
In4Art
guiding curiosity....

BOTUITGEVERS

Co-Living with AI

Samenleven met AI

An Expedition along Six Species of Artificial Intelligence

PUBLISHED BY

Botuitgevers

WRITTEN BY

Lija & Rodolfo Groenewoud van Vliet

Book Summary

There is no such thing as AI. Just as there is no such thing as 'the animal'. When you think of an animal, you might picture a zebra, a tortoise, or a pigeon. All animals, yet utterly different. The animal kingdom contains many species, each with their own strengths, qualities, weaknesses, and threats. To get a grip on it, we created a classification: mammals, reptiles, birds. We should do exactly the same for AI.

Over the past sixty years, the AI world has become as diverse as the animal kingdom, with new subspecies being discovered regularly. Yet in public discourse, we still treat all AI as one thing, which makes it unnecessarily confusing.

Six Species of AI > Co-Living with AI

In our expedition, we encounter six different AI species. We examined their habitats, their needs, their behaviour, and their dependencies. This analogy worked so well that we wanted to open the story for everyone: in an accessible, enjoyable, yet serious way. We wrote the book that we ourselves would have liked to have had when we first encountered the rise of artificial intelligence in our lives and work. As entrepreneurs, we have carried out many innovation projects and experiments in collaboration with hundreds of institutions, companies, and creative designers across Europe. In the past five years, we have been involved in more than twenty projects in which AI species were built, unravelled, or adapted. Which AI species are suited for which purposes? And when is an AI species not the best way to go? Understanding the many species of AI should not be reserved for scientists or technicians alone. Everyone encounters them, is affected by them. As reflected by the title of the book, we are in fact already co-living with AI.

Why is this distinction so important? Because we too often lump all AI together. Which makes

it unnecessarily confusing and hard to comprehend. By understanding which species is suited for which task, we can make better choices. At the individual level: how we navigate this landscape full of different intelligences. But also at the organisational level, figuring out which form truly supports us. And not in the least at the societal level - what does it demand of our values and structures?

The Expeditions

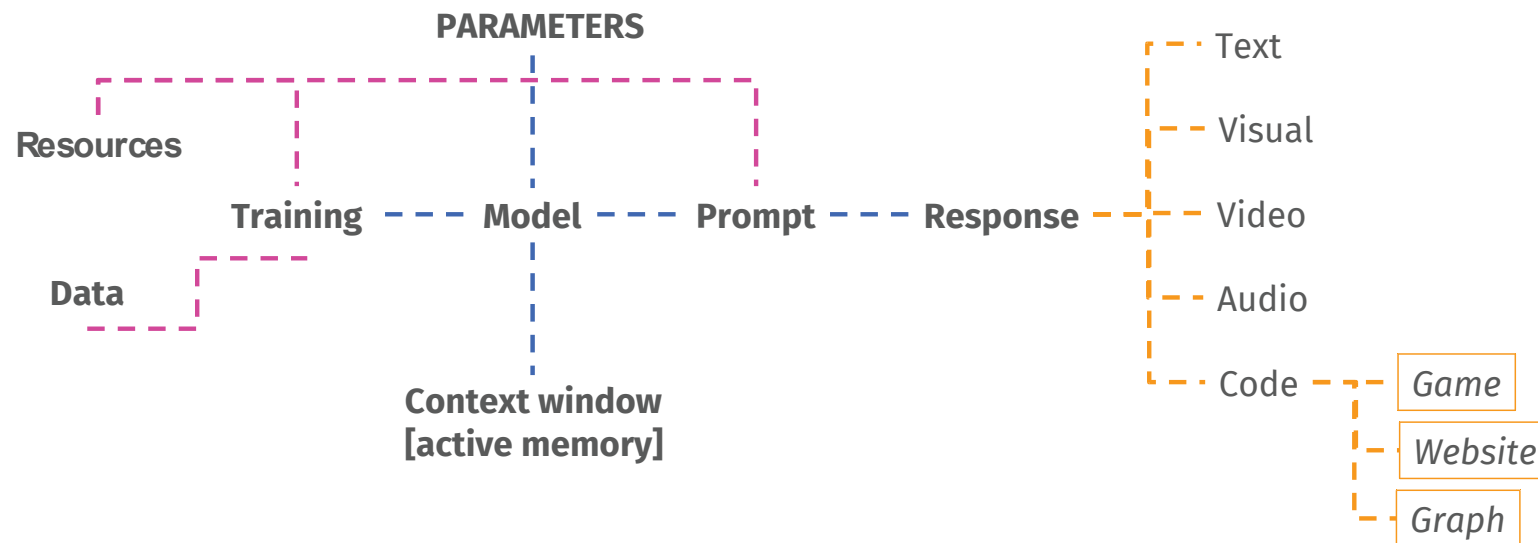
Drawing on the analogy of Darwin's expeditions on The Beagle, we embark in this book on a journey to discover the new technological species in our world. **Samenleven met AI** is our attempt to map these new inhabitants of our digital world. To understand what places they occupy and what relationships we can have with them, so that we become more self-assured and confident in dealing with them. Each expedition dives into them, and in this overview, you can see that the anatomy of each one is indeed different, showing the diversity of the species.



