

# Representation and Intelligence

Computational Design Lecture Series  
Spring 2021

**2/25,**  
Thursday // 5pm

**Cristobal Valenzuela**

Co-Founder

@ Runway AI

Creative AI with Runway

**3/09,**  
Tuesday // 5pm

**Dr. Hui Li**

Senior Principal Research Scientist

@ Autodesk Robotics Lab

Reinforcement Learning for  
Robotic Assembly of Timber Joints

**3/30,**  
Tuesday // 5pm

**Dr. Rebecca Fiebrink**

Reader at Creative Computing Institute

@ University of the Arts, London

Wekinator Developer

Using Data & Machine Learning  
to Support Human Creativity

**4/20,**  
Tuesday // 5pm

**Dr. Marwan Mattar**

Senior Manager of ML

@ Unity

Machine Learning for Game Design



<http://code.arc.cmu.edu/projects/computational-design-lecture-series-spring-21/>



The Spring 2021 Computational Design Lecture Series at Carnegie Mellon University's School of Architecture explores relationships, and tensions, between artificial intelligence (AI) and design. Speakers from both academia and industry will discuss different approaches to using AI methods, and particularly machine learning techniques, in creative contexts. With these lectures we aim at clarifying how approaches to "context" (i.e., sites, materials, tools, and people) in AI align or contrast with those in architecture, art, and design.

This Spring's CD lecture series is supported by the School of Architecture and the Steiner Visitor Invitation Grants by the Frank-Ratchye STUDIO for Creative Inquiry. This series is curated and organized by Ardavan Bidgoli (abidgoli@andrew.cmu.edu) in consultation with Prof. Daniel Cardoso Llach.