



RC201

Introduction to Machine Learning Workshop

with Andreas Refsgaard

In this workshop Andreas Refsgaard will give students experience with using basic machine learning techniques to prototype experiences. The workshop will serve as a hands on introduction to machine learning with a focus on creating your own artistic and interactive applications. Participants will learn how to use classification and regression models to create real-time, cross-modal interactions for use in installations, interactive spaces, live music performance and interaction design.

The workshop will introduce Wekinator in the context of simple Processing inputs and outputs, but students are encouraged to use prior knowledge and skills of any applications that sends and/or receives OSC (Unity, Max/MPS, Resolume etc) when building projects later in the course. Prior knowledge of programming is welcome, but not a condition to participate. For most part we will teach the machines to do the hard work, rather than code ourselves!

About Andreas Refsgaard

Andreas Refsgaard is an interaction designer and creative coder from Denmark. He is the creator of Eye Conductor, which helps people express themselves through music using only their eyes and facial gestures. More recently he has worked on Teachable Machine with Google Creative Labs and set up interactive installations with Lasse Korsgaard in their joint creative coding studio Støj. Andreas is currently exploring artistic applications of machine learning, contributes to <https://ml4a.github.io/> (Machine Learning for Artists) and regularly teaches designers and artists how to use machine learning for real-time interactive projects.

Workshop dates: 22-29th January 2018