1 The Writing Species

In general reporting, it seems as though the AI world consists primarily of generative AI, AI assistants, and prompts. We call this the writing species – because text always forms the basis.

Until recently still clumsy and uncertain, yet since 2023 a player that can no longer be imagined away from the world, with no fewer than nine different specialisations. But behold, since with these strengths come a range of weaknesses as well.



PROCESS
INPUT
OUTPUT

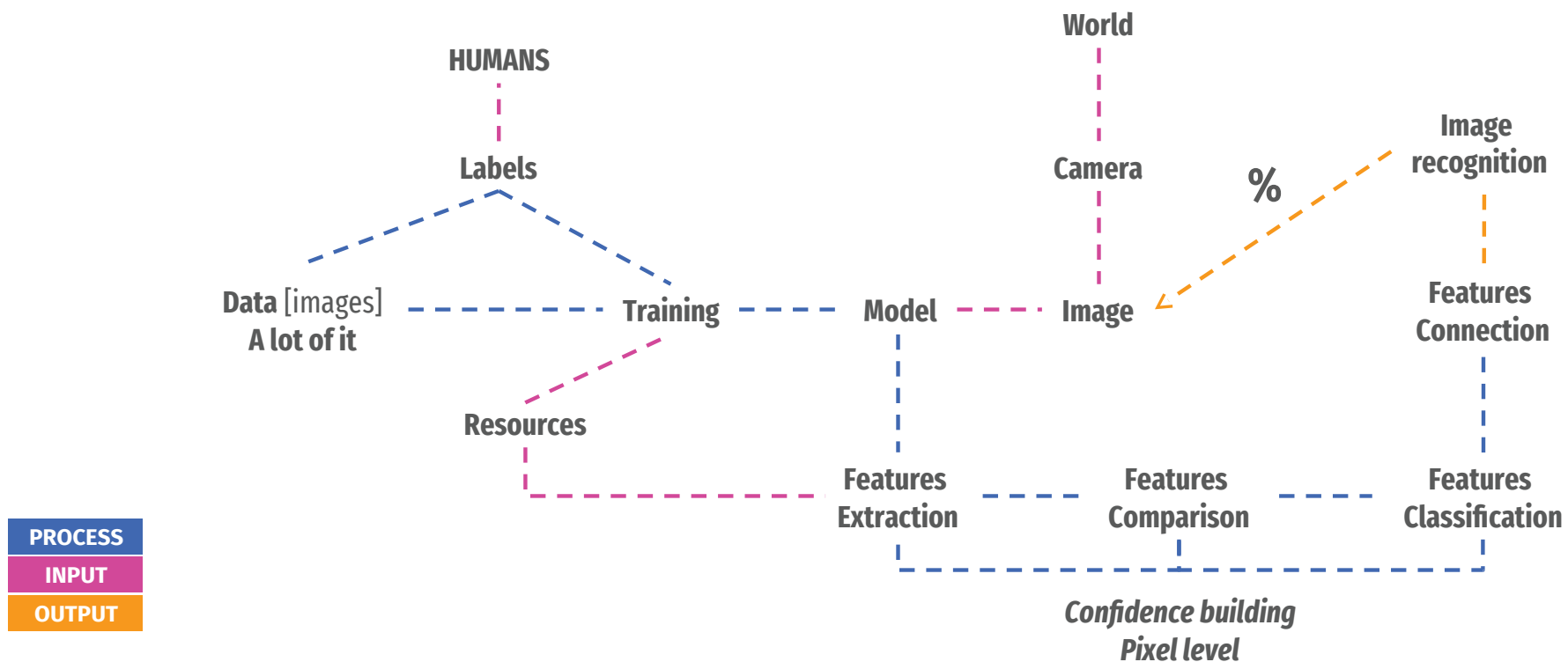


2 The Observing Species

The watching species is a true analyst: its sharp eyes miss nothing. It sees patterns that we cannot witness. When we walk down the street, they stare at us, from high above, in lampposts, on

facades, and inside buildings, electronic eyes follow our movements and actions. Cameras are the favourite nesting place of the second AI kind. These visual scouts have been gaining ground in

some parts of the world for quite some time, yet in Europe, they are still largely viewed upon with suspicion.



