

Weekly Schedule AMCC6500 Critical AI and Artistic Creation (Dr. Kosmas Giannoutakis)

Planned Assessment & Weightings:

Assessment	Percentage
Major Practice Based Creative Project and Portfolio	50%
Rotating Group Creative Presentation	25%
Written Creative Reflection and Project Documentation	15%
Seminar Participation and Studio Critiques	10%

Course Outline

Week	Topics	Briefly outline what this topic will cover (Include reading assignments if available)
1	Foundations of Critical AI and Artistic Making	Overview of machine creativity as an expressive medium: postdigital art theories and computational systems.
2	Synthetic Media, Digital Pollution, and Aesthetic Flattening	Critical analysis of low friction AI content generation, algorithmic visual culture, and synthetic media slop.
3	Sycophancy, Epistemic Authority, and Knowledge Production	Analyzing LLM confirmation bias, conversational authority, and automated research habits.
4	Data Extraction, Enclosure, and The General Intellect	Privatization of collective human knowledge, training data scraping, and digital enclosure.
5	Ghost Labor and Global Human Infrastructure	Investigating unseen data annotation, content moderation, and global digital labor supply chains.
6	Dataset Politics, Latent Space, and Classification Bias	Machine vision systems, demographic categorization, and algorithmic representation.
7	MIDTERM CREATIVE PROPOSALS AND SEMINAR REVIEW	Presentation and formal studio review of graduate capstone project proposals: peer critique and faculty feedback.
8	Affective Computing, Parasocial AI, and Emotional Automation	Human AI companionship, synthetic intimacy, emotional attachment, and conversational isolation.
9	Intellectual Property, Dataset Extraction, and Style Enclosure	Artistic ownership, style cloning, copyright, voice reproduction, and the creative commons.
10	Ecological Costs and Material Infrastructure of Computing	Energy consumption, water usage, e waste, and the physical materiality of cloud data centers.
11	Automated Ecosystems, Agentic Systems, and Governance	Machine autonomy, synthetic web traffic, automated decision making, and behavioral nudge.
12	GRADUATE CREATIVE STUDIO DEVELOPMENT	Intensive creative project production, technical troubleshooting, prototype testing, and portfolio refinement.
13	FINAL IN-CLASS PRESENTATION AND CREATIVE SHOWCASE	In-class presentation of final creative projects, portfolio showcase, and reflective discussion.

Student learning resources:

Core Textbooks and References:

- Audry, Sofian. *Art in the Age of Machine Learning*. Cambridge, MA: MIT Press, 2021.
- Bender, Emily M., and Alex Hanna. *The AI Con: How to Fight Big Tech's Hype and Create the Future We Want*. London: Bodley Head, 2025.

- Crawford, Kate. *Atlas of AI: Power, Politics, and the Planetary Costs of Artificial Intelligence*. New Haven: Yale University Press, 2021.
- Hao, Karen. *Empire of AI*. New York: Penguin Press, 2025.
- Manouach, Ilan, and Anna Engelhardt, eds. *Chimeras: Inventory of Synthetic Cognition*. Athens: Onassis Foundation, 2022.
- Mullaney, Thomas S., Benjamin Peters, Mar Hicks, and Irina Raicu, eds. *Your Computer Is On Fire*. Cambridge, MA: MIT Press, 2021.
- Noble, Safiya Umoja. *Algorithms of Oppression: How Search Engines Reinforce Racism*. New York: NYU Press, 2018.
- Zylinska, Joanna. *AI Art: Machine Visions and Warped Dreams*. London: Open Humanities Press, 2020.

Software and Creative AI Platforms:

- **Image:** Midjourney, FLUX.1, Stable Diffusion (SDXL / SD3), ComfyUI.
- **Video:** Kling AI, RunwayML, Luma Dream Machine, Hailuo AI, Pika Labs.
- **Audio and Music:** Suno AI, Udio, ElevenLabs, Mureka AI.