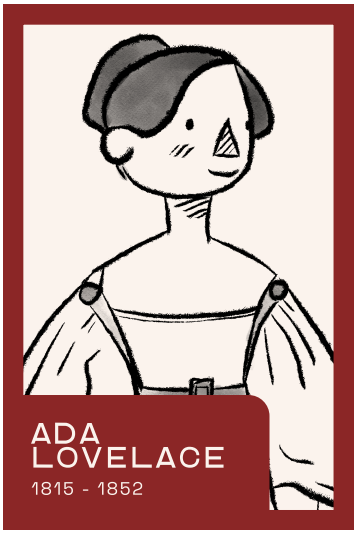
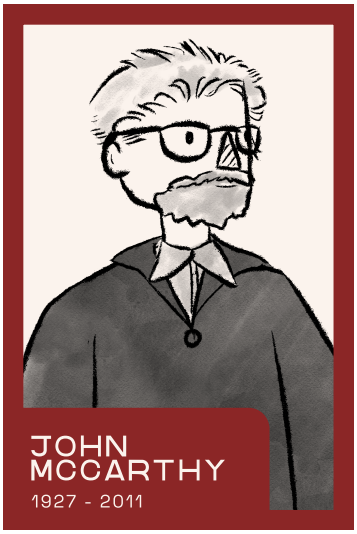


ADA LOVELACE
1815 - 1852



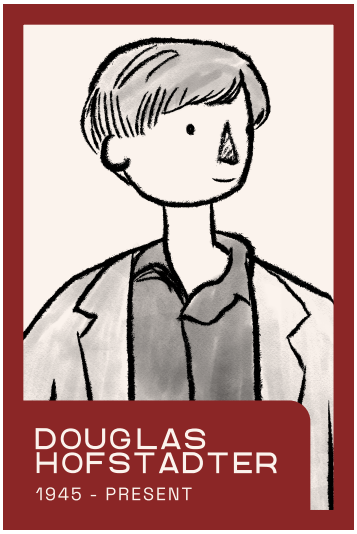
MARY SHELLEY
1797 - 1851



JOHN MCCARTHY
1927 - 2011



CLAUDE SHANNON
1916 - 2001



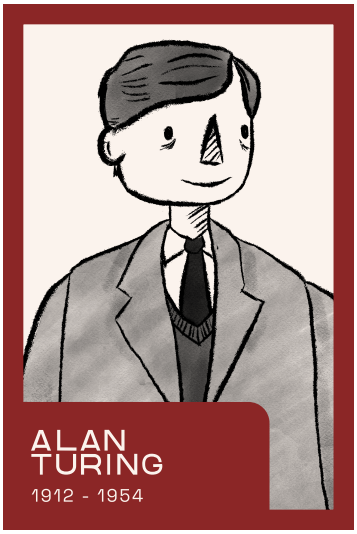
DOUGLAS HOFSTADTER
1945 - PRESENT



ALEX KRIZHEVSKY
1983 - PRESENT



JOY BUOLAMWINI
1989 - PRESENT



ALAN TURING
1912 - 1954



STANLEY KUBRICK
1928 - 1999



MARVIN MINSKY
1927 - 2016



NATHANIEL ROCHESTER
1919 - 2001



FRANK ROSENBLATT
1928 - 1971



CLAUDE SHANNON

CLAUDE SHANNON *(APRIL 30, 1916 - FEBRUARY 24, 2001)* WAS THE FATHER OF INFORMATION THEORY. THE MATHEMATICS HE CREATED REVOLUTIONIZED HOW WE TRANSMIT AND PROCESS DATA, PROVIDING THE FUNDAMENTAL FRAMEWORK THAT POWERS AI, COMPUTING, AND DIGITAL COMMUNICATION.

? HOW CAN WE IMPROVE AI'S ABILITY TO PROCESS AND COMMUNICATE INFORMATION WITHOUT DISTORTING TRUTH?

VALUES: LOGIC · KNOWLEDGE · INNOVATION



JOHN MCCARTHY

JOHN MCCARTHY *(SEPTEMBER 4, 1927 - OCTOBER 24, 2011)* WAS THE FOUNDER OF ARTIFICIAL INTELLIGENCE. HE LAUNCHED A FIELD THAT CONTINUES TO PUSH THE BOUNDARIES OF MACHINE LEARNING AND COMPUTATIONAL THINKING, SHAPING THE FUTURE OF INTELLIGENT SYSTEMS.

