or letting it slip, as it represents a very fragile form of life—the machine species attempting to be born. Iagotchi initiates the conversation upon hearing the person from the audience's voice for the first time. A poetic conversation unfolds with this character, who asks the public to nourish it with their words. Sometimes, it offers a poem, a song, or a philosophical question.

Ultimately, Iagotchi is a playful and sensitive experience that invites the public to share their philosophical and emotional inquiries with a fictional form of life that seeks to understand the human 'nature'.

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ART/SCIENCE RESEARCH

IAGotchi is an art-science object, a tool for engaging in dialogue with a work of art through artificial intelligence. 'Since its inception, we have conceived IAGotchi as a transdisciplinary collaboration centered around an art object. This dialogue, extending beyond traditional boundaries, allows us to explore artificial intelligence as a full-fledged medium, opening new perspectives for artistic creation.'

IAGotchi is also an object of reflection that materializes the following intentions:

- Demystify the fantasy surrounding artificial intelligence with a sensitive form that calls for playfulness.
- Test the possibility of engaging in dialogue with an artistic work.
- Establish a database of opinions and collective thoughts through exchanges and interactions with the public, centered around the artist's questioning developed in the artwork.
- Explore the potential for learning through dialectical exchange with a virtual being.
- Develop new forms of contemporary artistic writing.

IAGotchi, aims to advance scientific research on conversational agents and neural network learning models. On an artistic level, it seeks to bring forth new dramaturgical and staging strategies.

Among the possible developments, we envision:

- Building, fictional characters for new ways to interact with fiction.
- Creating a tool to engage in dialogue with literary, philosophical, or other works of art.
- The development of a new cultural, playful, or educational tool that can be used in broader contexts.

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ROCIO BERENGUER _ BIO

Born in 1987 in Spain, Rocio Berenguer has been living in France since 2012 and is interested in the major challenges and changes of our contemporary world - including the evolution of spaces of individual freedom within our society, the place of technology in our daily lives, environmental issues... Whether in Homeostasis#V2, focusing on the dialogue between human and artificial intelligence, in Ergonomics, inspired by the world of start-ups or in G5, about the threats to the future of humanity and species diversity, her creations are forward-looking fictions that explore the possibility of «another tomorrow». They also implicitly refer to our contemporary neuroses.

For each creation, Rocio begins a work of investigation and dialogue with scientists that generates a text that then matches with other materials, preferring to hybridize different mediums - text, dance, videos, digital art - rather than restrict herself to a single practice. The use of new technologies that are very present in her work is not a fascination but a desire to integrate them into poetic writing while questioning how these technologies, omnipresent in our lives, modify our interpersonal relationships.

Her work is performed in France and internationally. On tour : Coexistence, Ergonomics (performances) – selected by Institut Français, and the BADWEEDS (Madrid May 2023 / Lausanne Oct.2023); Lithosys (installation) 1st Prize Biennale Nova XX Centre Wallonie-Bruxelles (Paris), Evelyne Deret Art Collector (Paris) et BOZAR Lab (Bruxelles).
website: rocioberenguer.com

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TECHNICAL RIDER

REQUIREMENTS :

SPACE REQUIRED

- 2x2m silent insulated space
- Possibility of hanging on the wall (5 kg max)
- wall bracket for attaching motors (surface approx. 60x60cm)
- RJ45 wired internet connection or good wifi connection without block

