

## Anhang Mail-Austausch mit *Mike Cook*, Projekt *ANGELINA*

**Lisa Käde**

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**Von:** Mike Cook [REDACTED]  
**Gesendet:** Dienstag, 16. Februar 2021 15:01  
**An:** Lisa Käde  
**Betreff:** Re: Questions about ANGELINA

Hey Lisa,

Congratulations! Well done on finishing. It's absolutely okay to include our correspondence. Good luck with the end!

Mike

On Tue, Feb 16, 2021 at 10:12 AM Lisa Käde [REDACTED] wrote:

Hi Mike,

I hope you are doing well!

I am just about to finish up my thesis and was wondering if you'd be OK with me including our mail exchange in the appendix just in order for me to be able to cite you properly?

Please let me know if this is OK with you.

Thank you very much!

Best regards

Lisa

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**Von:** Mike Cook [REDACTED]  
**Gesendet:** Freitag, 18. Dezember 2020 18:16  
**An:** Käde, Lisa (IWR) <[lisa.kaede@kit.edu](mailto:lisa.kaede@kit.edu)>  
**Betreff:** Re: Questions about ANGELINA

I am, back in London! I miss Germany very much though. Especially at this time of year, of course.

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*Mail-Austausch mit Mike Cook, Projekt ANGELINA*

Thanks again and let me know if you need anything else! Fröhes Fest!

Mike

On Fri, Dec 18, 2020 at 7:16 AM Käde, Lisa (IIWR) <[lisa.kaede@kit.edu](mailto:lisa.kaede@kit.edu)> wrote:

Hi Mike,

wow, this is exciting! Thank you so much for your replies, I find it fascinating to hear about your visions and your thoughts on copyright. I like to ask this third question (I know that it is rather unusual), because I feel it sometimes indicates how connected a developer feels with a program, whether they see it as a tool for creating their own art or whether they actually want it to do its own thing. After all, copyright is all about the connection of an author and the work.

I started incorporating your answers into my chapter and if it's ok I'll let you know about any more questions as they come up.

Yes, I am based in Karlsruhe! I have never been to Kaiserslautern, unfortunately - you're in the UK now probably?

All the best

-Lisa

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**Von:** Mike Cook [REDACTED]  
**Gesendet:** Mittwoch, 16. Dezember 2020 15:35:24  
**An:** Käde, Lisa (IIWR)  
**Betreff:** Re: Questions about ANGELINA

Ah I just noticed you're based in Karlsruhe! I was living in Kaiserslautern until about three months ago. It's a nice part of the country!

On Wed, Dec 16, 2020 at 2:34 PM Mike Cook [REDACTED] wrote:

Hi Lisa!

Thanks for emailing me. It's really exciting to have interest from scholars in other fields, I learn a lot from talking to you.

> 1. So for starters I'd like to know if your vision for ANGELINA, as I summed it up, is still what you are going for (mainly looking for a confirmation here, but if you want to / can elaborate on any of these that'd be great)

Yes - all of these are still my plans. Some of them may come sooner or later than others. In particular, running playtests with players will be quite challenging I think, from an engineering perspective as well as an AI perspective. But I think this is the way forward. The main change I've made is I've decided to move forward with making ANGELINA a downloadable program. I want to explore how people can incorporate creative AI agents into their lives, and so I'm planning to rework the system (and give it a new name, after 10 years) and allow people to download it and run it on their own computers. I imagine very few people will do so, and at first it will be very broken, but I think it's useful to force myself to do this now because otherwise these things never happen.

I'll still think of my local copy as the 'main' version though, even if it's just in my head :)

> 2. Are you or are you planning on using generative machine learning techniques?

Not currently. I haven't seen anything I'd want to use them for right now. They have a lot of drawbacks for me, particularly their lack of transparency (they're hard to communicate to people, and also people don't have a very good understanding of how they work, and a big goal for me is to make sure people understand the AI and feel like they can relate to its process and what it does). They also require a lot of data to train, usually, and need quick and easy ways to evaluate outputs, and both of those things are quite complicated for game design.

That said, it is possible I could use generative ML for smaller subtasks - for example, generating art for the game (even temporary art we replace later). I don't want to rule that out. But that will be more like ANGELINA using ML as a tool, rather than building ML into ANGELINA.

> 3. Would you feel that someone is infringing upon your copyrights if they copied a game from ANGELINA? If so, do you think that would change the more ANGELINA does it's "own" thing? Or would you say that whatever ANGELINA is able to achieve some day, it would still all be your doing? (This is leaning a little toward Simon Colton's ambition of creating an artist in it's own right.)

Amazing question. I don't think anyone's ever asked me this before.

I think you specifically mean my copyright, as in, Michael Cook's copyright. To that I would say I would not feel they were infringing on my copyright at all, even at this stage where ANGELINA is still quite a basic system. I have actually joked with people that I am quite excited for the day someone steals an idea from ANGELINA, because it will be a very strong evidence that the system invented something cool. People will often say nice things or praise a game, even in user studies, but often they are positively biased or being nice. But if someone stole a game idea? That would mean they thought it was such a good idea it was worth stealing. That would be very exciting.

But no, I don't consider it to be my copyright. That said, I am quite used to the idea of game cloning - it's already quite hard to stop, and it happens quite often in some platforms (like mobile).

I think this might be influenced partly by my position and background? For example, as a researcher I'm quite used to releasing ideas into the public domain. But really, my goal for ANGELINA is for it to create things that I would not have thought of. Sometimes I do add ideas into the system to see if it can make connections between them, so I am having some ideas and seeing if ANGELINA can rediscover them. But even then, my ideas are fairly simple - my goal as a researcher is to have the system surprise me. And if it's surprising me, I feel like it would be wrong for me to claim that idea was mine somehow.

That's not to say I believe the copyright belongs to ANGELINA. I don't really know what that would mean. ANGELINA can't make decisions on its own, it has no motivations or awareness of the concept of copyright even. It also doesn't mean that I wouldn't be tempted to assert copyright. For example, if ANGELINA invented a really good game, and I could fund my research by commercialising that game, it would be tempting. It would mean I could do this research without worrying about other pressures like finding grant funding. So there's some flexibility in my mind, I guess.

But for the most part, I imagine I would just be excited to see someone steal its ideas. :)

Please let me know if you have any more questions! All the best,

Mike

On Wed, Dec 16, 2020 at 1:21 PM Käde, Lisa (IIWR) <lisa.kaede@kit.edu> wrote:

Hi Mike,

this is my email address - and these were the questions I sent you on twitter:

1. So for starters I'd like to know if your vision for ANGELINA, as I summed it up, is still what you are going for (mainly looking for a confirmation here, but if you want to / can elaborate on any of these that'd be great):

- ANGELINA being in a permanently running state (which, from your previous answer, I would assume is a thing you are planning on doing)
- ANGELINA being the one deciding when a game is done, and posting it online (and perhaps also deciding when to start building a game)
- ANGELINA surveying users on how fun the games are to play

- am I missing something / did you change your vision about ANGELINA in any way?

2. Are you or are you planning on using generative machine learning techniques?

3. Would you feel that someone is infringing upon your copyrights if they copied a game from ANGELINA? If so, do you think that would change the more ANGELINA does it's "own" thing? Or would you say that whatever ANGELINA is able to achieve some day, it would still all be your doing? (This is leaning a little toward Simon Colton's ambition of creating an artist in it's own right..)

I guess this is it for now, I was planning on finishing up writing until Christmas, but you probably know how it is... Any information on these questions would definitely be cited in my thesis though :)

Thank you very much for taking the time,

-Lisa

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