

TOWARDS AN ARTIST-IN-THE-LAB FRAMEWORK

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Full-Day Workshop at IROS 2017

Vancouver, B.C., Canada

September 24, 2017

Workshop Website: <http://www.roboticart.org/iros2017>

Submission Website: <https://easychair.org/cfp/TAILF2017>

NEWS: Selected contributors to the workshop will be invited to submit full papers to a special issue in [Arts](#) (MDPI open access journal)

=== Important Dates ===

Submission deadline: August 24, 2017 (Extended)

Notification of acceptance: August 31, 2017

Final paper submission: September 8, 2017

=== Overview ===

Artists and scientists are both trying, each with their own means, to approach the frontier of the unknown: to reach a point beyond which nothing can yet be said, and from which territories that nobody has ever explored can be observed and described, inventing a new model of artistic expression or a new scientific model if needed. Only the mode of approach that distinguishes science from arts. Before stating anything new, a scientist must undertake an exhaustive recapitulation of everything that has been said in the specific research field. This long and often tedious process is the sine qua non condition for any worthwhile discovery; and the models that the scientist uses to do so are often very remote from the reality of everyday life. By contrast, the artist reaches the unknown by observing first that the deepest mysteries can be hidden very close to us, and even inside the most ordinary things. It is through these considerations that this workshop seeks to find elements of a common language which could allow to share methodologies and results in a way that is fruitful for everyone.

This workshop seeks to explore to commonalities between artists and scientists in this search for the unknown. We invite contributions that explore, from either perspective, topics such as:

- Creativity in robot design
- User-centered approach to design of robots
- User experience studies with robots
- Human-Robot Interactions
- Creative agents
- Human/artist robot collaboration