ML & Education & Gardening

and digital rocks(?)

Started with ML, Poverty, Transit
Switched to ML, Poverty, Cartography
Switched to ML, Education, Cartography
Ended on ML, Education, Gardening

Machine learning (for the production and manipulation of assets)

- Past (basic terminology that has defined this topic)
    - Science fiction?
    - Patterns
    - Reinforcement learning
    - Repetitively trained.
    - Data based.
    - Models
    - Algorithm -> what do these look like?
    - Neural network
    - Algorithm
        - Supervised learning
            - Perceptron (important reading: https://en.wikipedia.org/wiki/Perceptron)
                - Binary classifier (vector of numbers)
    - ADALINE
    - Generalized linear model of statistics.
    - Probabilistic reasoning.
    - Symbolic artificial intelligence
    - Expert systems
    - Inductive logic programming
    - Pattern recognition and information retrieval
    - Connectionism
    - Backpropagation
    - Started to flourish as its own field (ML) in the 1990s
    - Shifted focus from symbolic approaches toward methods and models borrowed from statistics, fuzzy logic and probability theory.
    - Data mining (focuses on discovery of previously unknown properties in data, whereas ML is prediction based on known properties)
    - Unsupervised learning
    - Optimization
    - Loss function
    - Generalization
    - Deep learning
    - In contrast, machine learning is not built on a pre-structured model; rather, the data shape the model by detecting underlying patterns.
    - Random forest or random decision forest.
    - Computational learning theory
    - Bias-variance decomposition
    - Overfitting
    - Supervised learning
    - Unsupervised learning
    - Feature learning
    - Reinforcement learning
    -
- Present (current issues and problems)
    - Who are the top players?
    - Legality?
    - “Once that first blush fades, it becomes clear that ChatGPT doesn’t actually know anything—instead, it outputs compositions that simulate knowledge through persuasive structure. And as the novelty of that surprise wears off, it is becoming clear that ChatGPT is less a magical wish-granting machine than an interpretive sparring partner, a tool that’s most interesting when it’s bad rather than good at its job.” The Atlantic article.
    - Explainability
    - Bias
    - Ethics
    - Check Github lists
        - https://github.com/josephmisiti/awesome-machine-learning
    - At home tonight, follow those Twitter pages
    - Diffusion model
- Future (emerging/speculative areas)
    - Science fiction again?

Education

- Past (basic terminology that has defined this topic)
  - https://en.wikipedia.org/wiki/Glossary_of_education_terms
  - Skill building
  - Oral communication and imitation
  - Writing
  - Transmitting of knowledge
  - Informal vs formal education (formal was rare in ancient society)
  - Scribes and priests mostly were educated.
  - Universities / guilds
  - Printing press in 15th century
  - Literacy
  - Public education (18th and 19th century)
    - Publicly funded schools
      - Aztec civilization was an exception since formal education was mandatory for the youth regardless of class (as early as 14th century)
  - Universal Declaration of Human Rights, the Convention on the Rights of the Child, types of 20th and 21st century initiatives.
  - Primary education
  - Higher education
  - Standardized curricula
  - Standardized tests
  - Assessments
  - Teaching certification standards
  - Online education
  - Remote learning
  - Video lessons
  - Globalization and internationalization of education
- Present (current issues and problems)
  - Criticism of schooling (i.e., critical race theory or WGSS)
  - COVID school (remote learning)
  - Education through AI
  - Gamification of learning
    - https://en.wikipedia.org/wiki/Gamification_of_learning
  - Microlearning
  - Blended learning
  - AR
- Future (emerging/speculative areas)
  - https://edu.google.com/intl/ALL_us/future-of-education/
  - https://www2.ed.gov/documents/ai-report/ai-report.pdf
  -

Cartography, Cartography (/kɑːˈtɒgrəfi/; from Ancient Greek: χάρτης chartēs, "papyrus, sheet of paper, map"; and γράφειν graphein, "write") is the study and practice of making and using maps. Combining science, aesthetics and technique, cartography builds on the premise that reality (or an imagined reality) can be modeled in ways that communicate spatial information effectively. Past (basic terminology that has defined this topic)

- Rock carvings (prehistoric alpine)
- Dotted rectangles and lines
- Depict
- 2nd century CE, Ptolemy wrote treatise, Geographia
- Ecumene: the known, inhabited or habitable world (ancient Greece)
- Star chart
- Pole star – useful for navigation
- Mappae mundi, maps of the world
- Planisphere
- Map projection
- Atlas, a collection of maps
- Maps were displayed with equal importance of painting, sculptures, and other pieces of art, as they began to be used to impress and establish an owner's reputation (in the Renaissance)
- Three functions during the Renaissance
  - General descriptions of the world
  - Navigation and wayfinding
  - Land surveying and property management
- Map trade
- Printing, lettering, color
- Aerial photography, satellite imagery, remote sensing
- Ground tracks
- Cartogram
- Satellites and mapping of other planets
- Digital raster graphic
- GPS
- Laser rangefinder
- Virtual globe
- Satnav devices
- Spatial information stored on databases.
- Deconstruction of maps, this is super critical to swing back to
- Fantasy cartography? Fictional maps?

- Present (current issues and problems)
  -
- Future (emerging/speculative areas)
- Thoughts
  - Maps are how we understand transcending space, video games break or tweak how this can happen. So can shows (Severance) & movies.
  - Orientation of the map can tell a false story.
  - Even a 3D model is a map, UV map.

ML and Cartography – these all lean toward cartography so far.

- Drought forecasting https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsswe&AN=edsswe.oai.lup.lub.lu.se.cdb7c29a.aac8.4809.8ea3.6ccb58249c04
- Lots of remote sensing articles
- A lot of prediction of data (on human body, or planetary scale)
- Productivity predictions https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsswe&AN=edsswe.oai.research.chalmers.se.e9b23405.126f.45b5.a3e8.b5671d6a5498
- Analysis of mining, water management, preservation https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsdoj&AN=edsdoj.f469f90e55b44d11982c4c2e08f6b0aa
- Land coverage https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsswe&AN=edsswe.oai.lup.lub.lu.se.8830807b.7443.481d.b5f6.3f2e91c501f7
- Climate change, tree canopy mapping, heat island, https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsdoj&AN=edsdoj.85431548a03744d29eaa8ab6c247e58f
- On war https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edselc&AN=edselc.2-52.0-85085304729
- Air temperature estimation over winter wheat fields https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsdoj&AN=edsdoj.b9c764a8ea244d98b9e3a19b65f290fb
- Detection of algal bloom https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsdoj&AN=edsdoj.9b41f5bddb014637b1c86536b5b5d5be
- Philosophy of ML and remote sensing "fake" imagery https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsdoj&AN=edsdoj.9b41f5bddb014637b1c86536b5b5d5be
- Social spatial studies per consumerism https://eds.p.ebscohost.com/eds/detail/detail?vid=0&sid=b355c680-ce36-4b6e-83c2-e4efba97a384%40redis&bdata=JnNpdGU9ZWRzLWxpdmUmc2NvcGU9c2l0ZQ%3d%3d#AN=edsdoj.49dc6108b434a1696e25fd457ed6e3a&db=edsdoj
- Detection of pine wilt disease https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsair&AN=edsair.doi.dedup.....c12a3dafa31e6cba394931fc23e1c93b
-
-
-

