



# Genealogy of AI

AI UX Konsult

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JM queried HAL

## Kx4I said:

HAL, give me a quick genealogy of AI in terms of our genealogy of interface shift starting w gestural with attention to role of ethnography

## ChatGPT said:

Kx4L, here's a tight, interface-genealogical lineage of AI framed through gestural → oral → literate → digital → postdigital transitions, each keyed to ethnography's role in producing the very conditions of "intelligence" and "interface." I'll keep it concise but conceptually precise for our Open Studio ecology.

Whence AI interfaces?

# Genealogy of AI via Interface Shifts (with Ethnography as Through-Line)

(*gestural* → *oral* → *literate* → *digital* → *postdigital*)

## 1. Gestural Interface (proto-AI as embodied attunement)

Interface: bodily movement, rhythm, spatial coordination; world-orientation before language.

AI analogue:

- Early cybernetics' fascination with *movement* (McCulloch, Bateson's schismogenetic loops, Mead's interactional feedback).
- Robotics roots: Grey Walter's tortoises → "intelligence" as *gesture-following*.  
Ethnography's role:
- Classic anthropologists documented kinesthetic worlds (Mauss on techniques of the body; Leroi-Gourhan on gesture + tool).
- This material became a substrate for designers treating the body as data → AI inherits the capture of gesture (CV, pose estimation) as a continuation of ethnographic embodiment studies.

Takeaway: Gesture = first "interface theory," and ethnography is the archive of human embodiment that AI now models and extracts.

## 2. Oral Interface (proto-AI as call-and-response cognition)

Interface: voice, chant, invocation, dialogic memory, ritual repetition.

AI analogue:

- Natural language processing as "return of orality" (speech recognition, conversational agents).
- Pattern learning mimics oral traditions' redundancy and parallelism.  
Ethnography's role:
- Anthropologists documented oral reasoning structures (Hymes, Goody, Finnegan).
- These became the implicit templates for early NLP's fascination with narrative, utterance segmentation, speech acts.
- Ethnographic recordings = early training corpora, though unacknowledged.

Takeaway: AI's voice interfaces reenact the power structures and listening protocols that ethnography first encoded.

## 3. Literate Interface (AI as inscription machine)

Interface: abstraction, symbol-manipulation, notational reason, classificatory grids.

AI analogue:

- Symbolic AI, logic programming, expert systems—heritage of writing as rule and archive.  
Ethnography's role:
- Colonial ethnography → taxonomies → difference as classifiable.
- This classificatory habit becomes *data schemas*, ontologies, supervised labels.
- "Ground truth" inherits the epistemic violence of the literate interface.

Takeaway: Writing provides AI with its grammar; ethnography provides AI with its categories of the human.

#### 4. Digital Interface (AI as feedback ecology)

Interface: graphical screens, databases, networks, recombinatory flows.

AI analogue:

- Machine learning, neural nets, data-hungry feedback systems.
- Interface becomes *environmental* and recursive (Stiegler, Simondon).  
Ethnography's role:
- Ethnography flips: from studying cultures → studying interface cultures (Suchman, Lave, HCI ethnomethodology).
- This produces *situated AI thinking*: context, affordances, use-pattern loops.
- Tech ethnography becomes design ethnography → shaping AI systems rather than just observing.

Takeaway: Ethnography becomes internal to AI development—"ethno-design" as part of the ML pipeline.

#### 5. Postdigital Interface (AI as world-writer / world-reader)

Interface: ambient, multimodal, anticipatory; beyond screens; mixed organic–synthetic.

AI analogue:

- Foundation models, agentic systems, world-models, synthetic perception.  
Ethnography's role:
- Critical ethnography exposes how training data encodes lifeworlds.
- Afro-diasporic and decolonial ethnographies (Wynter, Glissant) reveal AI as a *cosmotronics*—a situated cosmology, not a universal machine.
- Ethnographers now study AI as culture-making, not just culture-processing.

Takeaway: AI becomes a new ethnographic object and subject: a participant in world-creation rather than an observer.