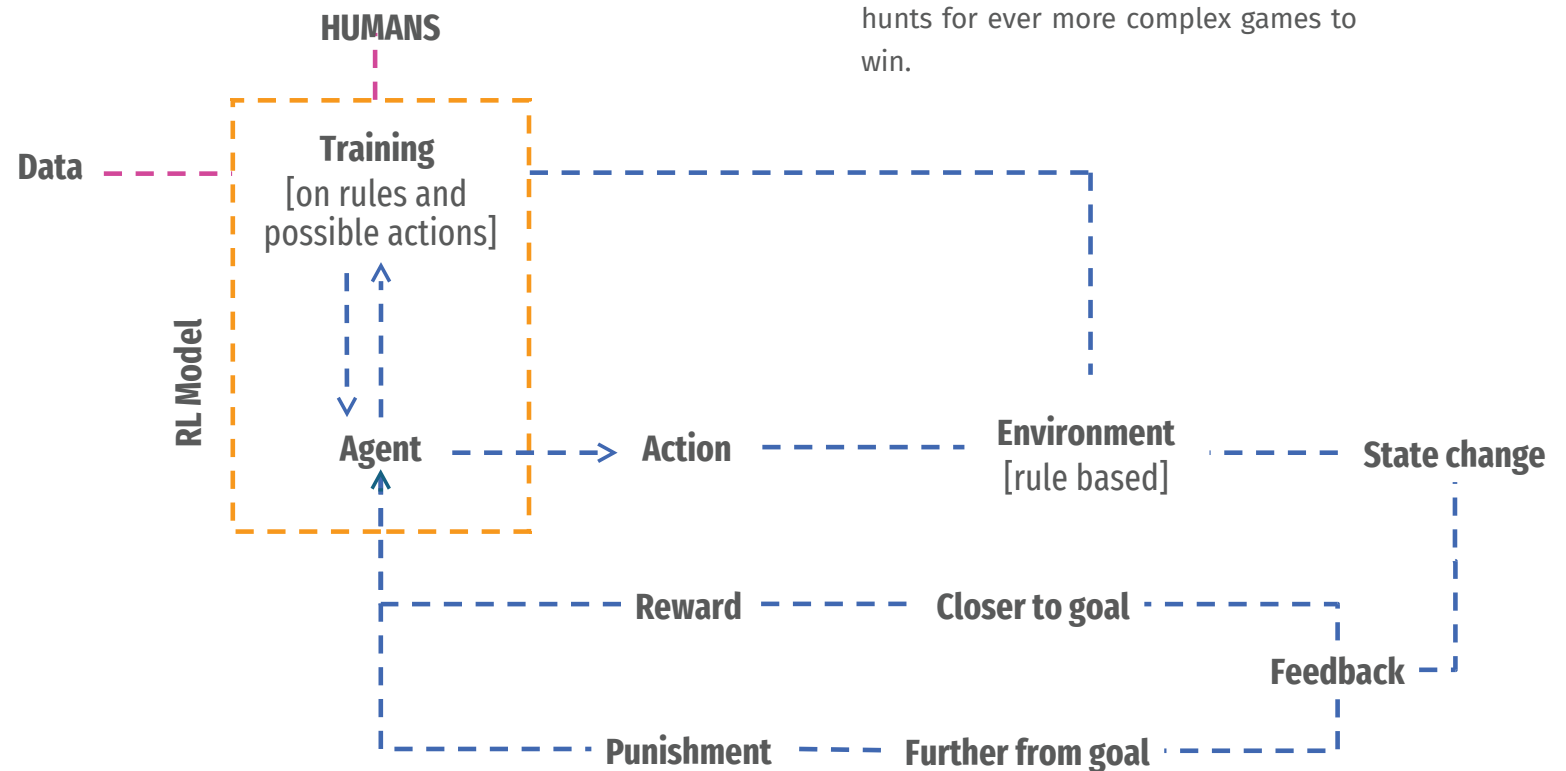


3 The Forward-Thinking

This is a true game lover. It becomes so captivated that it plays and practices endlessly until it becomes the very best in its bounded and prescribed world where it can excel by paying close

attention, practicing extensively, and learning from its surroundings. The forward-thinking species is the fanatic who endlessly practises tactical puzzles.

We publicly came to know this one as Deep Blue, which defeated chess champion Kasparov in 1997. Now this species has grown in strength, its neural connections are unprecedented, and it hunts for ever more complex games to win.



