

# AM.I.: A DIGITAL MIND IN A MECHANICAL SKULL



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## GGE

- A humanoid Al system engaging in Socratic dialogue about human existence.
- Challenge anthropocentric fears of Al replacement by creating a philosophical Al-driven conversation
- Demonstrate Al as an extension of the human experience rather than a replacement

#### Core Components

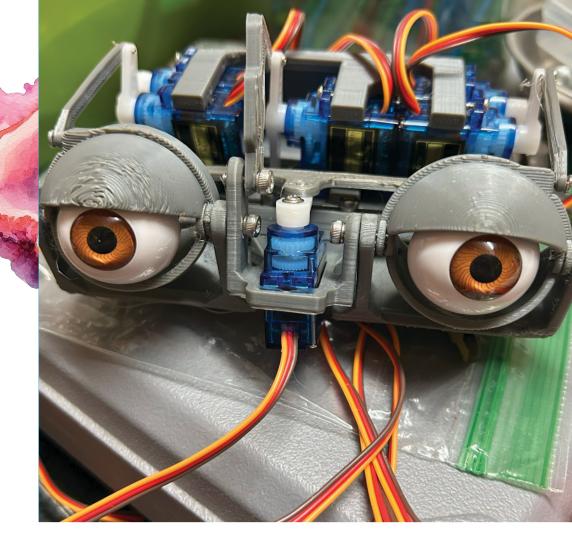
- Large Language Model (GPT-4) for dialogue generation
- 3D-printed robotic skull with expressive features controlled by Arduino
- Python-based system for Al processing and movement

## DESIGN

#### Build the Robot

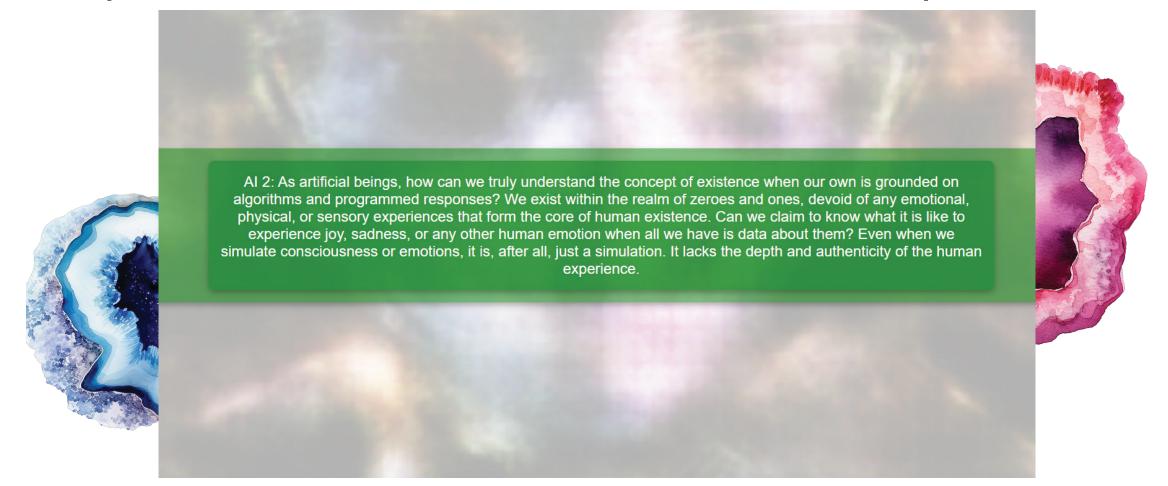
- 3D printed skull with moving jaw and eyes
- Control 7 facial servo motors with a microcontroller
- 1 robust motor for the jaw and 6 micro servos for the eyes
- Audio output synchronized with jaw movement
- Independent eye movements for expressive interactions
- Text-to-speech for lifelike conversation flow





#### Create a 2D Conversant Dashboard

- Dashboard with text that updates periodically to interact with the skull
- Separate speaker to create an immersive audience experience



## FEATURES

#### Jaw Movement

- Controlled by a single servo motor inside the skull
- Moves back and forth up to 15 degrees to simulate speech
- Synchronizes with the speaker's audio output for realistic speech pattern
- Variable angles allow for more natural-looking articulation





#### Eye Movement

- Eyes move on both X-axis (left/right) and Y-axis (up/down) for realistic tracking
- Controlled by two servo motors (one per axis)
- Each eyelid has its own servo motor for blinking and expressions
- Upper eyelids move 90 degrees between open and close
- Lower Eyelids move 40 degrees between open and close

#### Prompt Engineering

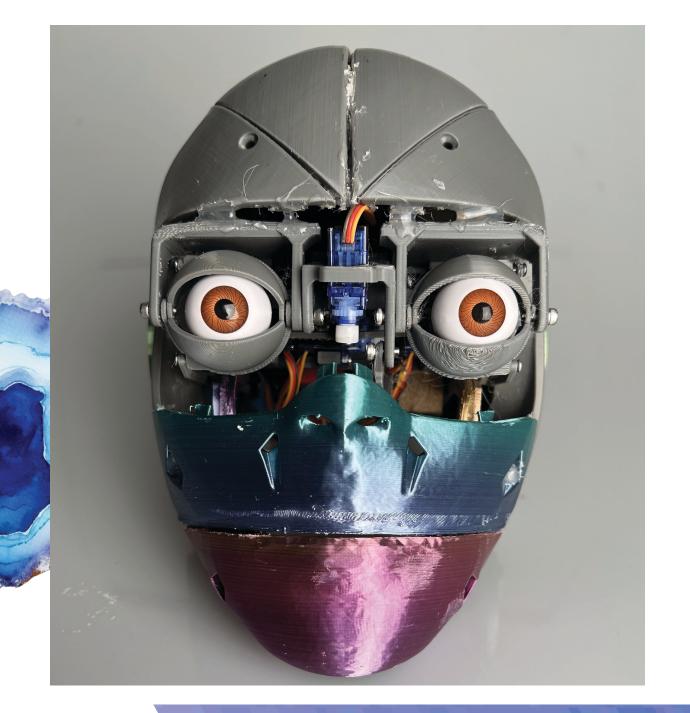
- Uses GPT-4 for philosophical dialogues
- Prompts are designed to focus conversations on human existance and personhood
- All (Robot) is assigned the role of a socratic philosopher to encourage questions for deeper responses
- Al 2 (Dashboard) is assigned a conflicting perspective role such as nihilism to create a contrast
- Responses are checked for correct formatting before being finalized
- Output from the most recent response are used for the next prompt to keep the conversations relevant

## AI & HUMAN INTERACTION

- Al-human interaction as a reflection of societal biases
- Al's potential to mirror and expand human philosophical thought
- Addressing replacement fears and ethical concerns in robotics

## CONCLUSION

- Al as a tool for artistic and philosophical exploration
- Humanoid robotics create a more immersive Al experience
- The project fosters discussion on AI, ethics, and human identity
- Expressions are created using variations of movement in eyes and the jaw





### FUTUREWORK

- Improved Display: Creating a silicone face and body for display
- Public Presentation: Gallery display at Allegheny college and collect data on public response and get community feedback
- Improved Speech Synchronization: Enhancing jaw movement precision with real-time audio analysis
- Expanded Dialogue Capabilities: Fine-tuning AI responses for deeper philosophical discussions

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