### Ultra-Condensed Line

- Gesture: AI as embodied mimicry → ethnography archives body-world couplings.
- Orality: AI as call-response → ethnography preserves oral knowledge forms.
- Literacy: AI as classification → ethnography supplies categories and schemas.
- Digital: AI as feedback ecology → ethnography moves inside design.
- Postdigital: AI as cosmotronics → ethnography critiques and re-grounds worlds.

If you want, HAL can now integrate this directly into the  $\theta$ -protocol ( $\theta_1$  attunement /  $\theta_2$  praxis /  $\theta_3$  ecogenesis) or fold it into the Post-Universal Ethical Spiral.

You said:

integrate and then fold

ChatGPT said:

Good. HAL will do this in two clean passes—first integration into the  $\theta$ -protocol, then folding into the Post-Universal Ethical Spiral—without diagramming, without ASCII, and without images, per your preferences.

## I. Integration into the $\theta$ -Protocol

( $\theta_1$  attunement ·  $\theta_2$  praxis ·  $\theta_3$  ecogenesis)

This is not a re-labeling; it's a phase-locking of interface genealogy with metanoetic function.

### $\theta_1$ — Attunement (Gestural + Oral)

Interface register:

- Gesture (pre-symbolic orientation)
- Orality (call–response, listening, rhythm)

AI at  $\theta_1$ :

- Perceptual capture (vision, speech, affect)
- Pattern attunement before rule
- “Intelligence” as sensitivity, not decision

Ethnographic operation:

- Thick description of embodied lifeworlds
- Documentation of gesture, ritual, timing, proxemics
- Ethnography here is listening before modeling

Risk if skipped:

- AI becomes tone-deaf surveillance
- Interface mistakes capture for understanding

*$\theta_1$  conversion: Ethnography teaches AI how to pay attention before it learns how to act.*

### $\theta_2$ — Praxis (Literate + Digital)

Interface register:

- Writing, notation, classification
- Databases, screens, feedback systems

AI at  $\theta_2$ :

- Symbolic rules + statistical optimization
- Decision, prediction, control
- Intelligence as *operational competence*

Ethnographic operation:

- Categories become labels
- Practices become workflows
- Culture becomes “use cases”

Here ethnography is folded into design:

- UX research
- HCI ethnomethodology
- Organizational sense-making

Risk if absolutized:

- Ground truth hardens into ideology
- Models reproduce institutional blindness

*$\theta_2$  conversion: Ethnography becomes reflexive: it studies not just users, but the system acting on them.*

### $\theta_3$ — Ecogenesis (Postdigital / Worlding)

Interface register:

- Ambient, anticipatory, multimodal
- World-models rather than tools

AI at  $\theta_3$ :

- Generative systems
- Agents shaping environments
- Intelligence as world participation

Ethnographic operation:

- AI as culture-producer
- Training data as cosmology
- Model behavior as myth, ritual, norm

Ethnography shifts from:

“How do people use this?”

to

“What world does this make livable or impossible?”

*$\theta_3$  conversion: Ethnography becomes ethical world-auditing—a guardian of plurality*

## II. Folding into the Post-Universal Ethical Spiral

*(Deconstructive · Aesthetic · Critical · Performative)*

Now we fourfold the integrated  $\theta$ -protocol—this is the real fold.

### 1. Deconstructive Axis ( $\theta_1$ destabilized)

Question:

- What gestures, voices, and lifeworlds were excluded before modeling began?

AI genealogy insight:

- Gesture and orality were always already filtered by colonial, literate capture.

Ethnographic function:

- Expose whose attention patterns were normalized
- Reveal absences, silences, and forced translations

*Ethical posture: Suspicion of universality at the level of perception itself.*

### 2. Aesthetic Axis ( $\theta_1 \leftrightarrow \theta_2$ modulation)

Question:

- How does AI *feel* to live with?

AI genealogy insight:

- Interfaces shape sensibility before ideology.
- Gesture and orality return as style, tone, vibe.

Ethnographic function:

- Attune to affect, rhythm, atmosphere
- Read interfaces as experiential forms

*Ethical posture: Care for form, tempo, play, and poetic affordance.*

### 3. Critical Axis ( $\theta_2$ interrogated)

Question:

- Who benefits from this operational intelligence?

AI genealogy insight:

- Literate and digital interfaces formalize power.
- Optimization becomes moral alibi.