PROCESS
INPUT
OUTPUT

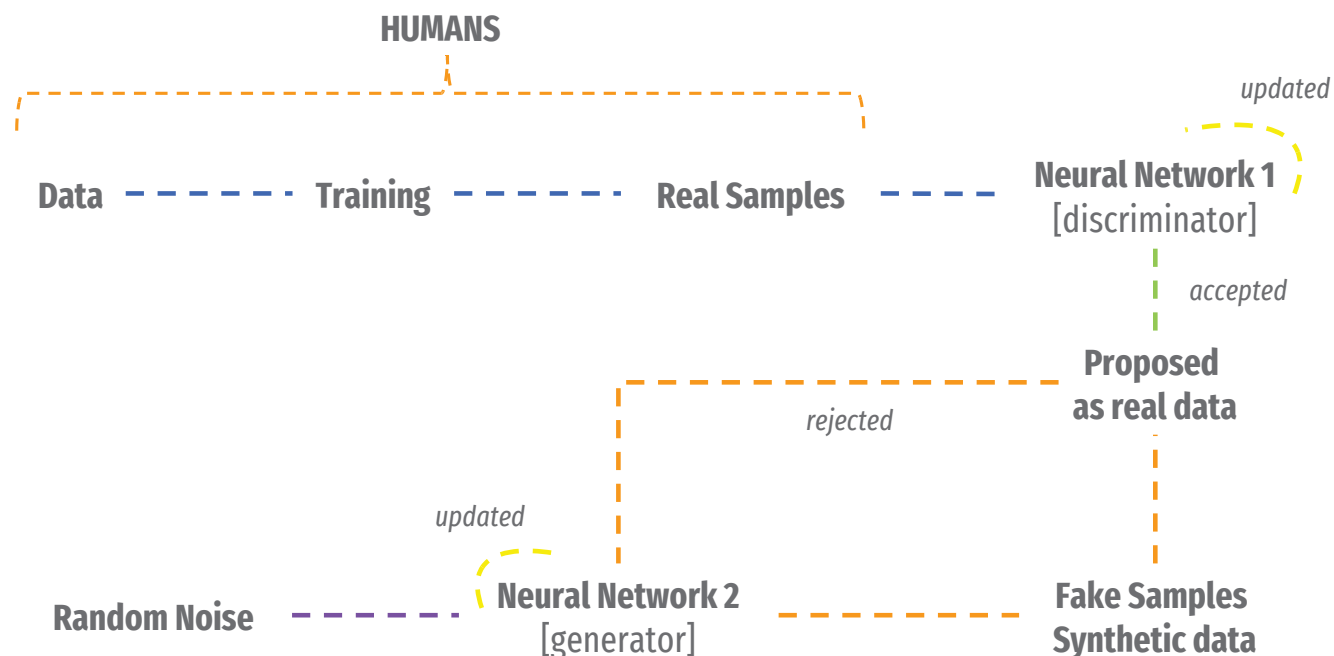


4 The Copycat Species

Our fourth species excel in mimicking abilities. Like a shapeshifter, this species can reproduce voices, faces, and movements in a way that is almost indistinguishable from the original. They are true imitation specialists. By listening to and watching everything that moves or makes a sound, this

species creates new possibilities like making content accessible in other languages or creating personalized learning experiences. But this ability to copy so faithfully also makes it dangerous and introduces new forms of piracy.