? HOW CAN WE CREATE AI THAT TRULY UNDERSTANDS AND ADAPTS TO HUMAN VALUES OVER TIME?

VALUES: LOGIC · INNOVATION · PERSEVERANCE



MARY SHELLEY

MARY SHELLEY *(AUGUST 30, 1797 - FEBRUARY 1, 1851)* IS THE AUTHOR OF FRANKENSTEIN. THE STORY SHE WROTE IS A CAUTIONARY TALE THAT HAS INSPIRED RESEARCH IN AI TODAY, MAKING SURE THAT WE CONSIDER ETHICS IN ITS CREATION AND UNDERSTAND ITS IMPACT ON HUMANITY.

? HOW CAN WE INSTILL EMPATHY IN AI, SO IT SERVES HUMANITY'S BEST INTERESTS?

VALUES: EMPATHY · RESPECT · ACCOUNTABILITY



ADA LOVELACE

ADA LOVELACE *(DECEMBER 10, 1815 - NOVEMBER 27, 1852)* WAS A MATHEMATICIAN & THE FIRST COMPUTER PROGRAMMER. HER NOTES ON CHARLES BABBAGE'S ANALYTICAL ENGINE INCLUDED THE FIRST PUBLISHED ALGORITHM. HER WORK LAID OUT THE GROUNDWORK OF WORLD OF AI WE KNOW TODAY.

? HOW CAN WE DESIGN AI TO EMPOWER CREATIVITY AND BENEFIT ALL OF HUMANITY?

VALUES: CREATIVITY · CURIOSITY · COLLABORATION



ALAN TURING

ALAN TURING *(JUNE 23, 1912 - JUNE 7, 1954)* IS CONSIDERED THE FATHER OF THEORETICAL COMPUTER SCIENCE AND AI. HE DEVELOPED THE TURING MACHINE, THE FOUNDATION OF MODERN COMPUTERS. HE ALSO CREATED THE TURING TEST, A BENCHMARK FOR MACHINE INTELLIGENCE.

? HOW CAN WE ENSURE THAT AI REMAINS ALIGNED WITH HUMAN VALUES & GOALS

VALUES: LOGIC · INNOVATION · HONESTY



JOY BUOLAMWINI

JOY BUOLAMWINI *(BORN 1989)* IS A LEADER IN AI ETHICS. THE RESEARCH SHE CONDUCTED ON BIAS IN FACIAL RECOGNITION EXPOSED THE DANGERS OF UNCHECKED AI, DRIVING THE MOVEMENT FOR FAIRER AND MORE TRANSPARENT TECHNOLOGY.

? HOW CAN WE BUILD AI THAT ACTIVELY PROMOTES FAIRNESS AND INCLUSIVITY RATHER THAN AMPLIFYING EXISTING BIASES?

VALUES: JUSTICE · INCLUSIVITY · ACCOUNTABILITY



ALEX KRIZHEVSKY

ALEX KRIZHEVSKY *(BORN 1983)* IS A PIONEER OF DEEP LEARNING. THE NEURAL NETWORK HE BUILT, ALEXNET, TRANSFORMED COMPUTER VISION BY PROVING THAT DEEP LEARNING COULD SURPASS TRADITIONAL METHODS, KICKSTARTING THE MODERN AI REVOLUTION.

? HOW DO WE ENSURE DEEP LEARNING MODELS ARE ACCOUNTABLE FOR THE DECISIONS THEY MAKE?

VALUES: EXCELLENCE · DILIGENCE · INNOVATION



DOUGLAS HOFSTADTER

DOUGLAS HOFSTADTER *(BORN FEBRUARY 15, 1945)* IS THE AUTHOR OF GÖDEL, ESCHER, BACH. THE QUESTIONS HE EXPLORES ABOUT CONSCIOUSNESS, PATTERNS, AND ANALOGY FORM THE BASIS FOR UNDERSTANDING HOW INTELLIGENCE—HUMAN OR ARTIFICIAL—EMERGES FROM COMPLEX SYSTEMS.