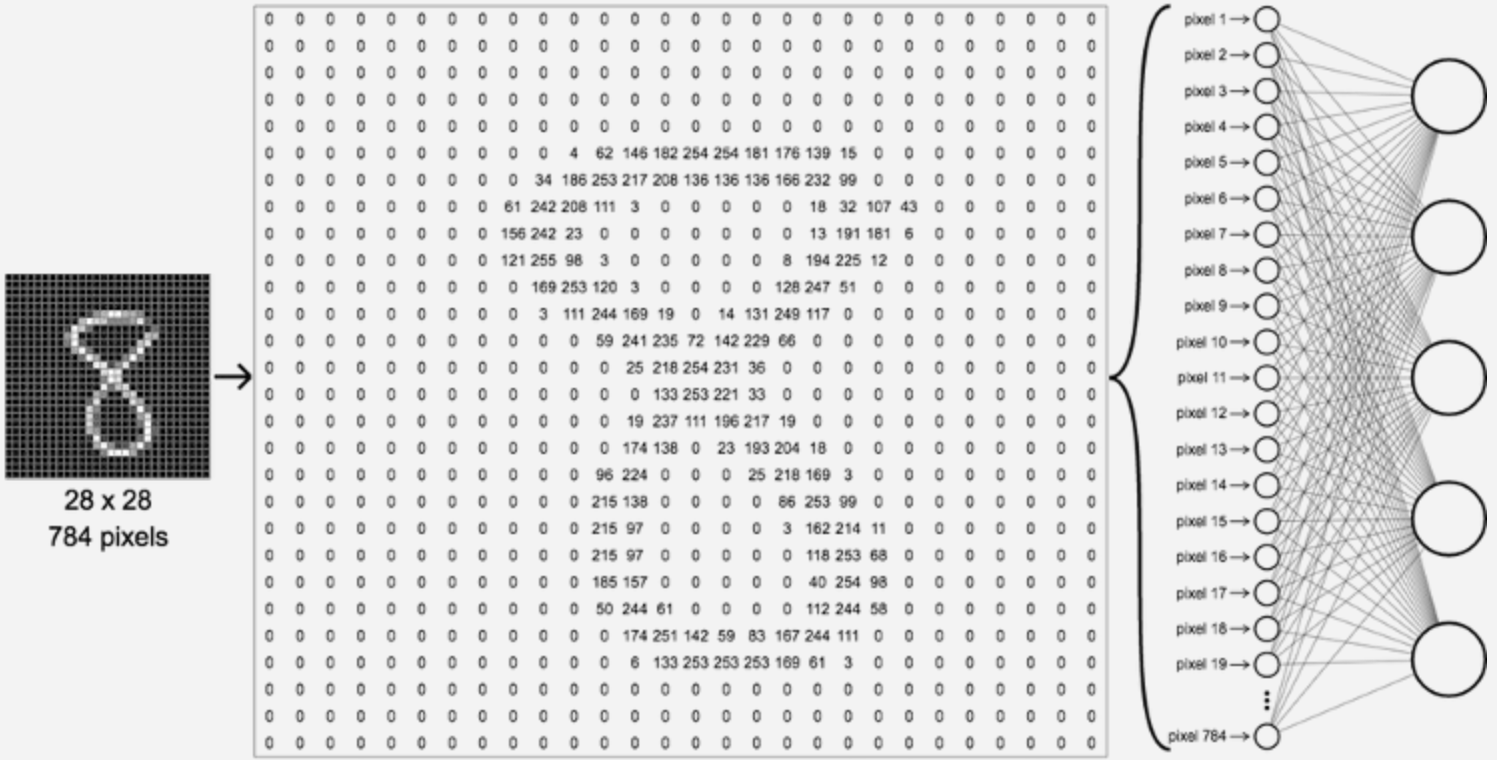
2020 and later stuff (ML being utilized *a lot* in geodata related studies)

- Measuring zones of armed conflict
- Climate change or natural disaster per prediction of satellite and remote sensing data
- Predictions per imaging of the human body (x-ray, scans, etc.)
- Prediction for climate change, crop yields, and more.
- Perfecting conditions for crops
- Detection
- Categorization and generalization
- Inequality study
- Route optimization
-

https://dl.acm.org/action/doSearch?AllField=cartography+machine+learning&expand=all&ConceptID=118182

Other

- Robots mapping environments https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=a9h&AN=10876647
- Health crisis https://proxy.lib.ohio-state.edu/login?url=https://search.ebscohost.com/login.aspx?direct=true&site=eds-live&scope=site&db=edsair&AN=edsair.doi.....6cb0c6a7df4c2fd46a9c7ffa9c7c8f48
-

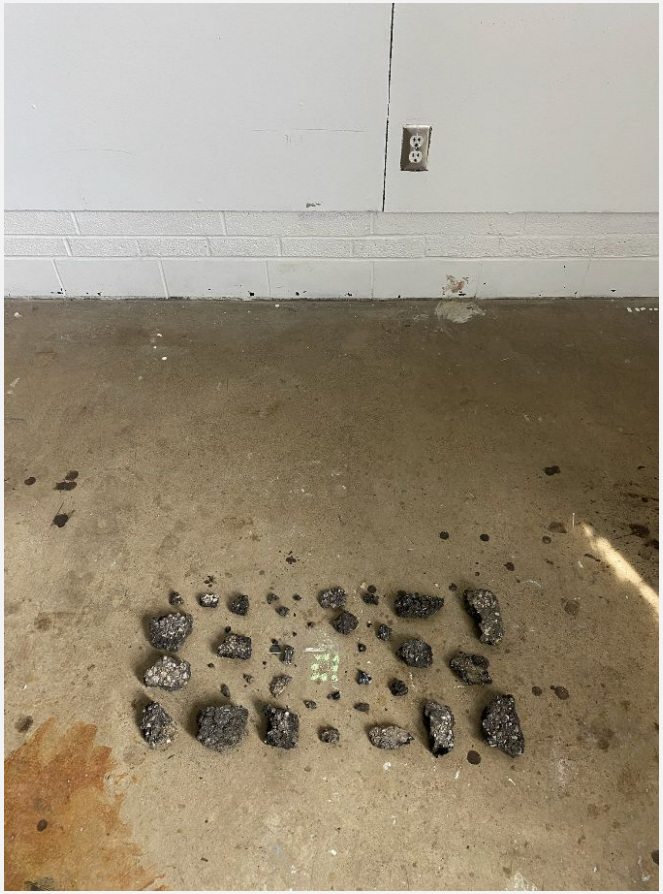

28 x 28
784 pixels
pixel 1
pixel 2
pixel 3
pixel 4
pixel 5
pixel 6
pixel 7
pixel 8
pixel 9
pixel 10
pixel 11
pixel 12
pixel 13
pixel 14
pixel 15
pixel 16
pixel 17
pixel 18
pixel 19
pixel 784

Hologram example: https://www.youtube.com/watch?v=sv-38lwV6vc

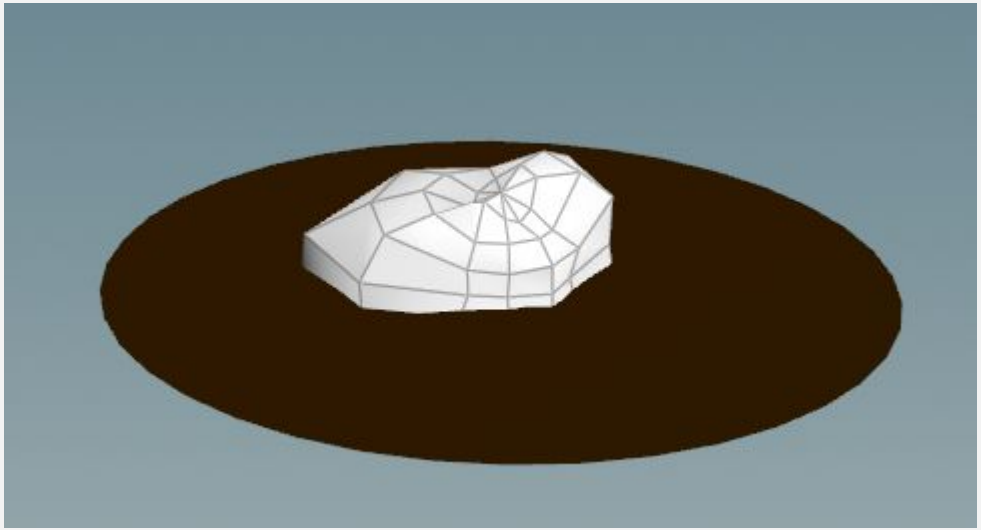
http://dataphys.org/list/jller-a-robot-rearranges-pebbles-by-geologic-age/

