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Nota di contenuto	Cover -- Contents -- Acknowledgments -- List of Figures -- List of Abbreviations -- 1 Introduction: "We're Doing Something Completely New" -- 2 Approaching Human ComputationBased Citizen Science Analytically -- Crowdsourcing and Crowdfunding -- Citizen Science (Games) and the Entanglements of Play, Work, and Science -- Sociotechnical Systems and the Study of Algorithms, Computer Code, and Artificial Intelligence -- Infrastructures and Infrastructuring -- A Theoretical Framework for Analyzing Emerging Hybrid Systems -- From Assemblages to Assemblage Thinking -- Human-Technology Relations -- Ethical Projects, Imaginaries, and the Care for Our Hybrid Modes of Being -- Intraversions in Human-Technology Relations -- 3 Methodology: Encountering Human Computation Ethnographically -- Praxiographically Inspired CoLaborative Ethnography -- Constructivist Grounded Theory -- Doing Research On, With, and Among Researchers and Developers -- A Toolkit of Methods for Emerging Hybrid Systems -- Participant Observation -- Qualitative Interviews -- Experimental Approaches to Infrastructures, Code, and Digital Chat Data -- 4 Envisioning and Designing the Future -- HumanInTheLoop Imaginaries -- Human Computation as a CounterImaginary to Artificial General Intelligence -- Shared Paradigms -- The Imagined Human in the Loop -- Imagining Humans as Players and the Loop as a Game -- Human-Technology Conversations of the Future -- Crowds in the Loop

-- Humans in the Loop in a Future Thinking Economy -- Weaving Together the Imaginaries -- Imagining as Practice: Infrastructuring and Experimentation -- Infrastructuring Toward "Sustainable Human Computation" -- Puppies in Stall Catchers: Everyday Infrastructuring -- Between CounterImaginary and Infrastructuring -- 5 Multiple Meanings and Everyday Negotiations: Play/Science Entanglements -- A Snapshot of Foldit.

A Snapshot of Stall Catchers -- Contributing to Cope With Everyday Life -- Personal Connections -- Meaningful Contributions -- A Phenomenon Between Play and Science -- Mutual Supportive Science/Play Entanglements -- OutOfTheBox Thinking -- Making a "Boring" Task Enjoyable and Keeping the Motivation Up -- Legitimizing Play -- Play/Science Frictions -- A "Balancing Act" -- Goals of Science versus Goals of Game -- Uncertainty and Unpredictability of Science versus the Rigidity of Game -- Hierarchies Between Play and Science -- "Success" Has Different Meanings for Game and Science -- Adaptations and Practices Beyond Design -- Ameliorating the Participant-Technological Performance -- Reading Data Differently and Playing Games in Games -- Exploring Boundaries -- Emerging Spaces in Play/Science Entanglements and Frictions -- 6 Intraversions: Human-Technology Relations in Flux -- Never Obsolete: Intraversions of Participant-Technology Relations in Foldit -- Foldit's Legend -- Introducing the Artificial Intelligence System AlphaFold in Foldit -- "First Use No Humans:" Intraversions of Participant-Technology Relations in Stall Catchers -- "The Machines Are Coming:" Artificial Intelligence Bots in Stall Catchers -- GAIA's Debut -- Three Bots in Stall Catchers -- Reconfigurations of Participant-Technology Relations -- Extending the Loop: Intraversions of Researcher-Technology Relations -- Getting Lost in the Brain -- Processing and Translating Data -- Machine Learning for Data Segmentation -- Automated PostProcessing -- Data Curation: Manually Intervening and Editing -- Closing the Loop -- Reconfiguring Data, the Pipeline, and Researcher-Technology Relations -- Moving Forward in Concert -- Contingent, Imagined, and Emergent Intraversions -- 7 Building Trust in and With Human Computation -- Trust as an Analytical Concept -- Trust as a Sociomaterial Practice.

"We Have to Trust the Whole Citizen Science Stuff" -- Building Trust With Human Computation and Algorithmic Evaluation -- Trust the System, Trust Yourself -- The Question of Trust and Proprietary Software -- Distributed Trust -- 8 Conclusions -- Engaging at the Edge of Artificial Intelligence -- Beyond the Edge -- Glossary -- References.

Sommario/riassunto

How are human computation systems developed in the field of citizen science to achieve what neither humans nor computers can do alone? Through multiple perspectives and methods, Libuse Hannah Vepek examines the imagination of these assemblages, their creation, and everyday negotiation in the interplay of various actors and play/science entanglements at the edge of AI. Focusing on their human-technology relations, this ethnographic study shows how these formations are marked by intraversions, as they change with technological advancements and the actors' goals, motivations, and practices. This work contributes to the constructive and critical ethnographic engagement with human-AI assemblages in the making.