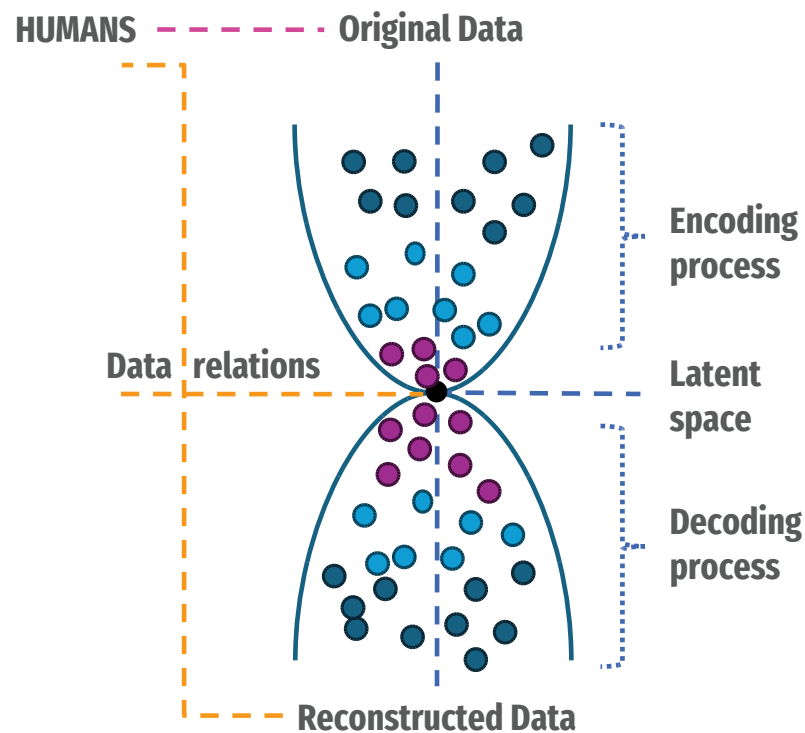
In a world where we often must rely on what we see and hear, this near-perfect imitator can be used for deception on an unprecedented scale. In the fourth expedition, we investigate how we can manage the promises and threats of this fascinating and controversial species.





5 The Self-Learning Species

This species feeds on enormous amounts of data, like a ferocious omnivore, only to withdraw and search for connections in everything it has ingested. It spews out predictions and conclusions that often surpass human imagination. It is a pattern detective who keeps searching and figures out seemingly insignificant details to solve major problems. From the correlation between minimal movement differences with disease symptoms to the significance of communicating birds in cities, the self-learning species offers great promises.