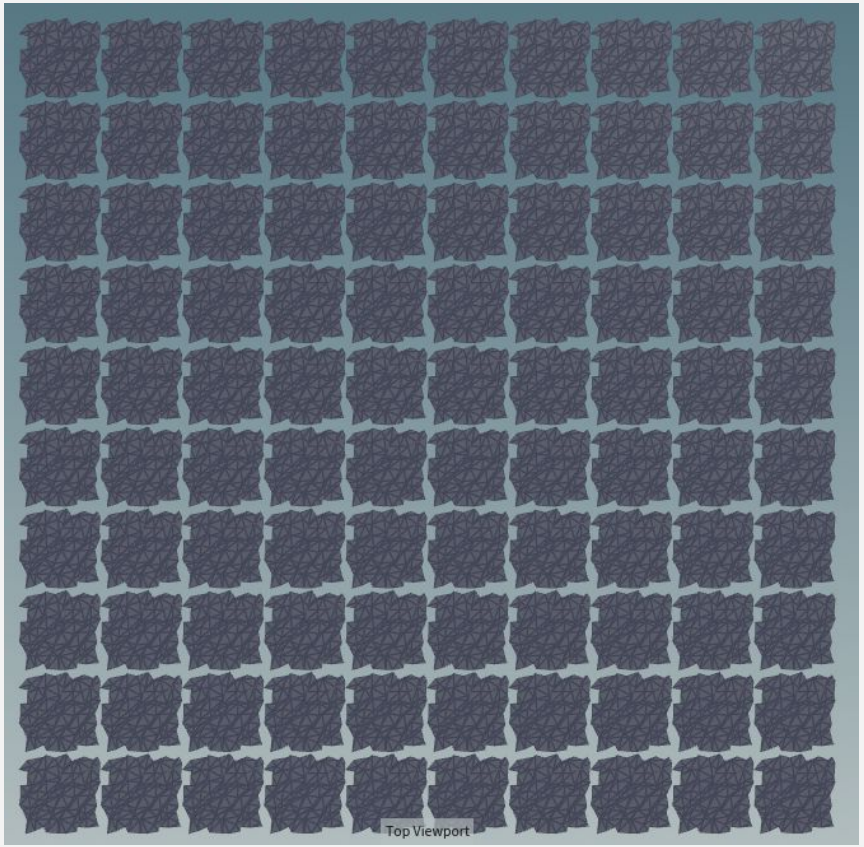
Untitled, 1989, Stanley Whitney, Crayon on paper

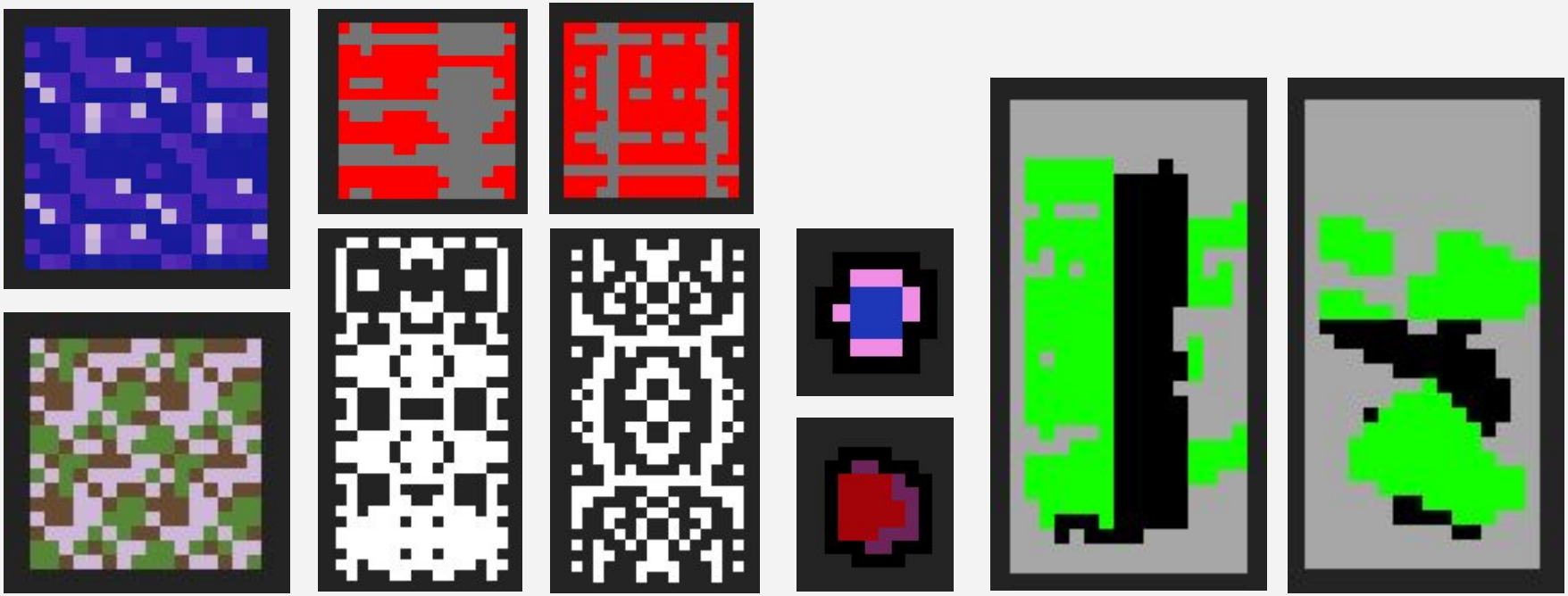
Sketchbook, 2017, Stanley Whitney



Studio studies on various forms of artificial rock formations




Top Viewport



Friday bike hub coffee tickets

easy way to pull tiles out? or nah.

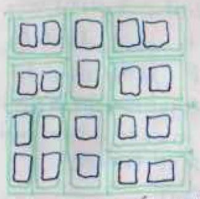
also bitmap

3D printed 3x6's

10

9

frame? 1"x1"?



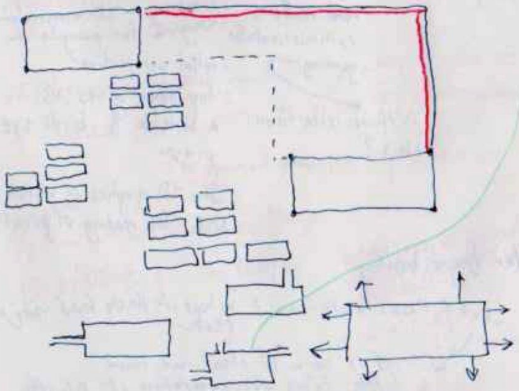
or 3" x 3"

some can align for a 3" x6"

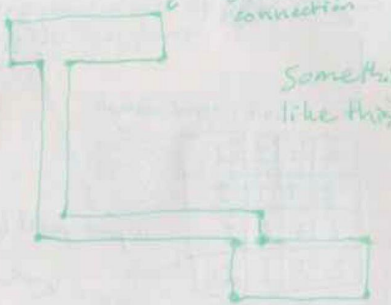
3D printed frame makes most sense

make font with aseprite?

← if everything was 1:1,



don't forget to have it all tiled. make with aseprite. corner symbol & color of box & text symbolizes connection



Something like this

→ or assemble in 3D after photos of each 3x3, that way I can duplicate.

& then in Unity, I can apply shaders to parts of the paintings.

& they will be assembled in tile format.

on backside OR on frontside as part of the aesthetic

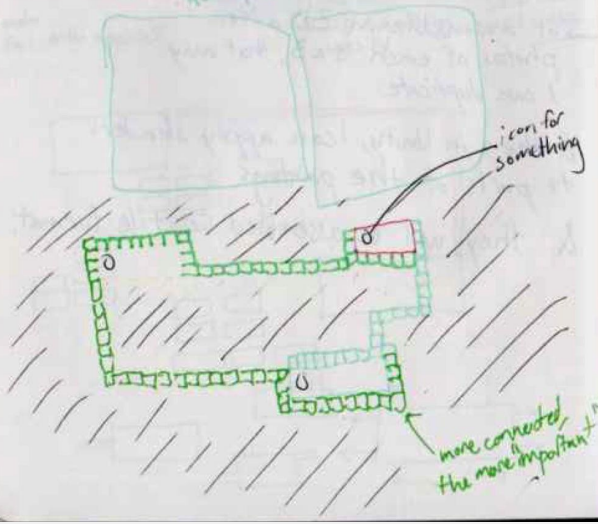
16x16 cropped example

1	1	3	1
2	3	1	2
1	3	3	2
2	2	1	2

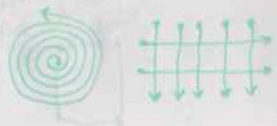
can stage a model as part of many models for printing

3D print paint by #

1-2 inches is a square



oil paint already on panel for guide to move face paint



repeatedly

this could be the video recorded version

dialogue box

face can express

sometimes face

shape & decoration can change

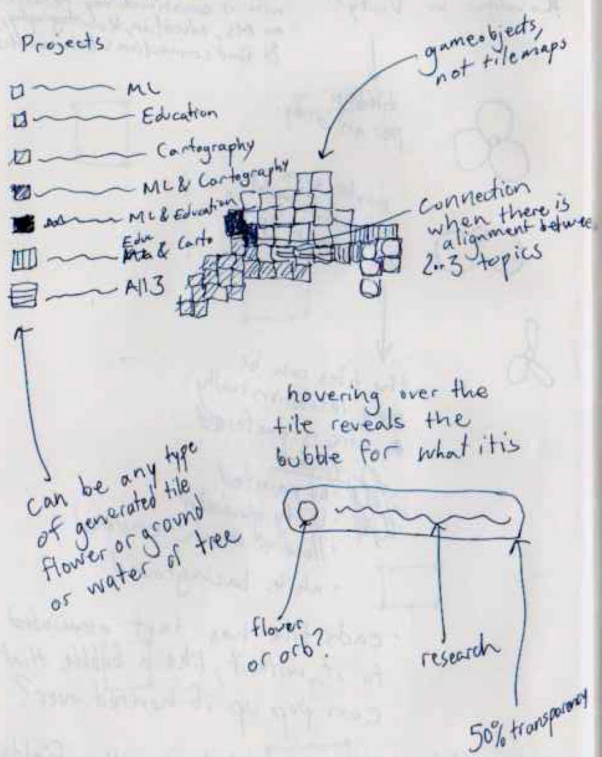
TEXT

gray background like an breathable surface with green pathes

using garden tiles to surround a box & connect to others.

