AP Television
Buenos Aires, Argentina - 30 July 2015

1. Tilt down of girl looking at a robot drawing her portrait at Artificial Intelligence exhibition

2. Mid of woman walking by robot drawings hanging on a wall

3. Mid of boy interacting with Argentine artist Leo Nunez's "The Game of Life" installation

4. Close of screen showing bees in "The Scaffolded Beehive" visual installation by Belgian artist Anne Marie Maes

5. Close of robot leaving trail of black ink on paper in "Niche Constructions" installation by Australian artist and computer science researcher Jon McCormack

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6. Close of sign of the 24th International Joint Conference on Artificial Intelligence IJCAI-2015 at Sheraton Convention Center

7. Pan of attendees at the conference

8. Mid of attendee working on computer

9. Close of an organiser's back

10. Mid of Toby Walsh chatting with a journalist

11. SOUNDBITE (English): Toby Walsh, Professor of Artificial Intelligence, Australia's Information and Communications Technology Research Centre of Excellence (NICTA) and University of New South Wales:

"With A-I, there are good things we could do with it. We can save lives by having much safer cars because the cars drive themselves and the cars will be much more reliable. The cars will talk to each other and say 'get out of my way, I am coming in your direction'."

12. Wide of attendees having a coffee break

13. Close of people looking at Angry Birds competition sign hanging on wall

14. Mid of student typing with screen featuring Angry Birds contest

15. Close of computer coding of Angry Birds competition software

16. Close of score in Angry Birds competition on computer screen

17. Pan of Jochen Renz showing how Angry Birds game works on large screen

18. SOUNDBITE: (English) Jochen Renz, Organiser of the Angry Birds competition and Professor of Artificial Intelligence, Australian National University:

"The reason why we're doing that is exactly so that artificial intelligence develops these capabilities that enable robots to predict the consequences of their actions and then to select actions that have no undesired consequences, that don't hurt anyone, nothing gets damaged. Developing this is extremely important for the future of A-I because if we don't have that, if computers and robots cannot do that, humans will never accept robots in our society."

19. Mid of screen showing Angry Birds game being played

20. SOUNDBITE (English): Christian Kroer, PhD student, Carnegie Mellon University:

"I'm a big fan of it, I think it's a good way to make A-I seems more fun. Usually it has a lot of very interesting research problems even for simple games like Angry Birds."

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21. Mid of Barbadian artist Valencia James dancing in front of avatar on screen in "Kinetic Dialogues" installation

22. Pan of Valencia James dancing with avatar to screen and back to her

23. Close of Valencia James dancing with avatar

24. Mid of Luc Steels looking at Anne Marie Maes' visual installation "The Scaffolded Beehive"

25. SOUNDBITE (English): Luc Steels, Art Curator:

"Thinking about creativity and thinking about artistic activity is a way to kind of shake up a little bit the purely technological, purely let's say pragmatic, utilitarian way of looking at things."

26. Close of woman staring at a camera in small box in "Look Into The Box" installation by Danish-Icelandic artist Olafur Eliasson

27. Close of the picture of woman's eye on computer screen after software's recognition of her eye colour

28. Mid of woman standing in front of large screen with zoom of her eye

29. Close of robot leaving trail of black ink on paper in "Niche Constructions" installation by Jon McCormack

30. Pan of Jon McCormack speaking about his robot's drawings

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31. SOUNDBITE: (English) Toby Walsh, Professor of Artificial Intelligence, Australia's National Information and Communications Technology Research Centre of Excellence (NICTA) and University of New South Wales:

"Many of us are wondering about the impact A-I is going to have on the workforce, on the jobs we have. Any technology tends to destroy some jobs and create new jobs elsewhere. And it's an interesting question whether the efficiency, the productivity that will get out of A-I will destroy more jobs than it creates."

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32. Tilt down of a robot onto another robot drawing a visitor's face

33. Tracking of exhibition organiser showing the final drawing to the public

34. Tilt down of visitor with his portrait drawn by a robot

LEAD IN:

The world's leading experts in Artificial Intelligence have come together in Argentina to discuss the future of autonomous robots.

The International Joint Conference on Artificial Intelligence in Buenos Aires shows how A-I is now creeping in to our everyday lives.

Storyline

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Can robots be creative? Can they think? Are they conscious?

These are the questions being asked as IT programmers and artists start creating machines that can draw portraits, improvise choreographies and recreate our natural environment.

Once the stuff of science fiction, Artificial Intelligence (A-I) is creeping into our everyday lives. It the science of making computers do the versatile things humans can do.

A first in Latin America, Argentina is opening its doors to the world's most

important A-I event from 25 July to 31 July 2015 in the capital Buenos Aires.

The IJCAI-2015 conference gathers over 1,000 prominent neuroscientists and computer science researchers from across the globe.

The event is an opportunity to discuss key scientific contributions in the field.

Toby Walsh, Professor of Artificial Intelligence at Australia's National Information and Communications Technology Research Centre of Excellence (NICTA) and the University of New South Wales, is enthusiastic about A-I's impact on society.

"With A-I, there are good things we could do with it. We can save lives by having much safer cars because the cars drive themselves and the cars will be much more reliable. The cars will talk to each other and say 'get out of my way, I am coming in your direction'," he says.

To test the capacity of these intelligent machines, the event is hosting an Angry Birds competition. Researchers are curious to know whether robots can play the popular Finnish game better than human beings.

The multi-level game consists of shooting at pigs with little birds.

Jochen Renz, the contest organiser and Professor of Artificial Intelligence at the Australian National University, sums it up.

"The reason why we're doing that is exactly so that artificial intelligence develops these capabilities that enable robots to predict the consequences of their actions and then to select actions that have no undesired consequences, that don't hurt anyone, nothing gets damaged. Developing this is extremely important for the future of A-I because if we don't have that, if computers and robots cannot do that, humans will never accept robots in our society," he explains.

This was a standout favourite competition during the conference, especially for Christian Kroer, a PhD student at Carnegie Mellon University in the United States.

"I'm a big fan of it, I think it's a good way to make A-I seems more fun. Usually it has a lot of very interesting research problems even for simple games like Angry Birds," he says.

The congress also sheds light on an under-developed A-I research area: the rapprochement between technology and art.

The "Kinetic Dialogues" installation stages a real-time interaction between Barbadian dancer Valencia James and an avatar.

The project shows how software can improvise dance moves, based on a recording with a motion-tracking camera.

This emphasises the creativity of machines, says Luc Steels, the exhibition's curator.

"Thinking about creativity and thinking about artistic activity is a way to kind of shake up a little bit the purely technological, purely let's say pragmatic, utilitarian way of looking at things."

The "Look Into The Box" installation by Danish-Icelandic artist Olafur Eliasson explores how machines can create a communication system.

After taking a picture of a person's eye, the machine invents words to describe colours identified in the picture.

In Australian artist Jon McCormack's "Niche Constructions" project, robots create complex patterns by leaving a trail of ink on white paper.

If A-I has the potential to find new ways of making art and boost productivity, some fear that robots might replace humans in a near future.

"Many of us are wondering about the impact A-I is going to have on the workforce, on the jobs we have. Any technology tends to destroy some jobs and create new jobs elsewhere. And it's an interesting question whether the efficiency, the productivity that will get out of AI will destroy more jobs than it creates," says Professor Walsh.