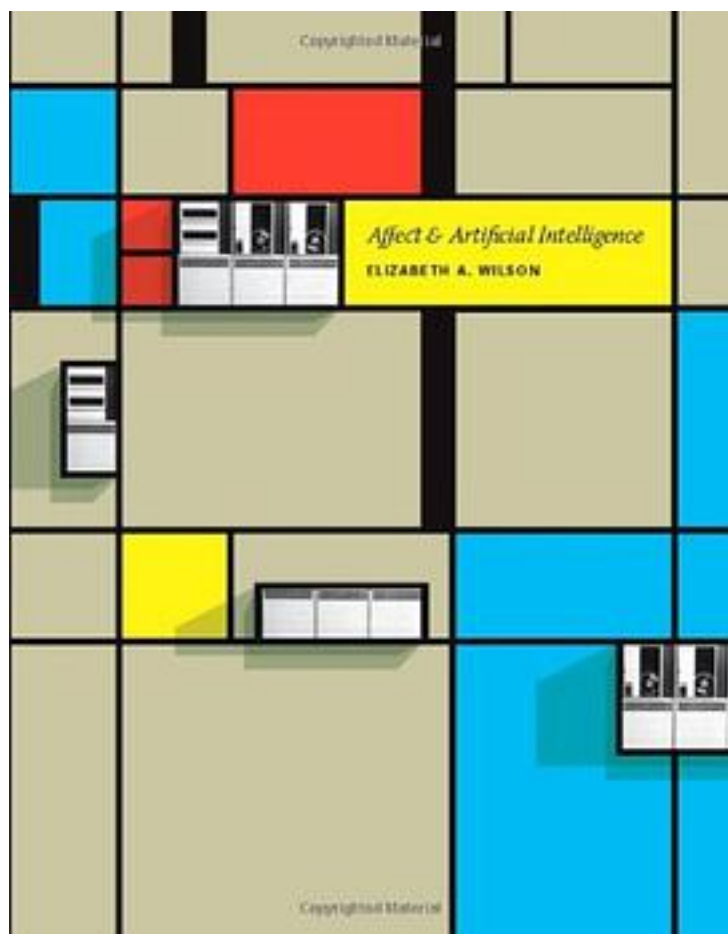


# Affect and Artificial Intelligence



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In 1950, Alan Turing, the British mathematician, cryptographer, and computer pioneer looked to the future: now that the conceptual and technical parameters for electronic brains had been laid down, what kind of intelligence could be built? Should machine

intelligence mimic the abstract thinking of a chess player or should it be more like the developing mind of a child? Should an intelligent agent only think, or should it also learn, feel, and grow? *Affect and Artificial Intelligence* is the first in-depth analysis of affect and intersubjectivity in the computational sciences. Elizabeth Wilson makes use of archival and unpublished material from the early years of AI (1945-70) until the present to show that early researchers were more engaged with questions of emotion than many commentators have assumed. She documents how affectivity was managed in the canonical works of Walter Pitts in the 1940s and Turing in the 1950s, in projects from the 1960s that injected artificial agents into psychotherapeutic encounters, in chess playing machines from the 1940s to the present, and in the Kismet (sociable robotics) project at MIT in the 1990s. Elizabeth A. Wilson is a professor in the Department of Women's Studies at Emory University. She is the author of *Neural Geographies: Feminism and the Microstructure of Cognition* and *Psychosomatic: Feminism and the Neurological Body*.

作者介绍:

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评论

對我影響很大的一本書，也是我感興趣且重點研究的方向。藝術和科技的臨界點不是形式，而是你眼光所能觸到的界限。

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