

Extraits du focus group à la suite du workshop de Saclay, le 30 juin 2023

		I was having a role of trying to propose simple concepts or simple tasks so we can the more easily possible bind together.	There's no word in English as the specific French word called "apprivoiser".	It's a bit different if the RL is the goal of your artwork or if the main medium is programming. The biggest deal for me that this is impossible, that it is something we can strive towards like have like a zoo of agents in different environments.	
		It feels like making the material suddenly alive.	It's not a dominating act, it's really an act that's more based on the just the pure idea of having a relationship of fun actually.		RL is a time based situation, if we want to feel something of the relationship between different media using reinforcement learning, we try to feel that just through the process but one of the important dimensions is the rhythm, the synchronization and the desynchronisation.
There was a certain element of surprise that was quite exciting because there was something in this fast-paced environment we needed to find out different solutions.	I feel like it's the machine and you are working to the same way if you achieve the goals you wanted or an idea you wanted to try.	We never saw the agent during the whole day and then when we plug everything together it comes alive.	I find it like there's something about this where you have this thing that you can't foresee and you don't know how it's going to work or if it's going to work.		
It was a way to secure myself because I was feeling there was a lot of technical stuff going on and so finding simple things to do was a way to I think to bind together.	I take more of an observer stance in face of this system I designed that use reinforcement learning.	The interesting and the new part was to find new ways to create this with the agent, it's a whole new world.	There is a translation between different practices and the translation that the agent does from his learning by his behaviour.	It's really a translation.	
Understanding my colleague's intention was more complex than understanding what the reinforcement learning agent can do.	It brings me to see systems as a space of observation and a space of possible actions.	You don't feel in control, you feel like a kind of a collaboration, a good word would be a taming.	It's like we're all using the same tool, but actually we're not using them the same way, that came as a surprise and make you rethink the way that you were using the tool.	I felt like the agent made me curious of what it would do next as it's you never really know how it's going to end up.	
Using the agent without the collaboration output of other human artists would not be very interesting and in the impacts.	We realized we did not have the same view over what we were doing.	I found really interesting looking at myself giving names from the biological worlds to what I was doing.	I would wonder the notion of collaborator we use a lot, I would like to underline that maybe we can use the notion of a cooperator, because here there is a hierarchical dimension.	I also felt that I took an observer stance in face of the agents most of the time looking at what would connect.	
The agent does not provide very clear ideas for me using the agent without the collaboration output of other human artists.	I tried to kind of put myself in the perspective of the agent.	This was like when we were on the kind of bubble.	About the relationship between the humans and between the different agent, I would like to focus on the important mission of the interface.	I always feel like the humans are kind of behind the scenes and then the agent is the actor of the scene or the person that does the performance and we are kind of like just supporting staff for them.	
Connecting the RL engine at the same time as connecting with other domains was a kind of double challenge.	Taking a general idea that you have and making it a possibility in the world of the agent so that they can maybe learn something, and that this thing that they learn and also their action would translate into something expressive that we as human can interpret.	We're going a bit in the dark, we don't really know where it's going and then you see something happening and it's kind of emerging from all this complexity.	Very often there was discussion about how to find a solution to make a kind of interface between two tools, but in fact it more the case of mixing together the techniques, the artistic dimension, the social dimension and so on.	The biggest deal for me that this is impossible, that it is something we can strive towards like have like a zoo of agents in different environments.	
	It's not clear if you're really collaborating because it's not so clear that the agent is doing something with you, you don't necessarily both have the same goal.	It's all the new world that I'm discovering now that is pretty exciting.			

Participant.e.s : Sofian Audry, Natalia Balska, Samuel Bianchini, Alex Lee, Corentin Loubet, Etienne Montenegro, Danny Perreault, Ola Siebert, Gabriel.le Tran et Victor Trempe

Extraction : Louis-Claude Paquin
 Design graphique : Jean-François Renaud
 Projet Reshape, Sofian Audry chercheur principal, financé par le CRSH.