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AI & SOCIETY
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Springer

Call for Papers: Special issue on *Ways of Machine Seeing*

How do computers change the way we see the world? This special issue brings together researchers from a wide range of disciplines to explore the entanglement of machines and seeing from new critical perspectives. The issue takes its point of departure John Berger's 1972 BBC documentary series *Ways of Seeing*, which had an enormous impact on both popular and academic views on visual culture and a politics of representation. It presented a radical socio-economic understanding of western art history – and emphasised that the relation between what we see and what we know is never settled. We seek to explore, half a century later, how these ideas can be understood in the light of state-of-the-art technical developments in machine vision and algorithmic learning: and what and how we see and know is further unsettled.

Can Berger's assertion that "every image embodies a way of seeing" be brought into fruitful dialogue with the concerns of researchers exploring contemporary technologies of vision, in a world where the theorisation of vision as a series of information-processing tasks profoundly affects the production, reception and circulation of all kinds of images? Does this require a perspective able to translate from the technical understanding of self-driving cars and robots which "see" in order to work in a factory, to a cultural understanding of the meaning of images that have been selected algorithmically? And does this perspective open critical paths for discussing both new dynamics between viewer and viewed, and the affects produced by these dynamics on embodied human experience?

The special issue is inspired by *Ways of Machine Seeing*, an ongoing collaborative research project developed by Anne Alexander, Alan Blackwell, Geoff Cox and Leonardo Impett at the University of Cambridge (e.g. http://www.crassh.cam.ac.uk/events/27234).

We invite submissions from both technical specialists in machine seeing, humanists and art scholars, and that relate explicitly or implicitly to the expression "ways of machine seeing", either in its technical or metaphorical uses, and that also fit within the journal's general scope. Trans-disciplinary articles that combine technical research with theoretical reflection are specifically encouraged, but articles that do either are welcome.

Topics
Submissions may include, but are not limited to:
- how developments in machine vision morph or unsettle the relations between what we see and know.
- the social and political implications of machine vision and of the automation of the image; images by machines for machines.
- visual-algorithmic hegemony, changed social dynamics and aesthetic judgement.
- how political and artistic discussion can shape scientific research in the field of machine learning and especially deep learning.
- the wider discussion on 'learning'; epistemological and pedagogical issues inspired by visual and algorithmic literacy.
- consideration of the types of seeing that machine vision does; enhanced understanding of images, classification systems and curation in relation to taste and its statistical formation.
- ways of seeing framed by the notion of eye and gaze, particularly in relation to authority and disembodiment.
- visual and computational processes of subjectivation, political agency and algorithmic governmentality.

***AI & Society* submissions**
Abstracts of a maximum of 750 words should submitted through the Conference Management System (https://cmt3.research.microsoft.com/WMS2019/) no later than **30 July 2019**. The journal is organized in the following sections:
   a) full-length scholarly articles;
   b) research in progress and reflections;
   c) exposition of artistic research or practice that relates to "ways of machine seeing";
   d) Student Forum for young researchers;
   e) Book Reviews and News;
   f) Curmudgeon Corner for the opinionated.

Review process
Contributions will be reviewed following standard double-blind peer review practice: the reviewers should not be aware of the identity of the authors, and vice versa. Please only submit fully anonymized abstracts and articles - print-ready versions will be requested at a later stage. Please note that acceptance of an abstract does not ensure final publication, as all complete articles must go through a final review process.

Schedule
30 July 2019: due date for abstracts.
15 September 2019: notification of acceptance.
1 December 2019: full articles to be submitted for final review.
Anticipated publication date is Spring/Summer 2020.

More information on *AI & Society* can be found at https://link.springer.com/journal/146
Submissions should be made through https://cmt3.research.microsoft.com/WMS2019/

AI & Society: Knowledge, Culture and Communication, is an International Journal publishing refereed scholarly articles, position papers, debates, short communications, and reviews of books and other publications. Established in 1987, the Journal focuses on societal issues including the design, use, management, and policy of information, communications and new media technologies, with a particular emphasis on cultural, social, cognitive, economic, ethical, and philosophical implications. *AI & Society* has a broad scope and is strongly interdisciplinary. We welcome contributions and participation from researchers and practitioners in a variety of fields including information technologies, humanities, social sciences, arts and sciences. This includes broader societal and cultural impacts, for example on governance, security, sustainability, identity, inclusion, working life, corporate and community welfare, and well-being of people. Co-authored articles from diverse disciplines are encouraged.