

Notes on Contributors

Christoph Bareither is a professor of cultural anthropology with a focus on digital anthropology at the University of Tübingen. His research and teaching focus on the ethnographic study of everyday digital cultures. The aim of his work is to contribute to urgent sociopolitical debates by shedding light on the transformations of everyday practices and experiences resulting from digital technologies.

Johannes C. Bernhardt (0000-0002-1988-8957) is a cultural historian specializing in cultural management and digital transformation. After ten years at the universities of Freiburg, Mannheim and Bochum, he worked at the Badisches Landesmuseum Karlsruhe from 2017 to 2023 on digitization concepts for historical collections and the intersection of digitality and participation. He is currently working on several projects on the development of the digital museum and the possibilities of artificial intelligence in cultural institutions.

Mercedes Bunz (0000-0003-2876-0522) is professor in digital culture and society at the Department of Digital Humanities at King's College London. She studied philosophy, art history, and media studies at the Free University Berlin and the Bauhaus University Weimar, and, driven by a deep curiosity about digital technology, wrote her thesis on the history of the internet. She co-leads the Creative AI Lab, a collaboration with the Serpentine Gallery, London.

Baptiste Caramiaux (0000-0002-4590-106X) is a CNRS researcher at the Institute of Intelligent Systems and Robotics (ISIR) at the Sorbonne Université in Paris and a member of the Human-Computer Interaction (HCI) group at the Sorbonne. He holds a PhD in computer science from the Université Pierre et Marie Curie and an accreditation to direct research from Université Paris-Saclay. His research focuses on the study and design of interactions with machine learning and artificial intelligence-based systems as well as applications in the creative and cultural domain, the medical sector, and education.

Marion Carré is involved in a range of activities: entrepreneur (CEO of Ask Mona), teacher (CELSA Sorbonne University, Sciences Po Paris, CNAM), speaker, author, and artist. Altogether, these different approaches enable her to explore the relationships between art and artificial intelligence from various angles.

Luba Elliott (0000-0001-5758-6389) is a curator, writer, and researcher specializing in creative AI. Her recent projects include the Feral File exhibition *Reflections in the Water* and the ART-AI Festival in Leicester, UK. She is an Honorary Senior Research Fellow at the UCL Centre for Artificial Intelligence.

Bjoern M. Eskofier (0000-0002-0417-0336) heads the Machine Learning and Data Analytics (MaD) Lab at the Friedrich Alexander University Erlangen-Nuremberg (FAU). His research and entrepreneurial agenda revolve around contributions to a 'digital health ecosystem'.

Melanie Fahden studied cultural sciences and cultural mediation with a focus on visual arts at the University of Hildesheim. She trained in memorial site education in 2017 and worked freelance at the Neuengamme Concentration Camp Memorial until 2020. In parallel, she worked as a teacher in the fields of art and politics-society-economy at both a primary school and a city district school. Since 2021 she has been a research associate responsible for schools (secondary education) and outreach and inclusion in the Department of Education & Communication at the Hamburger Kunsthalle.

Daniel Martin Feige (0000-0002-7197-5812) is a professor of philosophy and aesthetics at the State Academy of Art and Design Stuttgart. He first studied jazz piano in Amsterdam, followed by philosophy, German literature, and psychology in Giessen and Frankfurt am Main. He received his PhD in Frankfurt am Main with a thesis on Hegel's philosophy of art, and did his postdoctoral qualification on aesthetics at the Free University of Berlin. His research focuses on topics in aesthetics and anthropology in their relation to topics in theoretical and practical philosophy.

Roland Fischer is a curator and science writer based in Basel, Switzerland. He holds a diploma in interdisciplinary science from ETH Zürich and has worked for the editorial desks of several Swiss newspapers in leading positions. His fields of interest focus on societal questions relating to science and technology—with AI having become an area of special expertise. As a freelancer he runs the art space 'symbiont' in Basel and has been involved in a wide range of art/science initiatives, spanning over a decade of active practice. He recently co-founded the Turing Agency, an artistic/activist network fostering playful experiments with current AI models.

