



Hello...? Can you talk to me...? When technologies reach obsolescence, our relationship with them changes, but what never changes is our need to reach out to others, connect and share. But what if no one is on the other end of the line? Who is there to hear us? AI has made sure there always is! A 'speech race' is upon us, first we had interactive voice response systems, now with natural language interface systems we have our new 'weavers of speech', these modern day 'voices with a smile' are changing the way we communicate with our phones. Siri, Alexa, Bibxy, Cortana and Google Assistant (shall we call her GAbby?) are all vying for your attention, but what will our budding relationships to these Boy/Girl Fridays blossom into? *Hello Machine - Hello Human*, touches on the playful moments that are shared between man and machine, and seeks to connect with you by inverting this relationship, by asking what can you do for her. With future developments in AI, and the possibility of 'machine learning', will it be a version of Samantha, *Her* (2013), or a version of HAL 9000, *A Space Odyssey* (1968)? Some of the greatest minds today are joining together to limit the possibility of an eventual Skynet, (Terminator franchise) developing. While we in the now wait for the history of the future let us know what happens, we have fun with our 'Siris' and they humorously, and often fumblingly, play along with us, giving us more the reality of Holly from *Read Dwarf*. In the end, maybe they will end up being like Deep Thought from *The Hitchhiker's Guide to the Galaxy* (1979), and answers the most important questions in life for us.

Hello Machines are situated across the globe in ever changing locations and time zones, picking up the receiver rings the other *Hello Machines*, creating space for spontaneous voice visiting. They provide a way in which the viewer can interact with re-animated technically obsolete telephone systems, utilising present day advancements in telephony. Their aim is to open up a dialogue between the technologies original ideas and meanings, and what makes up the 'thingness' these devices now possess, by unraveling its historical and societal content that contains traces of our identity.

ARTIST

Rachel Hanlon is an emerging artist in the field of media archaeology. Her works make available many layered metaphors and meanings through reinterpretations of obsolete technologies that are heightened by our cultural reliance on them as a part of the narrative of our times. Hanlon's interest in the re-articulation and appropriation of found materials, explored through creative art practices, reveal and inform the way the complexities of past and present are understood and experienced. The *Hello Machine* body of work forms a part of Hanlon's PhD research into the interplay between people and things, cementing the telephone as an object that verifies its place within our history as part of our cultural voice.

Hanlon is presently a researcher and artist at the Ars Electronica Futurelab. She holds a Bachelor and First Class Honours Degree in Visual Arts, and is currently a PhD candidate at Deakin University, Australia.