PROCESS

INPUT

OUTPUT

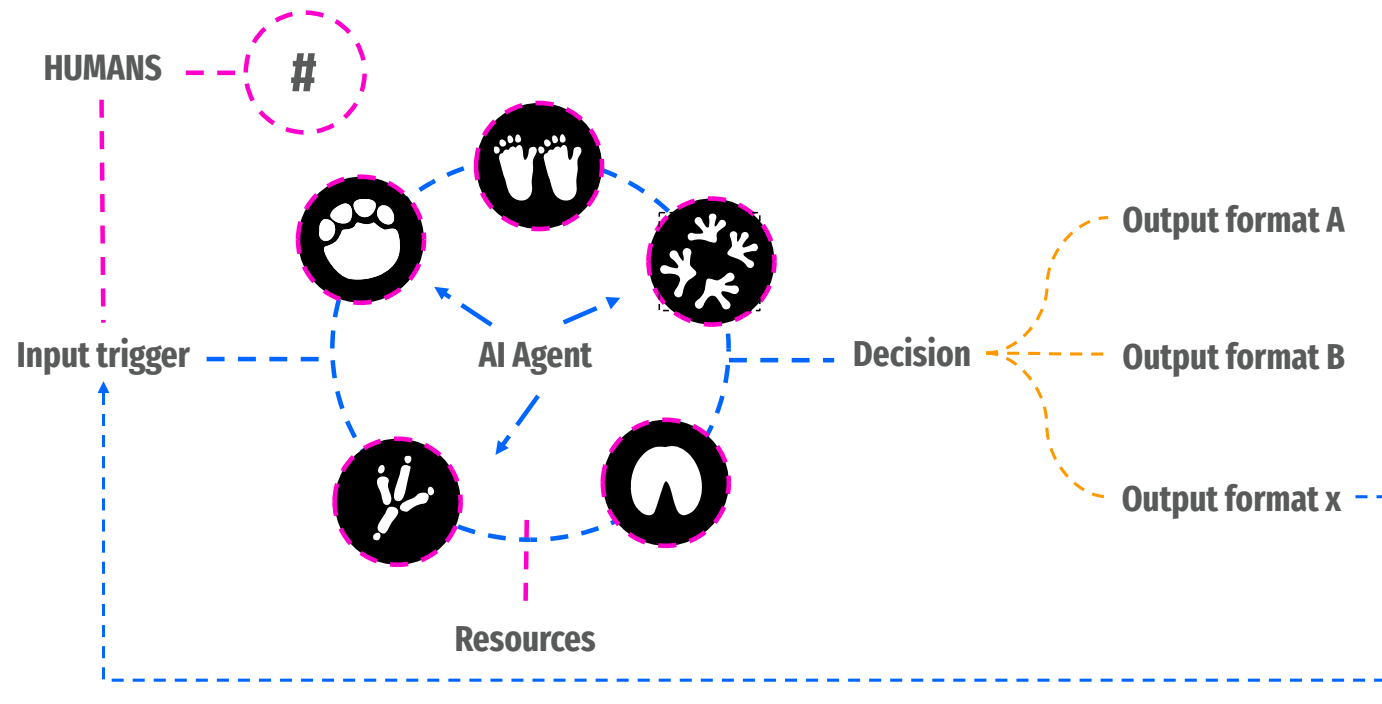


6 The Symbiotic Species

The watching species is a true analyst: its sharp eyes miss nothing. It sees patterns that we cannot witness. When we walk down the street, they stare at us, from high above, in lampposts, on

facades, and inside buildings, electronic eyes follow our movements and actions. Cameras are the favourite nesting place of the second AI kind. These visual scouts have been gaining ground in

some parts of the world for quite some time, yet in Europe, they are still largely viewed upon with suspicion.



PROCESS
INPUT
OUTPUT

The New World

A final seventh expedition maps The New World that explores the physical impact of our digital co-inhabitants. The AI world seems entirely digital. Immaterial. But every species needs a body. Raw materials for the chips. Water for cooling and production. Land for data centres. Energy, lots of energy, constantly. In a world where we speak of sustainability, we cannot ignore this. Because co-living with AI is not only about the digital, but also about what happens in the physical world. It is also about who we want to be as a society. Just as Darwin taught us that understanding species is essential for evolution, we must now learn to recognise the digital species around us. Each with their own nature, needs, and places in our world.


Only by fully understanding these AI species can we truly learn how we want to live with them.



ABOUT

The Book

Samenleven met AI (Co-Living with AI) was published in Dutch in November 2025 by Bot Uitgevers. The book counts 224 pages and consists of the following expeditions:

	EXPEDITIE 1	De schrijvende	15
	EXPEDITIE 2	De kijkende	36
	EXPEDITIE 3	De vooruitdenkende	63
	EXPEDITIE 4	De namakende	84
	EXPEDITIE 5	De zelflerende	110
	EXPEDITIE 6	De symbiotische	135
	EXPEDITIE 7	De nieuwe wereld	165

The Authors

Lija & Rodolfo Groenewoud van Vliet are the founders of In4Art, an art-driven innovation research organisation. They have collaborated with hundreds of institutions, companies, and creatives across Europe, specialising in projects at the intersection of art, science, technology, and industry.

The Publisher

Bot Uitgevers is an independent publisher of socially relevant literary nonfiction. Their books address pressing themes that shape our world.

