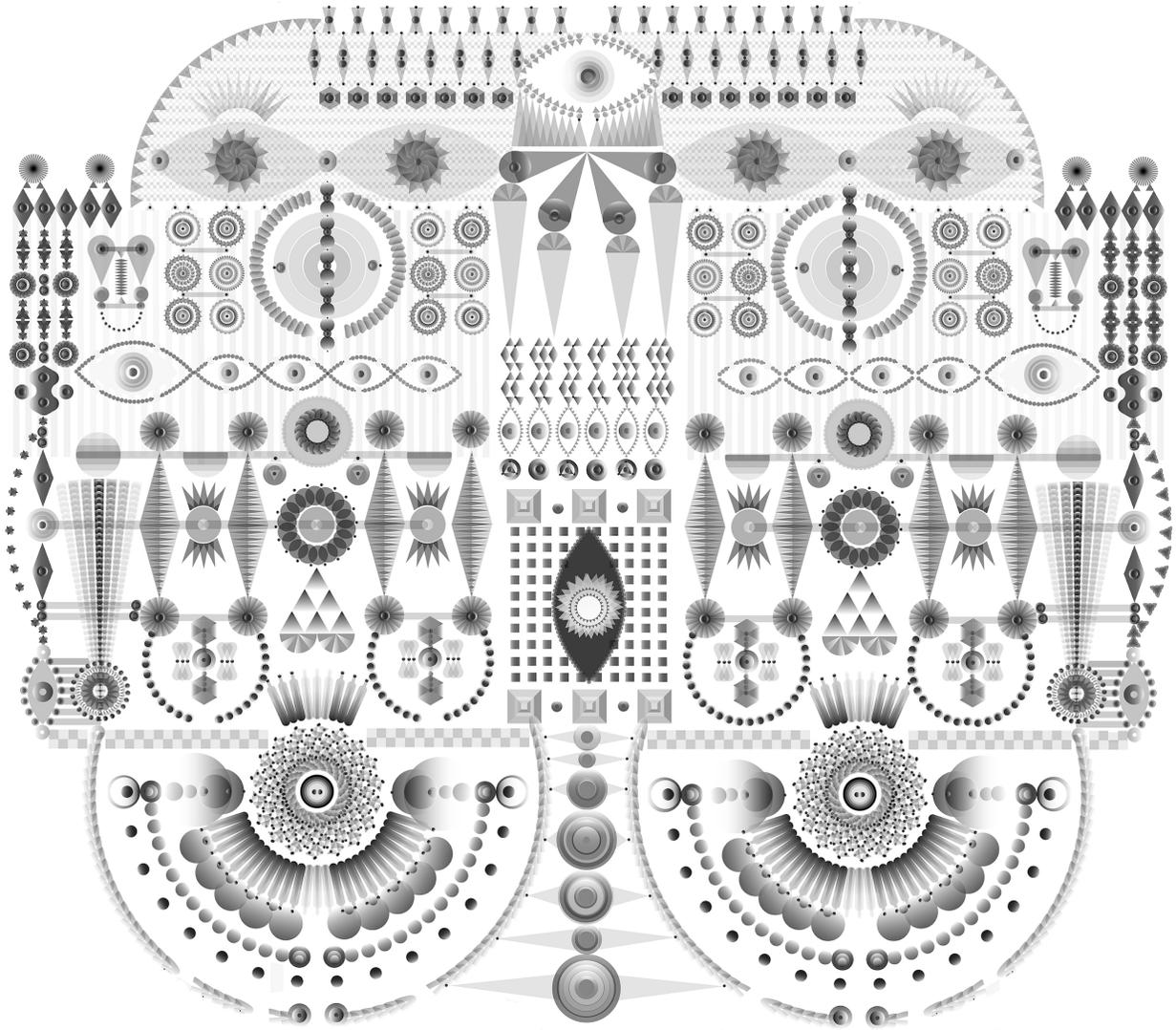# *Pachinko Machine*

Brigitta Zics
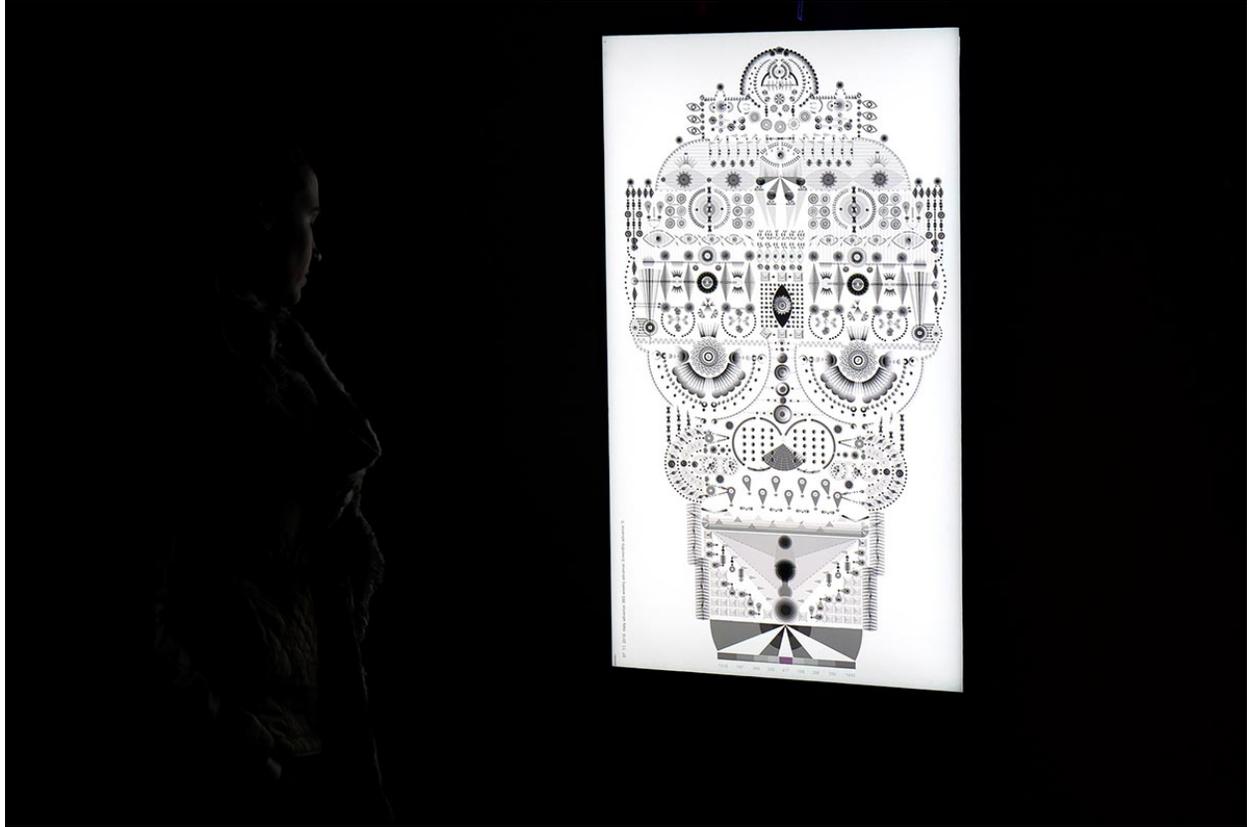UCL Knowledge Lab
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The pachinko machine is a vertical pinball machine (or pachinko) played by a large number of people mainly in Japan. This digital version is a self-learning pachinko displayed on a screen with a highly detailed kinetic graphics simulation. The machine plays the game by itself in an automated setup. Through machine learning algorithms the pachinko becomes increasingly accurate in achieving the winning result. During the period of the exhibition the machine optimizes its own performance and improves its results hour after hour. The only obstruction to fulfill the complete learning cycle is beyond the machine's control; there is a second intelligence embedded within the machine that aims to obfuscate. The work aims to represent the walk of life — although we may be able to control some part of it, there is always an element of chance that may encourage us to stray from our original path.

Pachinko Machine, still image from the algorithmic drawing, 20.5 x 36.5 in, 2017. (© Brigitta Zics)

Pachinko Machine with Viewer, screen 20.5 x 36.5 in, 2017. (© Brigitta Zics)