

Konzept für re:publica Side Event:

## *Title:* ADDM – Automation Demystifying Discourse Machine

*TL;DR:* We want to play a serious game called ADDM with the participants at re:publica. The game playfully conveys essential concepts of automation and digitalisation, and invites them to reflect on it. The automation discourse is too long to be read, but we provide a hands-on experience of some key concepts without words.

*Long:* The Automation Demystifying Discourse Machine (ADDM) is an interactive installation where re:publica visitors become part of the machine, instructed by pen and (recycled) paper. The ADDM is an interactive installation for showing fundamental principles and concepts of industrial automatisisation, such as international labour division, Taylorism, or co-operation. Furthermore, we will highlight the fundamental differences between Computer Power and Human Reason (Joseph Weizenbaum).

The ADDM wants to deconstruct key concepts of the Networked Society with a set of small »Serious Games« (Abt 1970). In one game, the participants are addressed like we would address a computer or a robot. In this way of communication, fundamental differences become clear, and at the same time the participants simulate automated processes in the style of a »Chinese Room« (Searle 1980). That means for example that the visitors will execute subtasks in a mechanical fashion, without having an awareness of the context and purpose of the entire task.

In another game, we will have a live action version of Weizenbaum's chat bot ELIZA, where participants will play the imitation game with each other: Who is speaking? Human or Machine?

Furthermore, the participants will also play Tic-Tac-Toe against a machine consisting of 304 matchboxes called MENACE (Machine Educable Noughts And Crosses Engine), developed by Donald Michie in the 1960s. Over time, MENACE »learns« to play Tic-Tac-Toe. This »learning« demystifies the basic principle behind software-based machine learning in a playful way.

The aim is to use the ADDM in interaction with the users to make the human-machine interaction in analogue space tangible and understandable. Indeed, the automation discourse is too long to be read, but maybe we provide a hands-on experience of some key concepts without words.

Team:

Dr. Diana Alina Serbanescu (Weizenbaum-Institut) - [diana-alina.serbanescu@tu-berlin.de](mailto:diana-alina.serbanescu@tu-berlin.de)

Dr. Romy Hilbig (UdK, Weizenbaum-Institut) - [r.hilbig@udk-berlin.de](mailto:r.hilbig@udk-berlin.de)

Dr. Stefan Ullrich (Weizenbaum-Institut, GI, FIF) - <https://www.cytizen.de/stefanullrich/>

Dr. Florian Butollo (WZB, Weizenbaum-Institut) - <https://www.wzb.eu/de/personen/florian-butollo>

Dr. Reinhard Messerschmidt (WBGU Geschäftsstelle) - <https://www.wbgu.de/team/geschaeftsstelle/messerschmidt/>