

How Come Information? Mind, Nature, and Artificial Magic

Rossella Lupacchini

Department of Philosophy and Communication Studies, University of Bologna, Italy

The ambition to invent a machine for the ‘perfect imitation’ of mind appears to flow as a logical consequence from the ambition to invent a device for the ‘perfect imitation’ of nature. From perspective drawing to photography, the Western science of art has taken advantage of mechanical means, such as lenses and mirrors, to replicate our visual experience of nature. Its main concern has always been to capture the ‘magic’ of nature into the ‘synthetic instant’ of picture. Accordingly the main achievement of ‘visual art’ might be described as *sight enhancing*. In a similar way, the science of logic has taken outstanding advantage of computing machines to simulate our thinking experience. For the ‘art of reasoning’, however, the main goal appears to be nothing less than to capture the ‘nature’ of mind into artificial magic. How does it make sense to pursue it? To which extent can the cognitive experience due to artificial magic be regarded as *life enhancing*?

1. *Mimesis*: the demiurge's invention

2. Seeing, knowing, and creating

3. Imitation game: from Leonardo to Turing

De-constructing the mind of nature

Encoding the power of imagination

Ways of intelligence: living, mechanical

4. Light, matter, and will to form

Existence as a quantum phenomenon

Knowledge as a mind-nature entanglement

Information as a quantization of the meaning field