

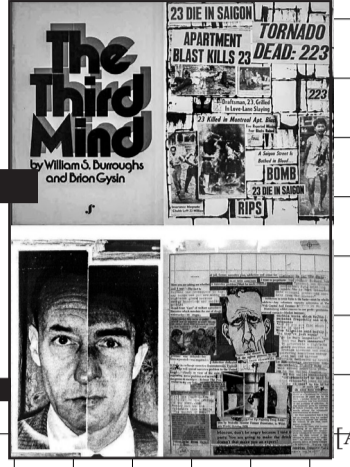
"RANDOMNESS AS A RESPONSE TO PROBLEM SOLVING"

SYNOPSIS

In the articles, "The Cut-Up Method of Brion Gysin"[1] by Burroughs and "Computing Machinery and Intelligence"[2] by Turing, (old) new media is characterized by the relation of several concepts: Experiences, recombination, random methods as the solution, stimuli and the computational mind, are some of the main concepts present in these two articles.

1. EXPERIMENTS

"Cut-ups are for everyone. Anybody can make cut ups. It is **experimental** in the sense of being something to do. Right here write now. Not something to talk and argue about." [1]



2. RECOMBINATION

"Burroughs indicates, rather, that randomness and **ombination** be used by an author as an intermediate step in composition. The surrealists were uninterested in tossing dice unless the throw might help to coax something up from the unconsciousness." [1]

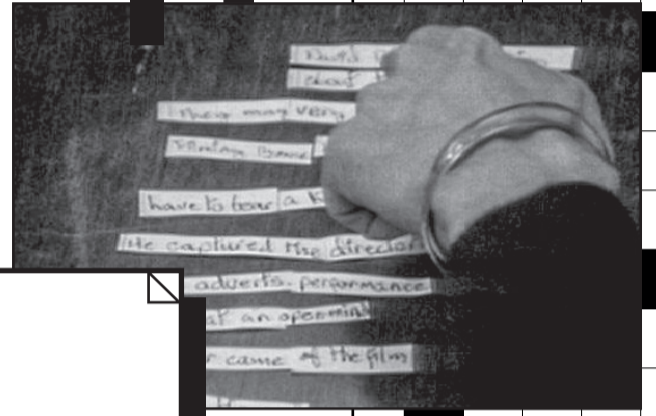
2. RANDOMNESS

"In the summer of 1959 Brion Gysin painter and writer cut newspaper articles into sections and rearranged the sections at **random**." [1]

"(...)introduces the cut-up **method of random** action into game and military strategy: (...) by **random factor** your opponent will gain no advantage from knowing your strategy since he can not predict the move." [1]

"It is probably wise to include a **random element** in a learning machine. A **random element** is rather useful when we are searching for a solution of some problem." [2]

"Suppose the digital computer contains a **random number** generator. Then it will be natural to use this to decide what answer to give. But then the **random number** generator will be subject to the psycho-kinetic powers of the interrogator. Perhaps this psycho-kinesis might cause the machine to guess right more often than would be expected on a probability calculation, so that the interrogator might still be unable to make the right identification." [2]



2. STIMULI

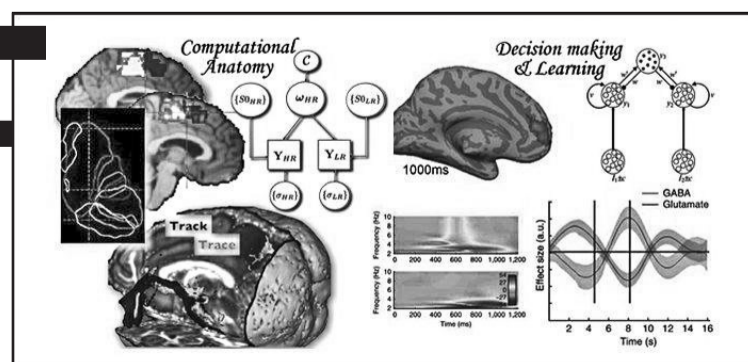


"You cannot will spontaneity. But you can introduce the unpredictable spontaneous factor with a pair of scissors." [1]

"This does not imply that it may not be possible to construct electronic equipment which will 'think for itself', or in which, in biological terms, one could set up a conditioned reflex, which would serve as a basis for 'learning.' Whether this is possible in principle or not is a **stimulating and exciting question**, suggested by some of these recent developments. (...)" [2]

2. COMPUTATIONAL MIND

"In considering the functions of the mind or the brain we find certain operations which we can explain in purely mechanical terms. This we say does not correspond To the real mind: it is a sort of skin which we must strip off if we are to find the real mind. But then in what remains we find a further skin to be stripped off, and so on. Proceeding in this way do we ever come to the "real" mind, or do we eventually come to the skin which has nothing in it? In the latter case **the whole mind is mechanical**." [2]



REF.

- [1] Burroughs, 1963. The Cut Up Method of Brion Gysin. The New Media Reader. Cambridge, Massachusetts: MIT Press.
- [2] Turing, 1950. Computing Machinery and Intelligence. The New Media Reader.
- [A] Burroughs, Turing, (1977), The Third Mind.
- [B] The cut-up technique.
- [C] Burroughs, 1963. The Cut Up Method of
- [D] Henri Michaux, Untitled Chinese Ink Drawing, (1961), in TATE <https://www.tate.org.uk/art/art-terms/a/automatism>
- [E] Computational Neuroscience (2021), UNIVERSITY OF OXFORD, MEDICAL SCIENCES DIVISION.