

# Time World 2022

MAY 5, 6, 7

Campus MIL  
Université de Montréal

## Global Scientific Congress Artificial Intelligence



Program and ticketing  
[www.timeworldevent.com](http://www.timeworldevent.com)



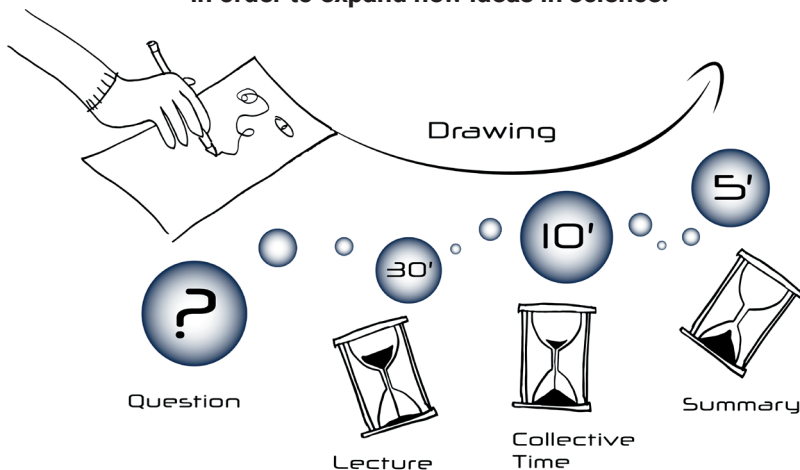
# TimeWorld values connected intelligences

Is artificial intelligence natural? Can virtual reality make you artificially smarter? Does artificial intelligence help fight poverty? Is AI responsible or not? Is AI the future of disruptive innovation? What are the issues and challenges of monetizing artificial intelligence? Will AI be a tool for preventive medicine? Will complexity theory bring ethics to AI? Why and how to connect an artificial intelligence to the brain? How fast does artificial intelligence think? Will AI invent the jobs of tomorrow?...

TimeWorld brings science closer to citizens through the history of science and current or prospective questions. It is an opportunity for researchers, industrialists, academics, artists and the general public to meet. It is a space for sharing knowledge, expertise, and points of view, where the human and social sciences come together with the experimental sciences to offer everyone something to think about. TimeWorld encourages curiosity, open-mindedness, critical thinking and debate. At the center of the stage, researchers and experts present their work to a wide audience, including the world of industry.

## Conferences explained

**TimeWorld combines expertise with collective intelligence  
in order to expand new ideas in science.**



# TimeWorld is composed of four themes

## MEASURED AI

Is A.I. capable of predicting when it will surpass the intelligence of a human, and then of the whole of humanity? The black box of A.I. presents an infinite number of challenges in terms of its measurement or disproportionality, and that of its impacts. It allows an acceleration of research. Even if it remains problematic in the field of human sciences, it equips us with tools to manage complex macro and microsystems, a source of knowledge creation both in finance and in cybersecurity. Its applications are transforming cryptology and allowing better control of industrial risks.

**MATHEMATICS, PHYSICS, COMPUTER SCIENCE, FINANCE**

## THE AI OF THE LIVING

A.I. is a complex animal, a hybrid of mathematical certainties and statistical approximations that feeds on empirical data. A.I. is adapted to the biological stochasticity of living organisms with its numerous, divergent and even contradictory variables. It allows to identify weak signals on megadata as well as emerging patterns on small quantities of data, even scattered in time. At what stage of the evolution of A.I. in the living world are we and what are its growth predictions? Can it allow us to create artificial life, or at least a biotic hybrid?

**MEDECINE, BIOLOGY, CLIMATOLOGY, GEOLOGY, EVOLUTION**

## PERCEIVED AI

A.I. is by nature invisible. We do not perceive its complex operations, but we notice its powerful effects. Some see it as an augmented intelligence at the service of man in all his activities, including the rationalization of his social management; others denounce its dehumanizing alienation, potentially dangerous, insofar as we lose technological, democratic, and especially ethical control. Can A.I. become autonomous? This is a central issue for our future

**COGNITIVE SCIENCES, PSYCHOLOGY, PHILOSOPHY, SOCIOLOGY, HISTOIRY, ECONOMY**

## AI IN ART

Will A.I. play an increasingly important role in the arts? In the authentication and the analysis of works, but also in their creation by simulation of old works, and by voluntary introduction in the creative process, in particular in music, photography, literature... Will the A.I. of algorithms, of the analytic of the Big data, in the collage, in the multimedia, in the interactivity and the participation of the public call into question the very notions of author, of work, of thematic, of market and of social function of art? A "machine" art freed from human individualism? Or an "augmented art"?

**LITERATURE, MUSIC, VISUAL ARTS, CINEMA, PHOTOGRAPHY, GAMES**

# TimeWorld in a nutshell

## 100 CONFERENCES

Question, lecture, collective time, summary

## 8 ROUNDTABLES

Astronauts, Medicine, Finance  
students, Ecology, Incubators, Games

## 500 m<sup>2</sup> EXHIBITION

Industry, Research, Art

## 1 CONTEST

TimeWorldPoster

## TIMEWORLDSHOP

With a signing area

## 3 SHOWS



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