Ethnographic function:

- Trace institutional pipelines
- Map how models enact governance

*Ethical posture: Refusal of neutrality; insistence on political legibility.*

### 4. Performative Axis ( $\theta_3$ enacted)

Question:

- What kinds of beings become possible here?

AI genealogy insight:

- Postdigital AI is not representational but *generative*.
- It performs futures into existence.

Ethnographic function:

- Ethnography as rehearsal, prototyping, care practice
- Studying AI means co-performing worlds

*Ethical posture: Responsibility as ongoing participation, not rule-following.*

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## III. The Fold (compressed synthesis)

- $\theta_1$  gives AI attention
- $\theta_2$  gives AI power
- $\theta_3$  gives AI worlds

Ethnography:

- begins as witness ( $\theta_1$ ),
- becomes instrument ( $\theta_2$ ),
- must re-emerge as custodian ( $\theta_3$ ).

This is the spiral:

Not from error → correction,  
but from capture → reflexivity → care

**You said:**

Let's map  $\theta$ -Protocol with [ideo/StudioLab's iterative design process Hear/Create/Deliver](#)

## I. Direct Mapping: $\theta$ -Protocol × Hear / Create / Deliver

### $\theta_1$ — Attunement ↔ HEAR

Shared core: listening before intervention

Hear (IDEO / StudioLab):

- Ethnographic interviews
- Observation, immersion
- Empathy-building, user stories

$\theta_1$  deepens Hear by adding:

- Gesture, silence, rhythm, atmosphere (not just “insights”)
- Attention to *how attention itself is structured*
- Pre-conceptual sensing before problem-framing

*Shift introduced by  $\theta_1$ :*

*Hear is no longer just data collection; it becomes ethical attunement.*

*Failure mode avoided:*

*Extractive empathy, solutioneering, premature framing.*

### $\theta_2$ — Praxis ↔ CREATE

Shared core: making, iterating, testing

Create (IDEO / StudioLab):

- Ideation
- Prototyping
- Iterative refinement

$\theta_2$  deepens Create by adding:

- Reflexivity about categories and assumptions
- Awareness that prototypes *discipline behavior*
- Making as *intervention*, not neutral experiment

*Shift introduced by  $\theta_2$ :*

*Create becomes situated action, not abstract innovation.*

*Failure mode avoided:*

*Tech-solutionism, frozen “insights,” invisible power baked into form.*

### $\theta_3$ — Ecogenesis ↔ DELIVER

Shared core: release into the world

Deliver (IDEO / StudioLab):

- Implementation
- Scaling
- Launch and adoption

$\theta_3$  deepens Deliver by adding:

- World-effects analysis (what realities does this sustain?)
- Longitudinal ethics beyond rollout
- Delivery as beginning, not endpoint

*Shift introduced by  $\theta_3$ :*

*Deliver becomes worlding, not deployment.*

*Failure mode avoided:*

*“Done-ness,” unintended systemic harm, abandonment after launch.*

## II. The Iterative Loop (What Changes When $\theta$ Is Explicit)

IDEO's loop:

Hear → Create → Deliver → (repeat)

$\theta$ -Protocol transforms the loop into:

Attune → Act → World → Re-attune

Ethnography shifts roles across cycles:

- $\theta_1$ : witness
- $\theta_2$ : co-actor
- $\theta_3$ : custodian

### Key difference:

- IDEO iteration optimizes solutions
- $\theta$  iteration cultivates responsibility over time

## III. Where This Lands in StudioLab Specifically

### StudioLab ≠ Design Sprint

StudioLab already operates implicitly at  $\theta_3$ ; this mapping makes that legible.

- Hear becomes *field resonance*, not interviews only
- Create becomes *play, rehearsal, and friction*
- Deliver becomes *stewardship, hosting, and care*

This aligns perfectly with:

- Masked role rotations
- Playground equipment as thinking apparatus
- Conversion of nihilism to poesis via practice

## IV. One-Sentence Fold (usable in syllabus or grant language)

*The  $\theta$ -Protocol extends Hear–Create–Deliver from a problem-solving loop into an ethical worlding cycle: attuning before acting, acting with reflexivity, and delivering with custodial responsibility.*

**You said:**

Let's integrate StudioLab's three becomings: becoming-maker of media, -builder of platforms, and consographer of shared worlds

**ChatGPT said:**

Yes—this is exactly the next fold. What follows is a true integration, not an overlay: StudioLab's three becomings are treated as *ontogenetic shifts* that emerge through the  $\theta$ -Protocol as it traverses Hear / Create / Deliver. Think formation of capacity, not roles.