Lukas Fuchsgruber is an art historian at the Technical University of Berlin. His research focuses on museum digitization, photo archives, and the history of the art market. Since 2020 he has been part of the research project Museum and Society—Mapping the Social, with a case study on the data and platform policies of museums. In 2021 and 2022–23, he was part of two opensource prototype developments, one that released a community-oriented archive interface (cooArchi), and a second one advancing tools for preserving the web-based documentation of artists (Art Doc Archive). He is a guest researcher at the Museum für Naturkunde Berlin.

Anja Gebauer worked as an artistic staff and research associate at the Ludwig Maximilian University Munich after studying to become a teacher. In her PhD, she explored the topics of digital art education and participatory design. She enjoys sharing knowledge by working as a freelancer for several cultural education institutions (for example, the German Federal Cultural Foundation, the German Museums Association). She continues to work in digital education as a research associate at the Hamburger Kunsthalle, where she has been since August 2021.

Tabea Golgath studied American studies and history. Since 2010, she has been a consultant for museums and the arts and has headed the LINK—AI and Culture funding program of the Stiftung Niedersachsen since 2018. She is committed to the future- and user-oriented further development of cultural (institutions) through interdisciplinarity, agility, and digitality.

Oliver Gustke (0009-0007-4393-2018) is a scientific journalist in the field of cultural heritage and product owner of a multimedia guide software suite for Linon Medien. He conducts research on bringing AI-like communication techniques together with classical museum education tools and, overall, on finding new approaches to explaining cultural heritage to a broader audience.

Oumaima Hajri is a researcher and lectures at the Rotterdam University of Applied Sciences. Her work focuses on the intersection of AI, ethics, and society. For the Designing Responsible AI Media Applications project, she, in collaboration with Dutch media organizations, is investigating how AI can be applied in a responsible manner within the media context. Furthermore, she is currently part of the first cohort of the MSt in AI ethics and society at the University of Cambridge, wherein she conducts research on the sociopolitical impact of AI, mainly focussing on decolonization and demystification.

Yannick Hofmann lives and works as an artist and researcher in Karlsruhe and Stuttgart. As the artistic director of the 'intelligent.museum' project since 2020, he collaborates with a team of software developers and museum visitor research

experts, pushing the boundaries of hybrid formats and applications for the future of museums. Having spent almost a decade at the ZKM | Center for Art and Media, he co-directed their artistic research and production department before completing a year-long research stay at the Deutsches Museum. Hofmann has been a researcher at the Fraunhofer Institute for Industrial Engineering IAO since mid-2023.

Isabel Hufschmidt (0000-0002-4832-1298) lives and works in Vienna. She obtained a PhD in art history at the University of Cologne in 2009. Her areas of research include museum studies, sculpture from the nineteenth century to the present, provenance research, and queer and decolonial strategies in institutional practice. From 2016 to 2020, she was the curator for research, academic cooperation, and provenance research at the Museum Folkwang, Essen, and from 2021–2023 senior scientist for Expanded Museum Studies at the University of Applied Arts Vienna.

Franz Köferl (0000-0002-3568-5324) has been a researcher at the Machine Learning and Data Analytics Lab at Friedrich Alexander University Erlangen-Nuremberg since 2017. His research topics include the application of computer vision methods in industry settings and privacy-compliant tracking for visitor research in museums.

Max Koss (0000-0001-6026-8250) is a research associate at Leuphana University Lüneburg, Germany. Max holds a PhD from the University of Chicago. Before joining Leuphana, Max was a doctoral fellow of the Kunsthistorisches Institut Florenz – Max-Planck-Institut and the Prussian Cultural Heritage Foundation.

Jindong Li (0000-0002-3550-1660) received his bachelor's degree in biomedical engineering from Northeastern University, China. He is currently a master's student of medical technology at Friedrich Alexander University Erlangen-Nuremberg, Germany. He has a great interest in computer vision and experience in object detection.