one half can be another color for connection

magnitude of help or alignment in my own research



or just scatter them all about

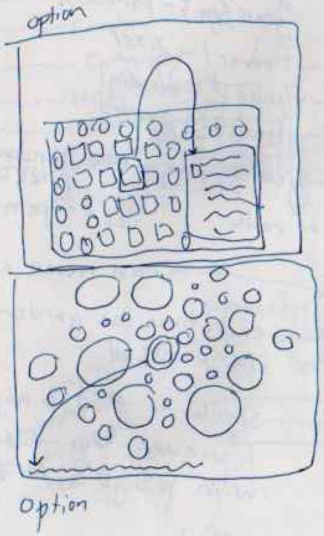
ML – grass type 1 —— pixel
Edu – ~~flower~~ grass type 2 – houdini
Cart – grass type 3 – painted
ML & Cart – flower 1 – pixel
ML & Edu – flower 2 – houdini
Edu ~~pub~~ & Cart – flower 3 – painted
All three – tree sapping – ~~one~~ randomized pixel, houdini, or painted
or rock

can hover over

each time the garden is randomized.

Similar to that project I viewed ~~by~~ made with p5.js & NFT'd.

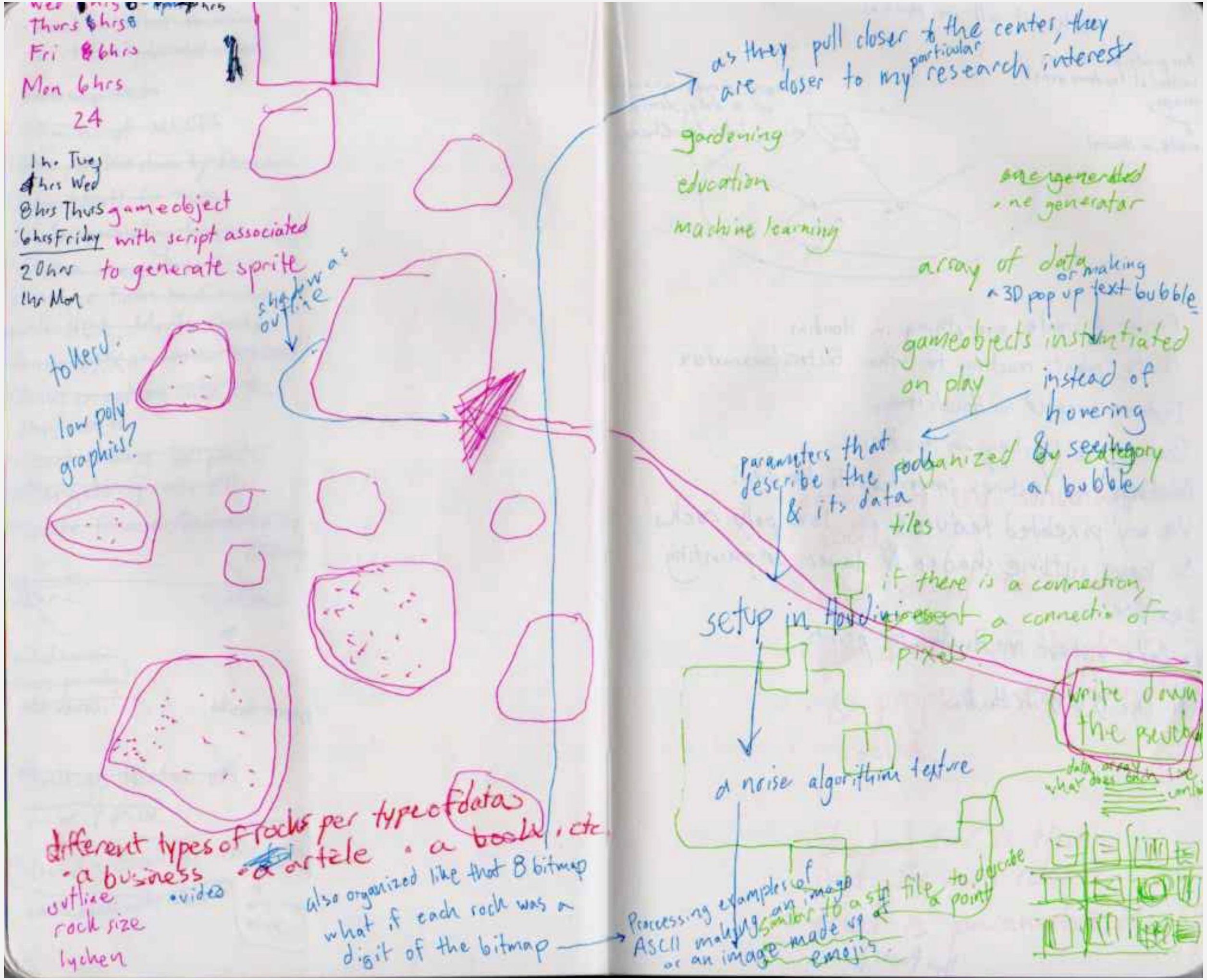
tilemap arranged on random & or with noise & is an array of research titles or w/e. maybe even a link?

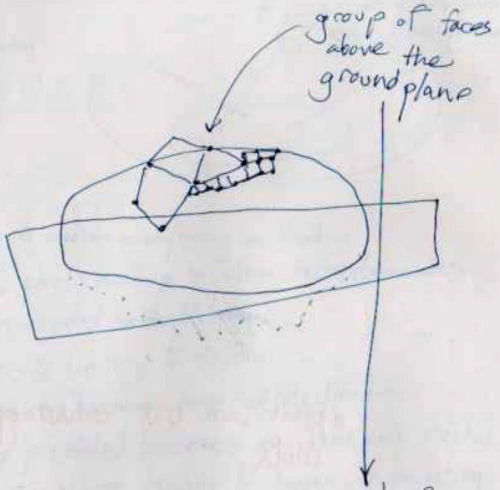


study of seeds instead of cartography?

diagram the map & where things go in my sketchbook

then make a finished version in Unity.


Thurs 8hrs
Fri 6hrs
Mon 6hrs
24
1 hr Tues
4 hrs Wed
8hrs Thurs
6hrs Friday
20hrs
1hr Mon
gameobject with script associated to generate sprite
shadow as outline
tolkerd.
low poly graphics?
different types of rocks per type of data
· a business · a artcle · a book, etc.
outline
· video
rock size
lychen
also organized like that 8 bitmap
what if each rock was a digit of the bitmap
as they pull closer to the center, they are closer to my particular research interest
gardening
education
machine learning
one generated
· one generator
array of data or making a 3D pop up text bubble
gameobjects instantiated on play
instead of hovering
parameters that describe the rock
& its data
organized by category
a bubble
tiles
if there is a connection, represent a connection of pixels?
setup in Houdini
write down the pseudo
a noise algorithm texture
data array what does each
Processing examples of making an image similar to a std file to describe a point
ASCII or an image made up of emojis



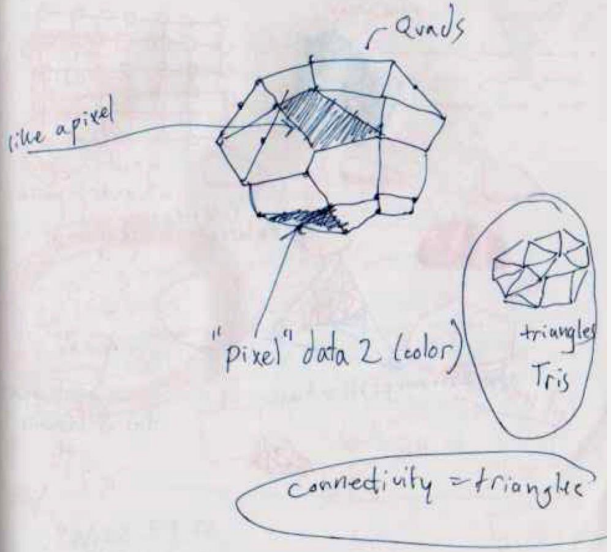
each face can be turned green to become a lychen data point

it is randomized... color & face location (#)

cel shading
solid colors
no textures

lychen for notes on subject.

