Abstract

Ethical Challenges in the Convergence of XR and AI

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Abstract:

The convergence of immersive technologies (XR) with artificial intelligence (AI) will have a profound impact on culture and society. XR is not just another media form, but a rapidly evolving space for (virtual) human experience. Using AI, we will have the ability to create intensely realistic virtual environments and responsive avatars. These developments will reshape human experience and social interactions across multiple areas, including business, education, and entertainment. We already see early glimpses of this future in interactive experiences such as Fable's Wolves in the Walls and Magic Leap's AI avatar, Mica. But how will we address the ethical challenges of AI-driven avatars in virtual worlds? Could embodied avatars eventually seem more helpful than humans? More trustworthy? More threatening? What will happen when anyone can create an avatar that looks like anybody alive (or who has ever lived) and animate that avatar to do whatever they'd like? What obligations do AI developers have to consider and shape the long term social consequences of their work? As we move from coding platforms to the creation of virtual worlds and avatars, are we ready for embodied AI?

Biography:

Emory Craig brings extensive experience in the creative industries, technology, and higher education to his work on XR and AI. He is the Co-Founder and CEO at Digital Bodies, an international consulting group and popular website for news and analysis of immersive technologies. Digital Bodies provides strategic planning services, design thinking and storytelling sessions, and professional development workshops on VR and AI. In 2017-2018, he co-authored the EDUCAUSE-ELI series: "VR and AR: Stepping into the New Frontier of Learning." As a futurist and writer, Emory has spoken at conferences around the world on innovation and the social impact of emerg-

ing technologies. He explores how the convergence of VR and AI will transform human experience and create unanticipated benefits and ethical challenges. His work focuses on the personal and organizational strategies we will need to live in a world where experiences are available on-demand, and the boundary between the real and the virtual disappear.

Publication of speakers:

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2. Mikolov, Tomas, et al. "Distributed representations of words and phrases and their compositionality." Advances in neural information processing systems. 2013.

3. Pennington,Jeffrey,Richard Socher, and Christopher D.Manning."Glove: Global vectors for word representation. " Proceedings of the 2014 conference on empirical methods in natural language processing (EMNLP). 2014.

4. Peters, Matthew E., et al. "Deep contextualized word representations." arXiv preprint arXiv:1802.05365 (2018).

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