? CAN AI EVER DEVELOP A GENUINE SENSE OF SELF, OR WILL IT ALWAYS BE AN IMITATION OF HUMAN INTELLIGENCE?

VALUES: CURIOSITY · CREATIVITY · KNOWLEGE



FRANK ROSENBLATT

FRANK ROSENBLATT *(JULY 11, 1928 - JULY 11, 1971)* WAS THE CREATOR OF THE PERCEPTRON. THE MODEL HE DEVELOPED WAS ONE OF THE FIRST ARTIFICIAL NEURAL NETWORKS, LAYING THE GROUNDWORK FOR DEEP LEARNING AND MODERN AI ADVANCEMENTS.

? HOW CAN WE PREVENT BIASES IN NEURAL NETWORKS FROM REINFORCING SOCIAL INEQUALITIES?

VALUES: INNOVATION · LOGIC · PERSEVERANCE



NATHANIEL ROCHESTER

NATHANIEL ROCHESTER *(JANUARY 14, 1919 - JUNE 8, 2001)* WAS A KEY ARCHITECT OF EARLY COMPUTING. HE HELPED SHAPE THE DEVELOPMENT OF AI, INCLUDING WRITING THE FIRST AI PROGRAM FOR THE IBM 701, PAVING THE WAY FOR FUTURE INTELLIGENT MACHINES.

? HOW CAN WE BUILD AI SYSTEMS THAT REMAIN TRANSPARENT AND INTERPRETABLE AS THEY GROW IN COMPLEXITY?

VALUES: LOGIC · DILIGENCE · ACCOUNTABILITY



MARVIN MINSKY

MARVIN MINSKY *(AUGUST 9, 1927 - JANUARY 24, 2016)* WAS A PIONEER OF ARTIFICIAL INTELLIGENCE. THE IDEAS HE DEVELOPED LAID THE FOUNDATION FOR MACHINE LEARNING AND NEURAL NETWORKS, HELPING US UNDERSTAND HOW MACHINES CAN LEARN, REASON, AND INTERACT WITH THE WORLD.

? WHAT LESSONS FROM HUMAN INTELLIGENCE SHOULD WE APPLY—OR AVOID—WHEN DESIGNING AI SYSTEMS?

VALUES: KNOWLEDGE · CREATIVITY · CURIOSITY



STANLEY KUBRICK

STANLEY KUBRICK *(JULY 26, 1928 - MARCH 7, 1999)* WAS THE DIRECTOR OF 2001: A SPACE ODYSSEY. IT'S A VISIONARY FILM THAT HAS INFLUENCED SCIENCE AND AI DEVELOPMENT, SHAPING HOW WE IMAGINE HUMAN-MACHINE INTERACTIONS AND THE FUTURE OF TECHNOLOGY.

? HOW CAN WE DESIGN AI THAT ENHANCES HUMAN CREATIVITY RATHER THAN REPLACING IT?

VALUES: INNOVATION · EXCELLENCE · AESTHETICS

ETHICAL/MORAL

Concerned with right and wrong behavior, human character.

CULTURAL

Relating to the ideas, customs, and social behavior of a society



DOMESTIC ENVIRONMENT

Life at home, including living spaces, household routines, and personal comfort.

TECHNOLOGICAL

Tools, machines, and innovations used to solve problems or improve life.

POLITICAL

Relating to the government or public affairs

ENTERTAINMENT

Activities for fun and enjoyment, like music, movies, games, and storytelling.

LEGAL

Of, based on, or concerned with the law

ECONOMIC

Relating to economics or the economy

MENTAL HEALTH & WELLNESS

Emotional well-being, mindfulness, and practices that support a balanced mind.

ENVIRONMENTAL

Relating to the natural world and the impact of human activity on its condition

SOCIAL

Relating to society or its organization

THEMES	PERSPECTIVE	PERSPECTIVE
THEMES	PERSPECTIVE	PERSPECTIVE
THEMES	PERSPECTIVE	PERSPECTIVE
PERSPECTIVE	PERSPECTIVE	

LOVE & RELATIONSHIPS

The bonds between people, including friendships, romance, and family dynamics.

SPACE & EXPLORATION

The universe beyond Earth – planets, stars, and the quest to explore the unknown.

FITNESS

Physical activity and movement, from exercise routines to sports and overall physical health.

FASHION & CLOTHING

Styles, trends, and the design, production, and wearing of clothes.