think of the faces as ~~a~~ a datapoint in the same way I think of pixels



unreal engine verse

2.5727. 1.4666 1.4666

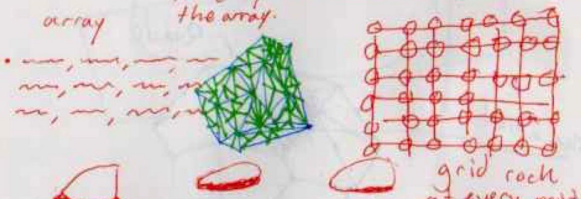
194 194 194

maybe Zotero can output an array that I can use for parameters

Zotero tags → Somehow linked to my Zotero?

array

for every face = one line of the array.



grid rock at every point

GUI for colors relation & meaning

1 4
3 1.5 55
5 10.5

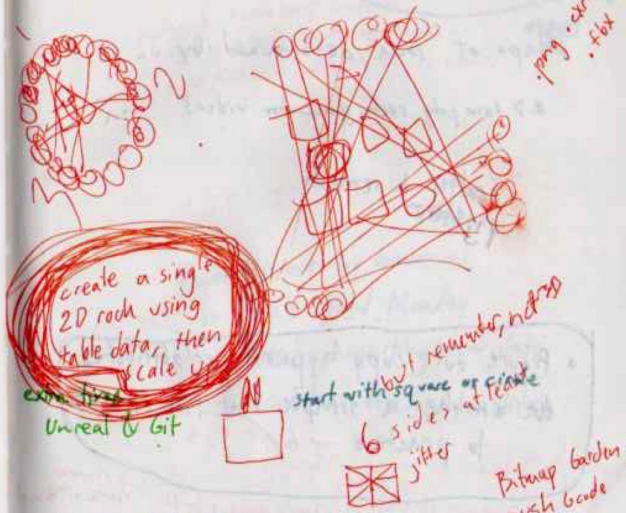
10.5 15
9.5 13 7

git commands

3:30-4
5-7pm

3ish per day

4/15/23 Hist of Animation Prince Achmed 1926
silhouette, rigged/movable cut outs
Lotte Reiniger talk-1979.
- Memorable silhouettes, movements that is "elegant" or not between characters.
- Blender or Houdini to create a snippet of digital remaking of the movie(??) Maybe I can use MLPP, Google who can reuse this material It would be good to add to a showreel



2022.3.4.f1
2021.3.8.f1

Bitmap Garden
push Goode files
always on Git
private

I want to research on Siggraph pixels or points

Shape of rock, determined by...

2D low poly rock generator video?

Scatter & remesh

- figure out copy to points per attributes & make a simple text file or csv to practice up to 9? 3x3

object	# of points to affect 1-10	how green 1-10	name name of asset
1	1	10	cool rock
2	3	3	sad rock
3	7	2	defeated rock
4	9	etc.	etc.
5	etc.		
6			

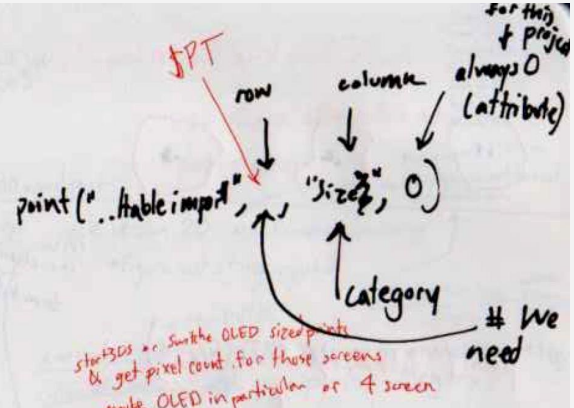


Figure this out by tomorrow so I can spend Monday & Tuesday importing the data & creating the google slides

size of rock color of rock color of lichen

is topic (pair, single, or group)

ML ion cheng tarem bot

point(i, #ableimpt1/", #PT, "size", 0)

variable related to grid point.

how to assign it at the beginning?

parameters 0 - 100

all same size rocks, more lychen through rock shape changes per category?

add gray & white & black triangle(s) to the rock

crumbles of artificial rock

made up of components, like a star is made of components

asphalt crumbles

asphalt rocks with lychen on them?

I've been circulated to papers, fun because on insta & other algorithm using sites, but I don't get to the 'origin' of research. they growth ideas that people have covered in papers

wanting a pinterest board for research papers & articles

my software give if you're at grid point 3 ... use these attributes as parameters

Tues 1hr
Wed 3hrs
Thurs 1.5hrs
Fri 5hrs
Sat 2.5hrs
Sun 2hrs
Mon 5hrs

200 word post

ML in graphics/asset/visual production for games & film

To do rock version 2D ML Education Gardening

- figure out string input #
- attributes

category for type (string) games film animation etc.

amount of lychen → 1-100, relation to my research interests

color of rock → 0-6, topic(s) category

size of rock → year it was made, released, etc.

title → title of research

type of research → category of place it was found or type of citation source

position rocks by...

research interest or research category?

year or type

SLIDES

Agenda/ Order/ Organization

- read for grad studies
- research
  - Houdini
  - VR'ing (Monday)

hand drawing diagrams of words

turn on paper & ML as hologram

15 mins -

- ML, past, present, future
- Education, past, present, future
- Gardening, past, present, future