Fabio Mariani (0000-0002-7382-0187) is a research associate at Leuphana University Lüneburg, Germany, where he is also a PhD candidate on the topic of 'vague, incomplete, subjective, and uncertain information in digital art history'. After receiving a bachelor's degree in history, he obtained a master's degree in digital humanities at the University of Bologna in 2020.

Ana Müller (0000-0002-4960-082X) is a research group leader at TH Köln – University of Applied Sciences, currently pursuing her Ph.D. at the Cologne Cobots Lab. With a background in Sociology, she eagerly engages in interdisciplinary research in social robotics, with a particular interest in unraveling the complexities of how

people interact with robots in public spaces, especially in interactions with multiple human users.

Oonagh Murphy (0000-0002-5095-8861) is a senior lecturer in digital culture and society at Goldsmiths, University of London. She is based in the Institute for Creative and Cultural Entrepreneurship, where her research focuses on the scalability of emerging technologies for museums, galleries, and cultural organizations.

Clemens Neudecker (0000-0001-5293-8322) studied philosophy, computer science, and political science at the Ludwig Maximilian University Munich and currently works as a research advisor in the directorate general of the Staatsbibliothek zu Berlin – Preußischer Kulturbesitz (Berlin State Library). His research focuses on computer vision, natural language processing, and the application of machine learning in the context of digitization, cultural heritage, and the digital humanities.

Anke Neumeister (Dipl. Biol.) (0000-0002-2245-966X) works as a multimedia public relations manager in the communication and marketing department at the German Oceanographic Museum in Stralsund. She holds a diploma in human biology. As a research associate from 2021 to 2023, she coordinated the subproject (Digital) MEER erleben of the German Oceanographic Museum in the network museum4punkt0. She was also a scientific volunteer at the Senckenberg Museum für Naturkunde in Görlitz from 2018 to 2020 and was involved in the subproject 'Explain, understand and participate in research in museums'.

Tillmann Ohm (0000-0003-3164-4661) is a creative technologist and artist working on curatorial software systems as a research fellow for Cultural Data Analytics (CUDAN) at Tallinn University. He graduated with a degree in free arts from Bauhaus University and is doctoral candidate in information society technologies at Tallinn University.

Lukáš Pilka is a digital designer and media theorist focussing on interactive and communication design, contemporary technologies, new media, and the overlap between these fields and the world of fine art. His research at the Academy of Arts, Architecture and Design in Prague focuses on the use of computer neural networks for the automated classification and quantitative interpretation of works of art, particularly classical paintings, drawings and prints.

Etienne Posthumus (0000-0002-0006-7542) is a senior researcher at the FIZ Karlsruhe—Leibniz Institute for information infrastructure in the Information Service Engineering group, and is a consultant to the Allard Pierson Amsterdam on the Creative User Empowerment collaboration. He is the creator of the ICONCLASS system

for digital art history and has broad experience in cultural heritage computing applications.

Cecilia Preiß is a media scientist and curator with a research focus on digital arts and technologies. She studied literature, art and media studies at the universities of Constance, Venice, and Bochum and subsequently completed her PhD on contemporary media art and sensory perception at the DFG Research Training Group 'The Documentary: Excess and Privation' at the Ruhr-University Bochum. At the ZKM | Center for Art and Media in Karlsruhe, she dedicated herself to the intersection of art, science, and technology. Since November 2023, Preiß has been working as an expert for AI and digital technologies at the experimenta in Heilbronn.

Anja Richert (Prof. Dr.) (0000-0002-3940-3136) is a professor of innovation management. She is the founder of the Cologne TrainING Center and the Cologne Cobots Lab, an interdisciplinary laboratory for collaborative and social robotics with a focus on sociotechnical systems and Human-Robot-Interaction across diverse application contexts. Her teaching and research areas include social robotics, digital learning, and work environments, as well as data-driven innovation management. Currently, she holds the position of Dean at the Faculty of Process Engineering, Energy, and Mechanical Systems at TH Köln – University of Applied Sciences.