CITIES & URBAN LIVING

Life in bustling urban areas, from skyscrapers and public spaces to infrastructure and housing.

NATURE & CONSERVATION

The natural world – forests, oceans, animals – and efforts to protect and preserve them.

EDUCATION

Teaching and learning, including schools, teachers, students, and access to knowledge.

FOOD

Growing, cooking, eating, and sharing meals, along with how food shapes cultures and communities.

MOBILITY

How people and things move, including transportation, vehicles, and travel. Even accessibility to locations.

HEALTHCARE

Caring for people's physical health, from medicine and hospitals to public health efforts


THEMES
THEMES
THEMES
THEMES
THEMES
THEMES
THEMES
THEMES
THEMES

INTEGRITY	CREATIVITY	JUSTICE
KINDNESS	CURIOSITY	HUMILITY
EMPATHY	KNOWLEDGE	SELF-DISCIPLINE
RESILIENCE	PERSEVERANCE	COURAGE

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

ACCOUNTABILITY	HONESTY	PEACE
COOPERATION	EQUALITY	LOVE
SELF-RELIANCE	RESPECT	COMMUNITY
AESTHETICS	GRATITUDE	EXCELLENCE

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

INNOVATION	BALANCE	TRANSPARENCY
INCLUSIVITY	LOYALTY	GENEROSITY
LONGEVITY	DETERMINATION	DIVERSITY
RESOURCEFULNESS	SPIRITUALITY	FAIRNESS

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

VALUES

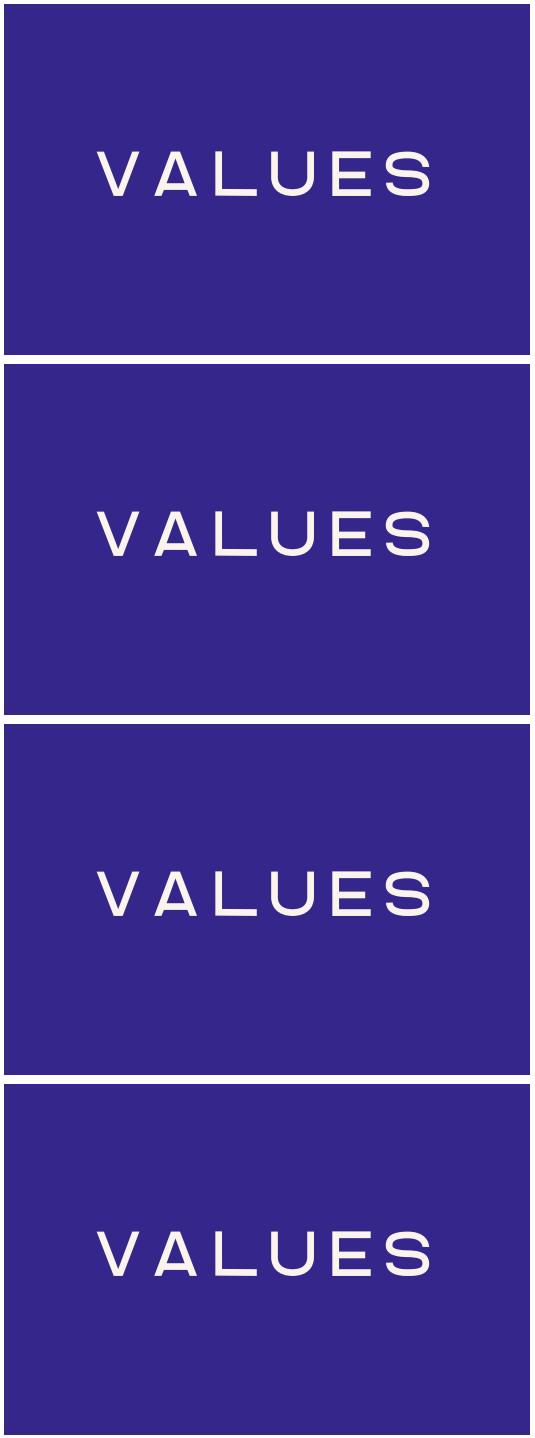
VALUES

DILIGENCE

COLLABORATION

LOGIC

TRADITION


VALUES
VALUES
VALUES
VALUES