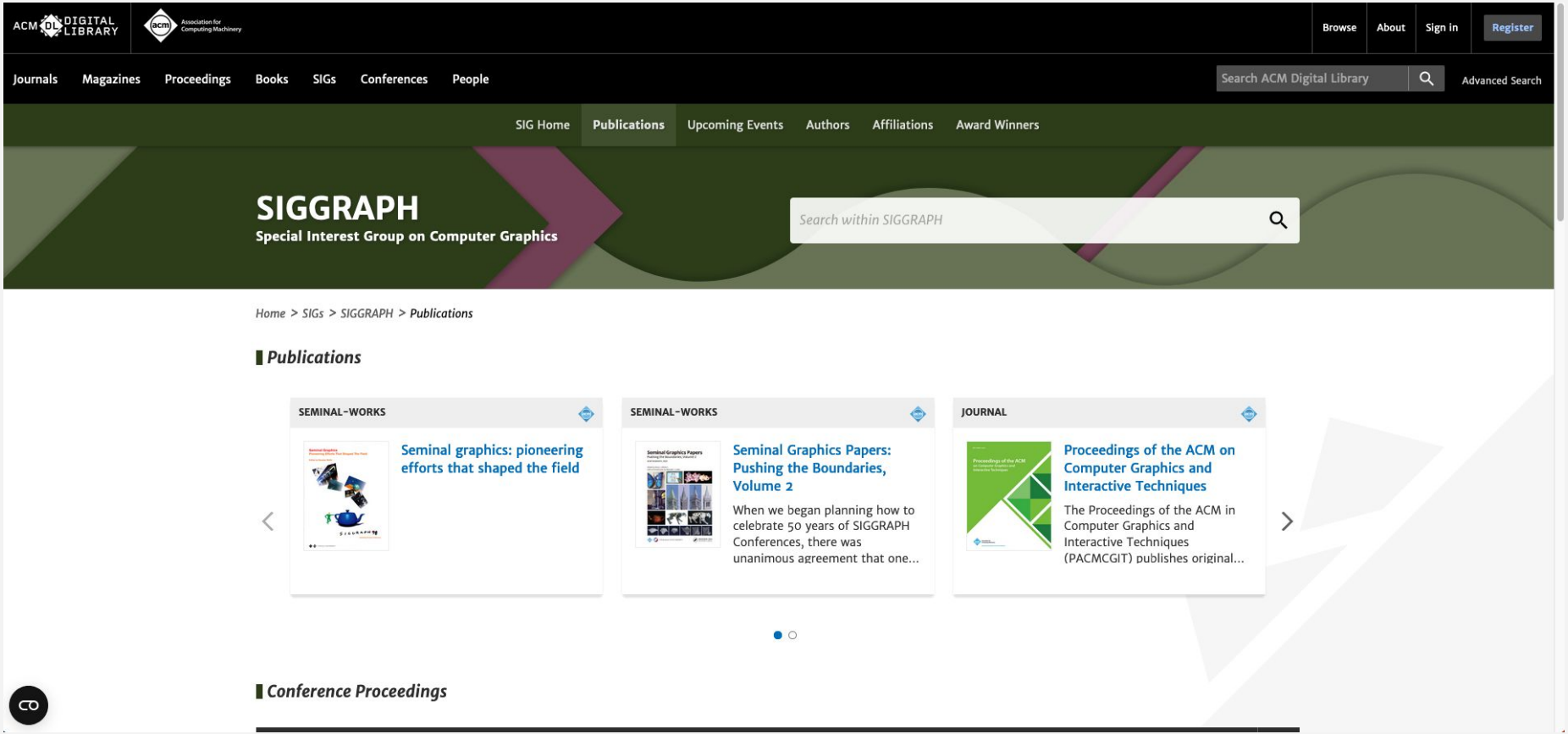
5 mins

- Topic alignments 5 mins
- Research visualized w/my favorite finds 5 mins

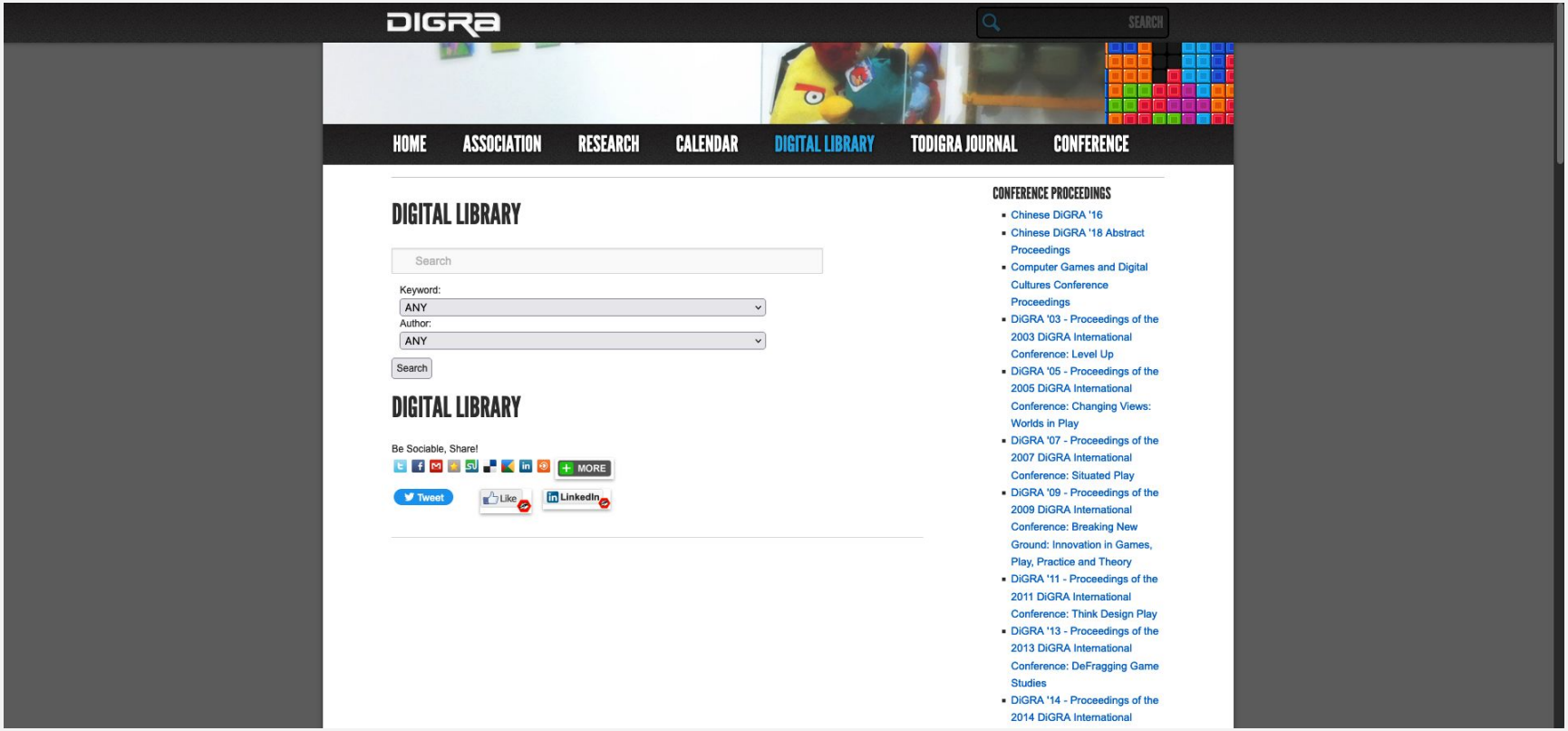
process work & abt about cartography & sketch book photos

DioRA SIGGRAPH

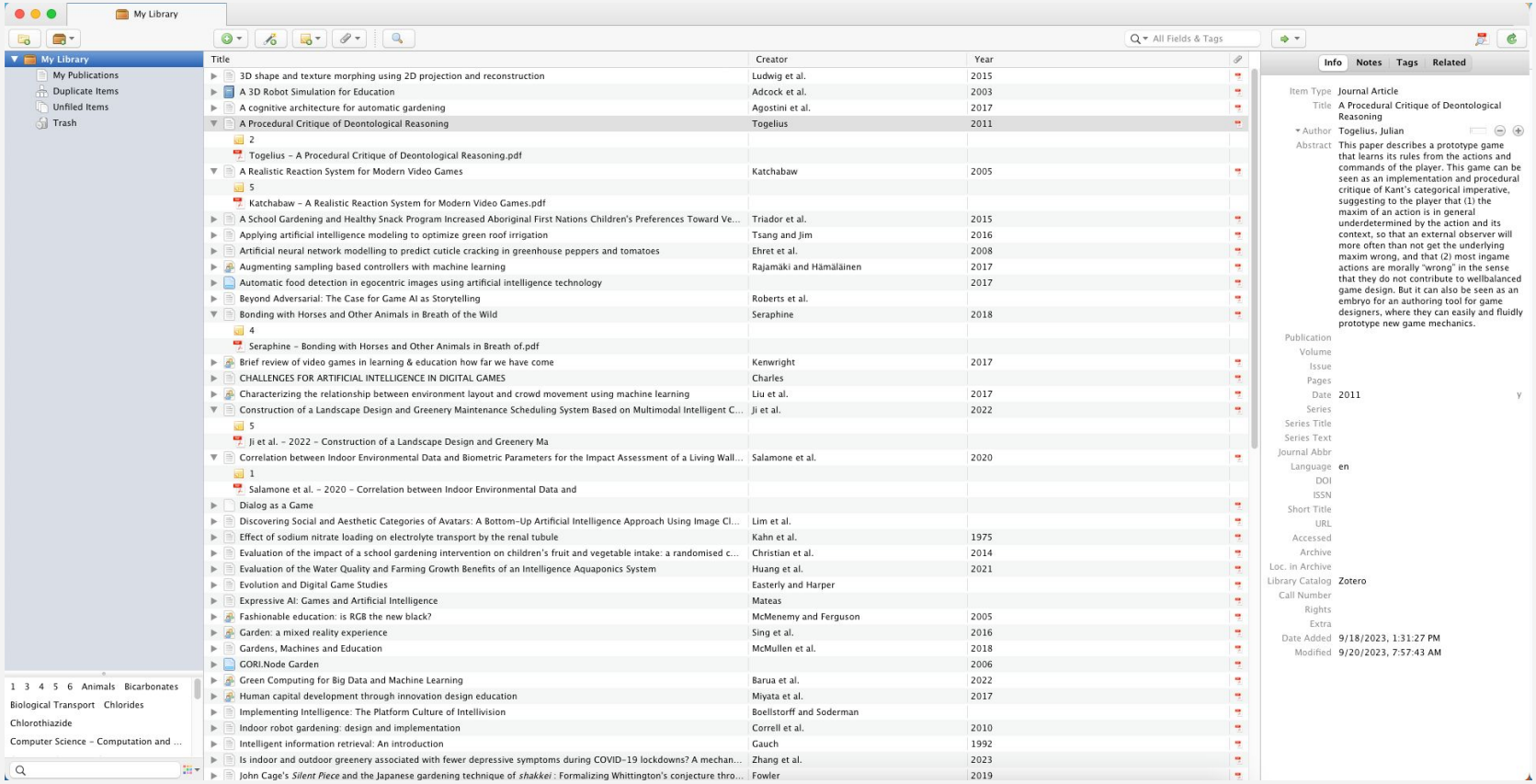
talk about my favorite rocks



SIGGRAPH (Special Interest Group on Computer Graphics)



