



## FOR IMMEDIATE RELEASE

### **Synthetic Narratives AI / XR + THE FUTURE OF STORYTELLING Exploring AI's Impact on Creativity, Storytelling, and Visual Media**

**Hoboken, NJ – October 24–25, 2025** – The **Synthetic Narratives Conference** at **Stevens Institute of Technology** is a two-day exploration of AI's transformative role in media, storytelling, and visual culture. The conference brings together leading artists, technologists, and scholars through panels, exhibitions, AI short film screenings, and a keynote by philosopher and cognitive scientist **David Chalmers**.

Website <https://syntheticnarratives.com/>

EventBright: [LINK](#)

Location: 1 Castle Point Terrace, Hoboken NJ 07030 [LINK](#)

### **Conference Highlights**

- **Friday, Oct 24 (Open to Public):** Machine Cinema GenJam, Exhibition Opening, and AI Short Film Screening.
- **Saturday, Oct 25 (Ticketed):** Panels on AI Filmmaking, AI & Immersive Media, Post-Photography, and Truth & Trust; keynote presentation by David Chalmers; reception; ongoing art exhibition.

### **October 25th Conference Day Ticketed**

#### **Keynote Speaker: David Chalmers – From the Matrix to the Metaverse.**

World-famous philosopher David Chalmers of NYU will give a talk based on his influential book *Reality+: Virtual Worlds and the Problems of Philosophy*. Among other questions, Chalmers will ponder what the acclaimed Apple TV show "Severance" teaches us about large language models like ChatGPT.

David Chalmers is a philosopher and cognitive scientist, Professor of Philosophy and Neural Science at **NYU**, co-director of the **Center for Mind, Brain and Consciousness**. Known for formulating the “**hard problem of consciousness**” and popularizing the **philosophical zombie** thought experiment. Fellow of the **Australian Academy of the Humanities** and the **American Academy of Arts and Sciences**, and co-founder of **PhilPapers**.

## Panels & Panelists

### AI Filmmaking Panel

The AI Filmmaking Panel will explore how AI tools are reshaping screenwriting, editing, directing, and audience engagement in contemporary cinematic storytelling. The panel features **Luca Martinelli**, whose work in theater and cinema examines storytelling as a philosophical exploration of subjective human interpretation; **Michaela A. Ternasky-Holland**, a Peabody-nominated and Emmy-winning director recognized for her work with immersive and interactive storytelling and as one of the first directors to create a short film using OpenAI’s SORA platform; **Angela Ferraiolo**, a computational artist whose pioneering algorithmic films and work in AI-driven narrative design have been screened internationally, and who serves as co-chair of visual and studio arts at Sarah Lawrence College; and **Jagger Waters**, a narrative storyteller merging AI with film, XR/VR, and immersive theater, who currently serves as Director of Programming at [escape.ai](https://escape.ai). **Christopher Manzione** chairs the panel; he is an American artist and Assistant Professor in Visual Arts and Technology at Stevens Institute of Technology, specializing in virtual and augmented reality, sculpture, installation, and new media art.

### AI & Immersive Media Panel

The AI & Immersive Media Panel will examine how generative AI is transforming spatial computing, VR/AR, and experiential design. Panelists include **Winslow Porter**, an award-winning director and creative technologist whose multisensory VR and immersive installations have been showcased globally; **Kat Mustatea**, a transmedia playwright and artist exploring AI, language, and computational performance; **Marc Da Costa**, an artist and anthropologist investigating how technology shapes human experience; **Matthew Niederhauser**, an artist and educator pushing the boundaries of immersive storytelling using AI and XR technologies; and **Camille Jeanjean**, New Media Officer at Villa Albertine,

supporting XR, podcast, and multimedia projects. **Danielle McPhatter** chairs the panel; she is a Creative Technologist at EY and an artist working across XR, IoT, hybrid experiences, and interactive systems.

## Post-Photography Panel

The Post-Photography Panel will explore how AI-generated imagery is redefining our understanding of authenticity, aesthetics, and the evolving visual language of the image. Panelists include **Thiago Hersan**, an artist and educator developing tools for analyzing public media archives; **Natasha Chuk, PhD**, a media theorist and curator examining the intersection of art, philosophy, and creative technologies; **Micaelle Lages**, a multimedia artist and researcher investigating the convergence of art, technology, and storytelling; **Isabella Valle**, a photographer and tenured professor researching technical images, gender, and visual culture; and **Michael Whitham and Aidan Larned**, writers and creatives exploring visual language, cultural trends, and identity within AI-driven media. **Jonah King** chairs the panel; he is an Irish media artist and Assistant Professor of Interactive Digital Media at Stevens Institute of Technology, creating immersive installations and VR experiences that explore identity, intimacy, and ecological themes.

