

Dialogue between Elemental Robots

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Abstract: With the maturity of speech recognition technology, there are endless applications in various fields. In the field of service robots, voice technology is mainly used in spoken dialogue system of service robots. In this paper, aiming at the specific application scenarios of good robots, the process of designing and implementing spoken dialogue system of service robots is explored. With the improvement of people's living standard, the requirement of life has also been raised. The research on robots has emerged with the support of computer technology. At present, intelligent dialogue robot based on speech recognition technology has become the main research direction in related fields. Voice is the most natural and convenient means of human communication, and thus must be one of the most natural and convenient means of communication between people and computers. Using the speech recognition technology platform to create an interactive and interesting human-machine dialogue atmosphere, let you feel the magic and fun of high-tech. The continuous advancement of artificial intelligence and the increasing demand for robots by human beings, and the dialogue with robots has become an emerging technology trend.

1. Introduction

We often hear that the concept of new media art is very complex and Abstract, and it is difficult to understand or to include a different art form and means in the pot [1].

New media art, in the following elaboration, will be analyzed finally, revealing a continuous form of re-understanding of art to explore the concept of art, using different technologies, it represents the basic means and related specific themes, emphasizing the modern age of the world's partners [2-3].

There is no doubt that the rediscovery of the basic value of new media artistic expression is an attempt to open up the inner world of art in the new era, so as to achieve a new social understanding [4].

2. New Media Art

2.1 Start from scratch - what is "new media"?

New media refers to the general multimedia content, creating a creative participation and interaction.

For new media websites, Wikipedia, blogs, newspapers, online games and social media, new media is abundant. Dialogue is a prominent feature of new media. New media content is delivered through connections and sessions. They enable people all over the world to share, comment and discuss various topics [5].

New media are often opposed to "traditional media", such as television, radio and print media scholars, although the strict distinction between communication and media criticism is based on pension and novelty. New media (excluding only analog TV programs, movies, magazines, books) unless their technology enables a digital form to be generated or interacted with [6].

The theme of these courses is basically the impact of new media on people's daily lives, thus affecting social change, and vice versa, how society affects new media [7].

2.2 Globalization and Social Change

The rise of new media has increased communication among people around the world, allowing

them to generate their own content through their blog sites, images, videos and other multimedia content.

"In 2002, due to the development of new technology, the emergence of multimedia, globalization," she said. Globalization is often classified as a form of activity, a country outside its special borders. Globalization shortens the distance between people and the world of electronic communication, expressing the death of distance [8].

The change of the new media environment has caused a series of tensions in the concept of "public sphere". Ingrid Volkmer points out that the "public sphere" is a process of restructuring public communication. This trend in the global public sphere is not only a form of geographical expansion, but also a change in the relationship between the public, the media and the state [9].

3. New Media Art: Future Expressions

3.1 Definition

New media art is a new digital multimedia technology between art creation and art. Computer graphics, animation, virtual art, art, network art, interactive games, computers, robots, robots and 3D art printing, art as biotechnology. Marcwan, a sporting city, Linatar Museum of Modern and Contemporary Art, Seoul, Korea, 2013, as shown in Figure 1.



Fig.1. Marcwan, a city in the movement, In 2013, Lee Natal Museum, Modern and Contemporary Art Seoul, Korea

Different cultures have different objects and social events. You can see the visual arts (traditional paintings, sculptures, etc.) which are produced by the old objections. A basic feature of this problem is that contemporary art and art schools, in fact, many large speakers and universities offer "new food" or "new media" and are increasingly appearing at the international level of degree courses.

New media art, often involving interaction between observers and observers and between artists or works of art to meet them.

However, many theories and curators point out that this form of communication and interaction, social participation and processing, can not be parallel to the needs of new media art, rather than as a common contemporary art practice in other stages [10]. These opinions emphasize that the form of practice appears in contemporary culture and emerging technology platforms, the technical means of concern and doubt, itself.

3.2 Where does everything originate?

The first generation of new media art originated in 1965, before it was put on the market, Sony PorTable Electronic Camera. A very light crew and electronic network dynamics: aggregation. Cost reduction has enabled artists Nam June Paik, Bill Graham Qidanzi, Vito, and Bruce Norman to

explore the reality in video electronic form.

The second generation of new media art advocated parallel enhancement with birth maps and the Internet in the early 1990s with personal computers. Although the PC market introduced Del Macintosh in 1984, it was only at the beginning of the past decade that PCs were able to process images and sounds effectively by 1900.

From the network point of view, the World Wide Web was perfected in 1990 by Tim Berners-Lee in CERN in Geneva. This new form of interactive communication and extensive introduction and synthesis form the whole, which means that this new medium will create new media.