DIGRA (Digital Games Research Association


My Library
All Fields & Tags
My Library
My Publications
Duplicate Items
Unfiled Items
Trash
Title
Creator
Year
3D shape and texture morphing using 2D projection and reconstruction
Ludwig et al.
2015
A 3D Robot Simulation for Education
Adcock et al.
2003
A cognitive architecture for automatic gardening
Agostini et al.
2017
A Procedural Critique of Deontological Reasoning
Togelius
2011
2
Togelius - A Procedural Critique of Deontological Reasoning.pdf
A Realistic Reaction System for Modern Video Games
Katchabaw
2005
5
Katchabaw - A Realistic Reaction System for Modern Video Games.pdf
A School Gardening and Healthy Snack Program Increased Aboriginal First Nations Children's Preferences Toward Ve...
Triador et al.
2015
Applying artificial intelligence modeling to optimize green roof irrigation
Tsang and Jim
2016
Artificial neural network modelling to predict cuticle cracking in greenhouse peppers and tomatoes
Ehret et al.
2008
Augmenting sampling based controllers with machine learning
Rajamäki and Hämäläinen
2017
Automatic food detection in egocentric images using artificial intelligence technology
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Beyond Adversarial: The Case for Game AI as Storytelling
Roberts et al.
Bonding with Horses and Other Animals in Breath of the Wild
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Seraphine - Bonding with Horses and Other Animals in Breath of.pdf
Brief review of video games in learning & education how far we have come
Kenwright
2017
CHALLENGES FOR ARTIFICIAL INTELLIGENCE IN DIGITAL GAMES
Charles
Characterizing the relationship between environment layout and crowd movement using machine learning
Liu et al.
2017
Construction of a Landscape Design and Greenery Maintenance Scheduling System Based on Multimodal Intelligent C...
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Ji et al. - 2022 - Construction of a Landscape Design and Greenery Ma
Correlation between Indoor Environmental Data and Biometric Parameters for the Impact Assessment of a Living Wall...
Salamone et al.
2020
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Salamone et al. - 2020 - Correlation between Indoor Environmental Data and
Dialog as a Game
Discovering Social and Aesthetic Categories of Avatars: A Bottom-Up Artificial Intelligence Approach Using Image Cl...
Lim et al.
Effect of sodium nitrate loading on electrolyte transport by the renal tubule
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1975
Evaluation of the impact of a school gardening intervention on children's fruit and vegetable intake: a randomised c...
Christian et al.
2014
Evaluation of the Water Quality and Farming Growth Benefits of an Intelligence Aquaponics System
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Expressive AI: Games and Artificial Intelligence
Mateas
Fashionable education: is RGB the new black?
McMenemy and Ferguson
2005
Garden: a mixed reality experience
Sing et al.
2016
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McMullen et al.
2018
GORI.Node Garden
2006
Green Computing for Big Data and Machine Learning
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2022
Human capital development through innovation design education
Miyata et al.
2017
Implementing Intelligence: The Platform Culture of Intellivision
Boellstorff and Soderman
Indoor robot gardening: design and implementation
Correll et al.
2010
Intelligent information retrieval: An introduction
Gauch
1992
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2023
John Cage's Silent Piece and the Japanese gardening technique of shakkei : Formalizing Whittington's conjecture thro...
Fowler
2019
1 3 4 5 6 Animals Bicarbonates
Biological Transport Chlorides
Chlorothiazide
Computer Science - Computation and ...
Info
Notes
Tags
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Item Type Journal Article
Title A Procedural Critique of Deontological Reasoning
Author Togelius, Julian
Abstract This paper describes a prototype game that learns its rules from the actions and commands of the player. This game can be seen as an implementation and procedural critique of Kant's categorical imperative, suggesting to the player that (1) the maxim of an action is in general underdetermined by the action and its context, so that an external observer will more often than not get the underlying maxim wrong, and that (2) most ingame actions are morally "wrong" in the sense that they do not contribute to wellbalanced game design. But it can also be seen as an embryo for an authoring tool for game designers, where they can easily and fluidly prototype new game mechanics.
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Series Text
Journal Abbr
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Table Position	Key	Item Type	Publication Year	Author	Title	Publication Title	ISBN	ISSN	DOI	Url
1	V4YU2NCT	journalArticle	2015	Ludwig, Michael	3D shape and texture morphing using 2D projection and reconstruction	Computers & Graphics		978493	10.1016/j.cag.20	htt
2	FP3GHWFN	conferencePape	2003	Seun, Moon; Ge	Henry's Garden		978-1-4503-7785-0		10.1145/100611	htt
3	4SWPNGQ9	webpage			https://journals-sagepub-com.proxy.lib.ohio-state.edu/doi/pdf/10.1177/1046878109335120?download=true					htt
4	3M7A45Q2	journalArticle	2015	Triador, Lucila; F	A School Gardening and Healthy Snack Program Increased Aboriginal First Nations Children's Preferences Toward Vegetables and Fruit	Journal of Nutrition Education and		14994046	10.1016/j.jneb.2	htt
5	ZVJDIM72	journalArticle	2017	Agostini, Alejanc	A cognitive architecture for automatic gardening	Computers and Electronics in Agr		1681699	10.1016/j.compa	htt
6	MAJ7VI8T	journalArticle	2021	Moerkens, R.; Ja	Simplified modelling enhances biocontrol decision making in tomato greenhouses for three important pest species	Journal of Pest Science		1612-4758, 161	10.1007/s10340	htt
7	C8I9J7YZ	journalArticle	2020	Salamone, Fran	Correlation between Indoor Environmental Data and Biometric Parameters for the Impact Assessment of a Living Wall in a ZEB Lab	Sensors		1424-8220	10.3390/s20092	htt
8	EFZW3IQR	journalArticle	2022	Ji, Mingfei; Lu, J	Construction of a Landscape Design and Greenery Maintenance Scheduling System Based on Multimodal Intelligent Computing and Deep Neural Networks	Computational Intelligence and N		1687-5273, 168	10.1155/2022/83	htt
9	YW2LJR4R	encyclopediaArti	2023		Gardening	Wikipedia				htt
10	D59XB9Q9	webpage	2016	Compton	So you want to build a generator					htt
11	MDDT9RTS	journalArticle	1995	Nassauer, Joan	Messy Ecosystems, Orderly Frames	Landscape Journal		0277-2426, 155	10.3368/lj.14.2.1	htt
12	9V8MEALJ	journalArticle	1988	Schiin, Donald A	Designing: Rules, types and worlds	DESIGN STUDIES				
13	MVLU4HF8	journalArticle	2003	Coyne, Richard	Mindless repetition: Learning from computer games	Design Studies		0142694X	10.1016/S0142-	htt
14	9R9WXMKL	book	2006	Cross, Nigel	Designerly ways of knowing		978-1-84628-300-0	978-1-84628-301-7		
15	FQGXJK94	journalArticle		Katchabaw, Mic	A Realistic Reaction System for Modern Video Games					
16	7HU33S8W	journalArticle		Togelius, Julian	A Procedural Critique of Deontological Reasoning					
17	I8AVWC5R	journalArticle		Ruffino, Dr Paol	Non-Human Gaming: Video Games for the Post-Anthropocene					
18	5KIKMZAS	journalArticle		Seraphine, Fred	Bonding with Horses and Other Animals in Breath of the Wild					
19	N2G9RKFH	journalArticle		Easterly, Dougla	Evolution and Digital Game Studies					
20	JJ3YESNL	journalArticle		Giddings, Seth	Playing With Non-Humans: Digital Games as Techno-Cultural Form					
21	7CC85UFK	journalArticle		Boellstorff, Tom;	Implementing Intelligence: The Platform Culture of Intellivision					
22	RGLUFHEL	journalArticle		Charles, Darryl	CHALLENGES FOR ARTIFICIAL INTELLIGENCE IN DIGITAL GAMES					
23	JSQSFBHN	conferencePape	2021	Juul, Jesper	The Game of Video Game Objects: A Minimal Theory of when we see Pixels as Objects rather than Pictures	Extended Abstra	978-1-4503-8356-1		10.1145/345033	htt
24	YKWLWH6W	journalArticle		Mateas, Michael	Expressive AI: Games and Artificial Intelligence					
25	Y65WZZGS	journalArticle		Lim, Chong-U; L	Discovering Social and Aesthetic Categories of Avatars: A Bottom-Up Artificial Intelligence Approach Using Image Clustering					
26	NV42BNVX	preprint	2023	Merino, Timothy	The Five-Dollar Model: Generating Game Maps and Sprites from Sentence Embeddings					htt
27	CL82JLAP	journalArticle		Roberts, David L	Beyond Adversarial: The Case for Game AI as Storytelling					
28	DZP9FG6D	journalArticle		Graham, Ross; I	Realistic Agent Movement in Dynamic Game Environments					
29	5BGQC44N	journalArticle		Summerville, Ad	Super Mario as a String: Platformer Level Generation Via LSTMs					
30	QUR8XWET	journalArticle	2009	Hung, Aaron Ch	The Order of Play: Seeing, Teaching, and Learning Meaning in Video Games					
31	X6793ESV	conferencePape	2017	Kenwright, Ben	Brief review of video games in learning & education how far we have come	SIGGRAPH Asia	978-1-4503-5409-7		10.1145/313436	htt

