



FW-HTF-P: Exploring creative design at the human-technology frontier through the emerging “artist-technologist” occupation

(award # 2026439)

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Goal: Exploring the potential impact of AI and AR/VR on the emerging occupation of Artist-Technologist (individuals working at the intersection of art and technology) – to better understand and empower the creative process at the human-technology frontier.

Website created for aspiring Artist-Technologists: <https://arttech.mason.digital/>

Future Work

RQ: How are AI and AR/VR most likely to affect future Artist-Technologists' job opportunities and work conditions?

- New job opportunities in media content production
- Potential for empowering free-lancers to be more self-sufficient, and for reducing barriers to entry for under-represented populations

→ *Need for systematic job landscape analyses + research about needed skills*

Future Technology

RQ: What new AI and AR/VR applications may be most impactful for future Artist-Technologists?

- Potential for radically new art creation processes and products
- Biggest limitation is the (in)ability of artists to make use of existing tools

→ *Need for new user-friendly interfaces + processes to create them that include artists' input*

Future Workers

RQ: How can we best prepare Artist-Technologists to be successful in their future jobs/roles?

- Need for more tech knowledge and skills AND conducive mindsets
- Need to be able to work and communicate effectively with technologists in teams

→ *Need for new education interventions – both at college, and earlier focusing on under-represented populations*

3-minute video + discussion board about implications for K-12 education:
<https://stemforall2022.videohall.com/presentations/2484>