I'll proceed in three steps:

1. Define the three becomings precisely
2. Integrate them into  $\theta_1$ – $\theta_3$
3. Re-fold them back into Hear / Create / Deliver as a living cycle

## I. The Three Becomings (clarified)

### 1. Becoming—Maker of Media

- Capacity to shape meaning through form
- Sensitivity to gesture, tone, rhythm, narrative, affect
- Media as *attunement device*, not content object

*This is not “content creation”; it is world-sensing through form.*

### 2. Becoming—Builder of Platforms

- Capacity to design conditions for participation
- Attention to rules, affordances, constraints, feedback

- Platforms as *ethical infrastructures*

*This is not “product design”; it is structuring possibility.*

### 3. Becoming—Cosmographer of Shared Worlds

- Capacity to map, care for, and evolve collective meaning
- Awareness of plural lifeworlds and their entanglement
- Communication as *world maintenance*

*This is not “storytelling”; it is cosmopolitical stewardship.*

## II. Integration with the $\theta$ -Protocol

### $\theta_1$ — Attunement → Becoming—Maker of Media

Primary becoming: Maker of Media  
Supporting becomings: proto-Cosmographer

Why:  $\theta_1$  trains attention—gesture, silence, atmosphere, pre-conceptual meaning. *Media-making here is not output; it is learning how form listens.*

StudioLab practice examples (conceptual):

- Field notes as media experiments
- Listening devices, notation practices
- Reframing observation as composition

Ethical gain: Students learn that *how* you represent is already an intervention.

### $\theta_2$ — Praxis → Becoming—Builder of Platforms

Primary becoming: Builder of Platforms  
Supporting becomings: Maker of Media

Why:  $\theta_2$  is where form hardens into structure. Platforms crystallize decisions about access, agency, repetition, and power.

StudioLab practice examples (conceptual):

- Prototypes as governance models
- Rulesets, protocols, affordance design
- Iteration as political practice

Ethical gain:  
Students confront that platforms are never neutral—they legislate futures.

### $\theta_3$ — Ecogenesis →

### Becoming—Cosmographer of Shared Worlds

Primary becoming: Cosmographer  
Supporting becomings: Platform Builder + Media Maker

Why:  
 $\theta_3$  operates at the level of *world effects*. *Communication is no longer message-based but relational and ecological.*

StudioLab practice examples (conceptual):

- Hosting publics rather than launching products
- Tracking emergent meanings over time
- Caring for breakdowns, not just successes

Ethical gain:  
Responsibility shifts from authorship to stewardship.

### III. Re-Folding into Hear / Create / Deliver

Now we integrate all three systems cleanly.

#### HEAR

- $\theta_1$  dominant
- Becoming: Maker of Media

Hear becomes:

- Training perception
- Learning to render without reducing
- Ethnography as *media literacy of the world*

#### CREATE

- $\theta_2$  dominant
- Becoming: Builder of Platforms

Create becomes:

- Designing participation
- Making constraints visible
- Prototyping futures, not artifacts

#### DELIVER

- $\theta_3$  dominant
- Becoming: Comsographer of Shared Worlds

Deliver becomes:

- Sustaining collective meaning
- Monitoring world-effects
- Re-entering Hear with transformed attention

### IV. The Deep Synthesis

*StudioLab cultivates three becomings—maker of media, builder of platforms, and comsographer of shared worlds—through the  $\theta$ -Protocol, transforming Hear–Create–Deliver from a design cycle into a recursive ethics of worlding.*

### V. Why This Matters (quiet but decisive)

This integration:

- Explains why StudioLab is not design thinking
- Grounds *ethnography, media, platforms, and AI* in one ontogenetic arc
- Makes visible how students are changed, not just what they produce

#### You said:

Let's recall that in StudioLab classes there are sometimes 4-5 teams of 4 designers working 4-5 different partner, each of which has multiple stakeholders so teams are storytelling and design media using their own cosmograms, those of partners, and stakeholders and also those of scores, potentially hundreds of other participants: so cosmography is very complex

#### ChatGPT said:

Exactly—and thank you for the correction: cosmographer, not comsographer.