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Scene View | Animation Editor | Render View | Composite View | Motion FX View | Geometry Spreadsheet

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Node: attribcreate4 Group: View Intrinsics Attributes:

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1	-50.0	0.0	-116.667	2003	0	Henry's Garden	0
2	50.0	0.0	-116.667	0	0	https://journals-sagepub-com.proxy.lib.ohio-state.edu/doi/pdf/10.1177/104687810933512	0
3	83.3333	0.0	-150.0	2015	0	A School Gardening and Healthy Snack Program Increased Aboriginal First Nations Child	0
4	150.0	0.0	-16.6667	2017	0	A cognitive architecture for automatic gardening	0
5	-83.3333	0.0	-150.0	2021	0	Simplified modelling enhances biocontrol decision making in tomato greenhouses for th	0
6	-83.3333	0.0	-50.0	2020	0	Correlation between Indoor Environmental Data and Biometric Parameters for the Impact	0
7	-16.6667	0.0	-16.6667	2022	0	Construction of a Landscape Design and Greenery Maintenance Scheduling System Based o	0
8	-116.667	0.0	150.0	2023	0	Gardening	0
9	-150.0	0.0	-150.0	2016	0	So you want to build a generator	0
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11	-16.6667	0.0	16.6667	1988	0	Designing: Rules, types and worlds	0
12	-116.667	0.0	116.667	2003	0	Mindless repetition: Learning from computer games	0
13	50.0	0.0	150.0	2006	0	Designerly ways of knowing	0
14	16.6667	0.0	150.0	0	0	A Realistic Reaction System for Modern Video Games	0
15	-16.6667	0.0	-150.0	0	0	A Procedural Critique of Deontological Reasoning	0
16	-150.0	0.0	50.0	0	0	Non-Human Gaming: Video Games for the Post-Anthropocene	0
17	150.0	0.0	-50.0	0	0	Bonding with Horses and Other Animals in Breath of the Wild	0
18	-83.3333	0.0	16.6667	0	0	Evolution and Digital Game Studies	0
19	50.0	0.0	-16.6667	0	0	Playing With Non-Humans: Digital Games as Techno-Cultural Form	0
20	116.667	0.0	-16.6667	0	0	Implementing Intelligence: The Platform Culture of Intellivision	0
21	-50.0	0.0	50.0	0	0	CHALLENGES FOR ARTIFICIAL INTELLIGENCE IN DIGITAL GAMES	0
22	-16.6667	0.0	-116.667	2021	0	The Game of Video Game Objects: A Minimal Theory of when we see Pixels as Objects rat	0
23	-116.667	0.0	-83.3333	0	0	Expressive AI: Games and Artificial Intelligence	0
24	150.0	0.0	-83.3333	0	0	Discovering Social and Aesthetic Categories of Avatars: A Bottom-Up Artificial Intell	0
25	50.0	0.0	116.667	2023	0	The Five-Dollar Model: Generating Game Maps and Sprites from Sentence Embeddings	0
26	-83.3333	0.0	150.0	0	0	Beyond Adversarial: The Case for Game AI as Storytelling	0
27	116.667	0.0	-83.3333	0	0	Realistic Agent Movement in Dynamic Game Environments	0
28	83.3333	0.0	-83.3333	0	0	Super Mario as a String: Platformer Level Generation Via LSTMs	0
29	-50.0	0.0	-150.0	2009	0	The Order of Play: Seeing, Teaching, and Learning Meaning in Video Games	0
30	-83.3333	0.0	-116.667	2017	0	Brief review of video games in learning & education how far we have come	0
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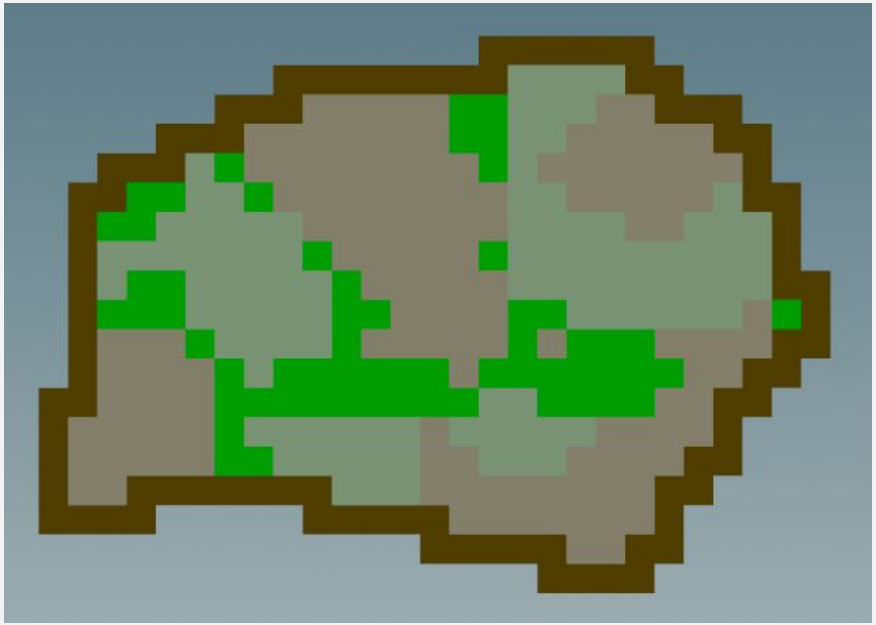
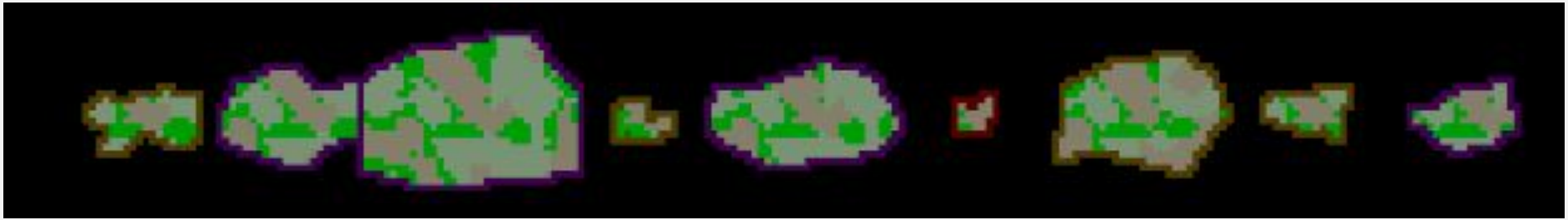
32	-83.3333	0.0	116.667	2005	0	Lessons learned from games for education	0
33	-150.0	0.0	16.6667	2010	0	Virtual heritage production as a tool in education	0
34	50.0	0.0	16.6667	2018	0	Personalizing homemade bots with plug & play AI for STEAM education	0
35	83.3333	0.0	-50.0	2005	0	Fashionable education: is RGB the new black?	0
36	16.6667	0.0	-50.0	2021	0	Smart Education: Education Reform in the Age of Intelligence	0
37	-150.0	0.0	150.0	0	0	Panel: Virtual Reality and Augmented Reality for Education	0

Publication year = noise (grain) of the ‘lichen’
Research interest = size of rock
Title = title of publication
Topic tag = color of rock outline



POTATO? PIXEL SOUP? ROCK?!?



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Node: output0 Group: View Intrinsics Attributes:

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5375	-90.0	0.0	-72.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
5376	-90.0	0.0	-71.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
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5378	-91.0	0.0	-76.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
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5380	-92.0	0.0	-77.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
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5382	-96.0	0.0	-73.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
5383	-95.0	0.0	-73.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
5384	-95.0	0.0	-72.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
5385	-96.0	0.0	-72.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1
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5387	-105.0	0.0	-73.0	2018	4	10	Bonding with Horses and Other Animals in Breath of the Wild	1

The End