## Truth & Trust Panel

The Truth & Trust Panel will investigate the ethical, epistemological, and societal implications of synthetic media, including deepfakes, misinformation, and algorithmic authority. Panelists include **Avital Meshi**, a new media and performance artist exploring AI's influence on human identity and social interaction; **Christopher Meerdo**, an artist and researcher working with encrypted imagery, data archives, and synthetic media; **Dr. Emily L. Spratt**, an arts and technology academic examining ethical and philosophical consequences of AI in art and architecture; and **Fred Grinstein**, a creative executive and AI strategist bridging traditional media production and emergent AI technologies. **Ruby Thelot** chairs the panel; she is a designer, cyberethnographer, and researcher at NYU focusing on human-AI interaction and digital metaverse experiences.

## Panel Format

Panel format Each panelist will present for 8 minutes, sharing their ideas, creative

experiments, and perspectives in AI, media, and storytelling. After the presentations, the panel chair will guide a 20-minute conversation, sparking lively discussion, debate, and audience engagement. This format blends thought-provoking presentations with dynamic dialogue, giving attendees a front-row seat to the evolving impact of AI.

## October 24th Events Open to the Public

### Machine Cinema GenJam

A high-energy AI creativity jam where participants form teams to tackle a unified challenge—whether it's generating short films, music videos, or other creative content using AI tools. GenJam emphasizes co-creation, skill-sharing, and education, offering a hands-on experience with the latest AI storytelling technologies. Expect collaboration, rapid prototyping, and networking, making it a perfect space for both beginners and experts to explore AI-generated creativity. Link to registration will be posted to conference's main website.

### AI Short Film Screening

A two-hour juried showcase of submitted short films created with AI tools. This program celebrates innovation in synthetic cinema, offering audiences a glimpse into emerging practices in AI filmmaking while providing a platform for creators to share their work with peers and industry experts.

### Art Exhibition

Featuring works by **Nejc Trampu, Meredith Drum, Thiago Hersan, Mat Rappaport, Leon Butler, Allison Berkoy, Peter Burr, Jazzlyn, Avinash Kumar, Eva Davidova, Tansy Xiao, and Linda Curtin & David Keating.**

## Schedule Summary

### Friday, October 24 – Open to Public

- 1:00–5:00 PM | Machine Cinema GenJam | TechFlex
- 5:30–8:30 PM | Exhibition Opening | UCC Gallery
- 6:30–8:30 PM | AI Short Film Screening | TechFlex

## **Saturday, October 25 – Ticketed**

- 9:00–9:45 AM | Coffee & Conversation | TechFlex
- 10:00–11:00 AM | AI Filmmaking Panel | TechFlex
- 11:30 AM–12:30 PM | AI & Immersive Media Panel | TechFlex
- 12:30–1:30 PM | Lunch Break | TechFlex (Box lunches provided)
- 2:00–3:00 PM | Post-Photography Panel | TechFlex
- 3:30–4:30 PM | Truth & Trust Panel | TechFlex
- 5:00–6:00 PM | Keynote Presentation by David Chalmers | TechFlex
- 6:00–7:00 PM | Reception | TechFlex
- All Day | Art Exhibition | UCC Gallery

## **Media Contact:**

Synthetic Narratives Conference Committee

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<https://syntheticnarratives.com/>

# SYNTHETIC NARRATIVES

AI / XR + THE FUTURE OF STORYTELLING

*Generative AI and immersive tech are reshaping how we create and experience stories. This symposium gathers artists, technologists, and thinkers to explore its cultural and creative impact.*

24-25 OCTOBER 2025

STEVENS INSTITUTE OF TECHNOLOGY  
1 CASTLE POINT TERRACE, HOBOKEN, NJ



FEATURING EXHIBITION, PANELS, FILM SCREENING,  
WORKSHOP & KEYNOTE BY DAVID CHALMERS

[syntheticonarratives.com](https://syntheticonarratives.com)

# SYNTHETIC NARRATIVES

AI / XR + THE FUTURE OF STORYTELLING

ARTWORK SHOWCASE



Avinash Kumar, Eva Davidova, Curtin // Keating, Peter Burr  
Tansy Xiao, Allison Berkoy, Leon Butler, Mat Rappaport  
Meredith Drum, Nejc Trampuž, Thiago Hersan

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