Lynn Rother (0000-0003-0993-3985) is the Lichtenberg Professor for Provenance Studies and Director of the Provenance Lab at Leuphana University, Lüneburg, Germany. She previously held research positions at The Museum of Modern Art, New York, and the Berlin State Museums, with a focus on twentieth-century provenance and digital initiatives.

Aaron Ruß is senior software engineer at the German Research Centre for Artificial Intelligence (DFKI). He has been and is involved in research projects involving speech-enabled user interfaces in multimodal mobile interfaces and inclusive user interfaces.

Naga Venkata Sai Jitin Jami (0000-0002-3292-6225) is a graduate student in computational engineering at the Friedrich Alexander University Erlangen-Nuremberg, Germany. He is current working as a research assistant in the AIBE Department at Friedrich Alexander University Erlangen-Nuremberg. His research interests broadly fall in the areas of physics-inspired machine learning and computer vision.

Stefan Schaffer (0009-0007-4788-6848) is head of the Cognitive Assistants group in Berlin and a senior researcher at the German Research Centre for Artificial In-

telligence (DFKI). His research interests include conversational AI and multimodal human-computer interaction.

Michael Schiffmann (0000-0002-7328-9859) has a degree in engineering with a focus on automation technology. Currently, he works as a research associate and is pursuing his Ph.D. at TH Köln University of Applied Sciences. His research primarily centers on developing and researching systems to enhance the quality of interactions between social robots and humans in public spaces, including autonomous evaluation and self-learning capabilities.

Arno Schubbach (0000-0003-4536-3940) is a mathematician and philosopher. He teaches and conducts research at the FHNW Academy of Art and Design Basel and the Friedrich Schiller University Jena. The focus of his research is on theories of culture, art, technology, and science and philosophy since the eighteenth century.

Rainer Simon (0000-0002-4116-9684) is a senior research software engineer affiliated with the Austrian Institute of Technology in Vienna. He has been working in the field of knowledge engineering and user interface design for more than 20 years and has collaborated with major GLAM and academic partners worldwide.

Nicole High-Steskal (0000-0002-9823-5507) is a course director and senior research associate at the University of Continuing Education Krems. With a background in archaeology, her research and teaching focus on topics of digital transformation and knowledge organization in GLAM institutions.

Sonja Thiel (0000-0002-0443-3685) has been a digital catalyst for artificial intelligence at the Badisches Landesmuseum Karlsruhe since 2021 and leads the AI development for the museum. She has a background in modern history and philosophy and has worked as a curator for participatory processes at various cultural history museums. From 2014 to 2020, she developed the blended learning academy program museOn at the University of Freiburg in Breisgau which was addressed to museum staff as a scientific training program.

Dario Zanca (0000-0001-5886-0597) received a PhD in smart computing from the University of Florence, Italy. He is currently a postdoctoral researcher in the AIBE Department, Friedrich Alexander University Erlangen-Nuremberg, Germany. His research interests broadly fall in the areas of computer vision and machine learning.

Michael Zöllner is a professor of interaction and information design at the Hof University of Applied Sciences and head of the Interaction & Data Driven Design research group at the Institute for Information Systems (iisys). His research

focuses on the conception and development of interactive information systems, creative code/generative design, and the mediation and translation of emerging technologies. He studied design at the University of Applied Sciences Würzburg-Schweinfurt and at the imedia Academy (RISD) in Providence, Rhode Island, USA. From 2004 until 2012 he was deputy department head of the Augmented & Virtual Reality Department of Fraunhofer IGD in Darmstadt.

Matthias Zuerl (0000-0002-9678-166X) studied mathematics and physics with a research focus on the field of semiconductor physics. Since graduating, he has been working at the Machine Learning and Data Analytics Lab. His research focuses on the development of deep learning algorithms for the automated observation of animals.