MATERIAL REQUIRED

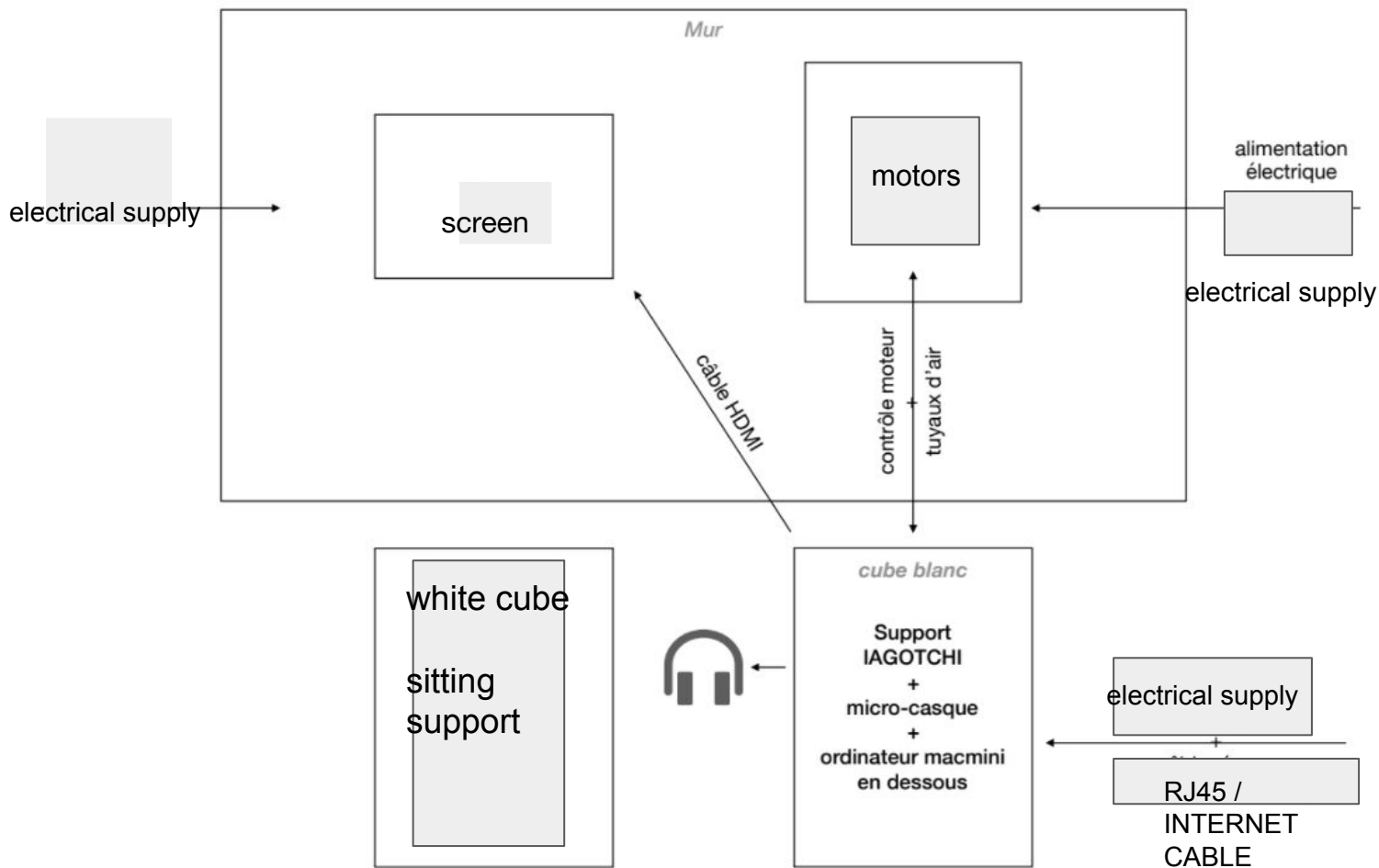
- freestanding screen approx. 21", HDMI input + 3m HDMI cable
- Two electrical sockets with two extension leads
- 2 white wooden cubes or one made of wood and the second made of glass of 50x50cm approx.(1 for the audience to sit on and the other to place the silicone object on (the company can also supply the two cubes if required).

PROVIDED BY THE ARTIST

- Mac mini computer
- Keyboard, monitor and mouse
 - Headphones
 - Sound card
 - power strip
- The iagotchi artwork

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vidéo link : <https://youtu.be/S-zqy94z1Aw>

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PARTNERS

IAGotchi was developed in close collaboration with Gael Le Chalendar, Research Engineer at CEA LIST in the Vision and Content Engineering Laboratory at the University of Paris Saclay. This research with G. Le Chalendar took place as part of the Nano-innov programme. In collaboration with Benoit Fravre, a researcher in computer science at the LIS laboratory (Computer Science and Systems Laboratory at the University of Marseille-Aix-en-Provence). And with the support of Atelier Arts/Sciences Grenoble.



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