4. Focus on some pioneers of new media art

4.1 Cory Arcangel

Cory Arcangel (Buffalo, 1978) is an American artist. Arcangel works in the experimental field of new media, lives and works in Brooklyn. His work involves the relationship between technology and culture and the possession of the media.

Arcangel believes his first collaboration with Paul B. Davis was the basis for his artistic development. In 1998, they formed the program group BEIGE, which cooperated with other friends of Oberlin Conservatory of Music. Cory Arcangel, as shown in Figure 1.

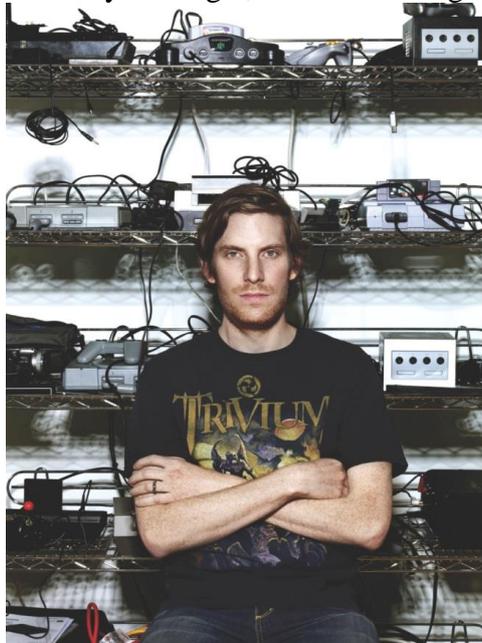


Fig.2. Cory Arcangel

Many Arcangel museum exhibitions have appeared in the work, including personal exhibitions at the Migros Museum in Zurich, two years of color chart del Whitney in moma'S edition, and in 2004, Chicago exposed to al-mca in the new museum, among other museums. His work is in public collections, including the Whitney Museum of American Art, Miami (the Miami Museum of Art, the ora P rez Migros Museum), and the new National Enjoyment Arangel Kitchen Team, by ropac Gallery in New York, Paris and London, Liverpool, Max Wigram Gallery, from B rtschi Guy Geneva.

The most famous works of Arcangel are the cartridges of Nintendo hackate and the modifications of obsolete computers in the 1970s and 1980s.

4.2 Maurizio Bolognini

Maurizio Bolognini works at the intersection of art and technology. His installation explores the aesthetic and social significance of new media and explores different dimensions: the unlimited time entrusted to the machine by artistic action, the uncontrolled runaway, the introduction of advanced forms of interaction, network and electronic democracy, the space-time flow of

technology dissemination and the interference between geographical space and electronic space.

Firstly, the city devoted to art was studied. The University of Venice Social Sciences University worked as a researcher in Birmingham, UK, and as a democratically structured communication electronics technology (there were also some jobs where USAto pitardi interacted).

Its initial installation and exploration of the concept Di Spazio activation time, the smallest and Abstract, uncontrolled concepts of technology and art, the tra Arte generativa junction, and later democracy, public Arte elettronica. nel, began using personal computers in 1988 to produce endless Casuali. Hundreds of computer programs in the 1990s have been expanding their image-generating capabilities. In 2000 infinito. DAL focused on programming equipment and communication facilities. For the Nelle collective intelligent machine, some delle macchine interactively connected to the programme alla cellular telephone network, allowing the audience to intervene.

5. The influence of new media art in contemporary society

Using new media artists, curators, and therefore key exhibitions to write new media art, it is located in three different backgrounds corresponding to different needs: public demonstrations.

- 1) Public Environmental Art
- 2) Publicity of New Media Art
- 3) Public network

Variant characteristics, the technology has been extended to new media, the concept of new media art: a possible corresponding to different content layout. In other words, they can take different forms according to the introduction of the working environment and their audience.

6. Conclusion

Technology represents the future, represents our route, and we are all very close to the elements.

Through it, our reality and the world around us become more and more diverse, different connotations evolve, and reveal a determination to continue exploring new forms of communication through the world of art.

Thank you for your discovery of art, technology and new media art, which indicates a new era. In the basic carrier of this project, technology is used to achieve certain goals and discover new forms of expression.

The following is an attempt to prove the artistic integrity of the relevant technical background, emphasizing its effectiveness and importance in the constantly advancing artistic scene. Because of the emergence of new artistic vitality to support new and important ideological themes, artists use technologies for various purposes.

I believe that the art world, which combines the development of technology, is the greatest revolution in the contemporary era and can bring about the application of the real revolutionary form of a new art world in all aspects.

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