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Nota di contenuto	<p>Intro -- Foreword -- Acknowledgements -- Competing Interests -- Ethical Approval -- Contents -- List of Figures -- 1 Bernard Shaw, Automata, Robots and Artificial Intelligence -- Automata -- Robots -- Artificial Intelligence -- Impact of Automata, Robotism and AI -- Notes -- 2 Shaw and Automata -- The Golden Age of Automata -- Shaw and Automata -- Automata in Ancient Greek Myths: The Absence of Will and Purpose -- Automata Theory -- Notes -- 3 Shaw and Robots -- Shaw, apek and the Robot -- Shaw's Views on Robots and apek's R.U.R. -- Back to Methuselah and R.U.R. -- To Be Continued -- Notes -- 4 Shaw and Artificial Intelligence -- Pygmalion, Charles Babbage and AI -- Cybernetics, Heartbreak House, Shaw and Norbert Weiner -- Shaw, Alan Turing, Back to Methuselah and the Oracle -- Pygmalion and the Turing Test -- Notes -- 5 Artificial Intelligence as a Partner in Shaw Studies -- AI + GBS -- Creative Evolution and the Life Force Coded in Shaw's Texts-IBM SPSS and IBM Cultural Colour Visual Recognition Apps -- Creative Evolution, Life Force and the Shavian Hero: IBM SPSS Modeller -- IBM Natural Language Understanding: Shaw's Great Man -- IBM Cultural Colour Visual Recognition: Cultural Adaptations in Modern Productions -- Shaw in Contemporary Performance: Federal Theatre Project, 1935-1939 -- Adding Topical References to Productions Through Colour and Images: Post-World War II and the Consumer Society -- Post-Shaw Production: The 1959 Hollywood Film Featuring War Heroes -- Localization in Productions in Australia, England and the USA -- Colour</p>

Matters -- Using Artificial Intelligence to Make Shaw Interactive: Virtual Reality, Virtual Assistant and ChatGPT -- Virtual Reality (VR) and Immersive Theatre -- Virtual Assistants: Shaw Bot and ChatGPT -- Shaw Bot as a Practical Assistant and a Dramatized Bot. ChatGPT: Disruptive Technology or Valuable Asset? -- Notes -- 6 The Way Forward: Shaw and Artificial Intelligence -- Notes -- References -- Index.

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