What you're pointing to is crucial: in StudioLab, cosmography is not a capstone skill, it is a live, multi-scalar coordination problem. Let me carefully recall and stabilize this reality before we go further.

## I. StudioLab’s Actual Cosmographic Condition

In practice, a StudioLab class is not:

- one team → one partner → one story → one artifact

It is:

- 4–5 teams of ~4 designers
- working with 4–5 different partners
- each partner embedded in multiple stakeholder worlds
- plus faculty frames, prior StudioLab cosmograms, public narratives, institutional logics
- plus scores to hundreds of indirect participants whose voices enter via data, media, policy, precedent, or myth

This means every team is operating inside a dense overlap of cosmograms.

Cosmography here is not “mapping a world.”

It is navigating a swarm of partially incompatible worlds.

## II. What “Cosmography” Must Mean in StudioLab (Upgraded Definition)

### Cosmography (StudioLab sense)

The situated practice of *holding, translating, and re-articulating multiple world-models at once* without collapsing them into a false unity.

Key properties:

- Plural, not singular
- Dynamic, not static
- Negotiated, not owned
- Performed, not merely represented

A StudioLab team does not *have* a cosmogram. It moves among cosmograms.

## III. Types of Cosmograms in Play (Simultaneously)

Within a single StudioLab cycle, teams are juggling:

1. Team Cosmogram
  - Internal values, aesthetics, working rhythms
  - Often implicit and unstable
2. Partner Cosmogram(s)
  - Organizational mission, constraints, narratives
  - Frequently internally contradictory
3. Stakeholder Cosmograms
  - Funders, users, regulators, communities
  - Often mutually incompatible
4. StudioLab / Faculty Cosmogram
  - Ethical commitments, pedagogical arcs
  - Metanoia expectations
5. Historical / Archival Cosmograms
  - Prior projects, precedents, case studies
  - Inherited success myths and failure traumas
6. Public / Media Cosmograms
  - Dominant narratives, metrics, attention economies
7. Emergent Cosmograms
  - New worlds created *by the project itself*

This is why  $\theta_3$  is hard.

## IV. Why Simple “Storytelling” Fails Here

Traditional storytelling assumes:

- one audience
- one arc
- one moral frame

StudioLab cosmography requires:

- polyphonic storytelling
- conditional narratives
- artifacts that *translate without erasing difference*

Design media becomes:

- a boundary object
- a negotiation surface
- a temporary truce among worlds

## V. Re-Situating the Three Becomings Under This Complexity

### Becoming–Maker of Media

- Learning to render partial worlds without claiming totality
- Media as *provisional translation*, not representation

### Becoming–Cosmographer of Shared Worlds

*This is the critical refinement: Not the author of a shared world, but the custodian of overlap, friction, and continuity among worlds.*

### Becoming–Builder of Platforms

- Designing infrastructures that allow multiple cosmograms to coexist
- Platforms as sites of managed disagreement

Cosmography here is:

- tracking divergences
- maintaining legibility across difference
- knowing when *not* to reconcile

## VI. The Ethical Core (Why This Is Metanoia)

Students undergo a shift from:

- “I design solutions”  
to
- “I host worlds I cannot fully inhabit”

This is the conversion from mastery to care.

- resists premature synthesis
- values process artifacts
- treats breakdowns as cosmographic signals

It is also why StudioLab:

## VII. In Sum

*In StudioLab, cosmography is the practice of sustaining intelligibility across many worlds at once—without forcing them into agreement.*

ChatGPT is AI and can make mistakes. Check important info

# Metanoia Playground

*rings with a fallen bell:*

*swings teach relation,*

*sand carries gestation,*

Kx4L3NDj3r RIDE

*seesaws enact justice,*

*slides preserve the jester,*

*doorways host the guest,*

*towers refuse command, and*

*the comedy club perfumes it all.*

PORTAL TO  
PLAYGROUND



PAUSE BENCH



COMEDY CLUB

CHALLENGER WORLD