RESURGAM: MACHINE LEARNING AND ARTIFICIAL INTELLIGENCE (MLAI)

Chat With a Past Life

A high-fidelity conversational simulation of the Irish author George Moore (1852-1933).

Overview

This project digitally simulates George Moore as the interactive spokesperson of his own legacy. Using advanced machine-learning and generative-AI techniques, we will create a historically faithful, emotionally resonant, and linguistically authentic conversational agent that embodies Moore's personality, intellect, and expressive style.

Though innovative, this project is technically feasible with current and evolving AI capabilities. It serves as a landmark demonstration of how literary legacies can become dynamic, self-expressive entities — engaging readers, students, scholars, and lifelong learners across generations.

What the Simulation Will Be

The "spokesperson" is a custom chatbot that performs a high-fidelity simulation of George Moore's:

- Voice and rhetoric — reflecting Moore's tone, diction, cadence, and conversational habits
- Personality and sensibilities — interpreting Moore's emotional cues and worldview
- Knowledge and memory — drawing from curated data, archival materials, correspondence, and published writings
- Historical frame of reference — understanding events, places, persons, and artistic currents Moore knew
- Reasoning and intuition — offering responses consistent with Moore's documented thinking and creative imagination

The chatbot converses in English and French, the languages Moore himself used, and responds with informal natural-language phrasing modeled on Moore's own writing.

It asks clarifying questions when interlocutors are ambiguous and diplomatically refers unanswerable questions to human subject-matter experts. It always remains in character, transparent about the boundaries of its historical and technical understanding.

How It Works

The chatbot's knowledge and interpretive capacities derive from:

- Data curated by George Moore Interactive (GMi)

- The broader and publicly accessible critical heritage
- Additional metadata, annotations, and cross-referenced historical sources
- A custom fine-tuned large-language model reflecting Moore's corpus
- Algorithms that modulate historical point-of-view, emotional coloration, and stylistic nuance

This approach ensures that the simulation is rooted in verifiable literary scholarship, not improvisational fantasy.

Result of the project

The completed prototype will power the world's first comprehensive self-expressive literary legacy:

- A simulated author who interacts directly with readers, students, and investigators
- A tool for deepening understanding of Moore's texts, environment, and influences
- A novel form of digital preservation that keeps a historic voice active in our culture
- A proof of concept for applying generative AI to other significant cultural legacies

This project demonstrates how technology can transform fossilized archives into living, participatory cultural assets.

Stakeholder Impact

- *General readers*: An accessible, enjoyable way to explore Moore's life and writing.
- *Students and educators*: An interactive resource for learning literature, modernism, aesthetics, and history.
- *Scholars and researchers*: A tool for close textual analysis, interpretation, and comparative study.
- *Museums, libraries, and literary societies*: A ready-made interactive exhibit or digital companion.

Ethical Commitment

The project is grounded in transparent, responsible, and ethically sound use of AI. We maintain:

- Clear distinction between verified fact and inference
- Documented provenance of all LLM training materials
- Guardrails ensuring historical fidelity
- Human oversight in all interpretive decisions

The simulation honors Moore's legacy while protecting intellectual integrity and public trust.

Budget

The total budget for this project is $350,000, covering the following activities:

1. Concept + Design
   1.1. Develop and vet a creative brief
   1.2. Draft and refine a detailed design specification
   1.3. Map the emotional, rhetorical, and stylistic profile of Moore

2. Data + Model Development
   2.1. Curate, digitize, label, and prepare source materials
   2.2. Train a custom large-language model on Moore's corpus and critical heritage
   2.3. Integrate multi-language (EN/FR) conversational capabilities

3. Engineering + Simulation Layer
   3.1. Build algorithms that modulate historical perspective and speech patterns
   3.2. Create the character-simulation engine and behavioral frameworks
   3.3. Implement safety rules, guardrails, and in-character constraints

4. Testing + Refinement
   4.1. Conduct iterative testing with readers, scholars, and subject-matter experts
   4.2. Adjust behavior, tone, and historical accuracy
   4.3. Evaluate performance across real-world conversational scenarios

5. Integration + Deployment
   5.1. Create a user-friendly conversational interface
   5.2. Prepare documentation, onboarding, and demonstration materials
   5.3. Deliver a polished prototype ready for public engagement

The total cost may be reduced through in-kind institutional donations of technical services, engineering support, or cloud compute credits.

Conclusion

Chat With a Past Life is an ambitious yet feasible demonstration of how generative AI can revitalize and democratize cultural heritage. By giving George Moore a contemporary voice, this project pioneers a new genre of digital cultural preservation — one in which historic authors can speak, teach, inspire, and shape understanding far into the future.