Intelligence of Community: Philosophical Inquiry through Fiction Seran Demiral

This presentation aims to reveal the intersections of philosophy, fiction, and arts-based research to examine how creative and collaborative practices can nurture community-centred inquiry. Drawing on my experience as a creative writer and over a decade of research with children and young people, I integrate philosophical questioning with storytelling, digital media, drama, and creative writing workshops to explore how imagination and reflection shape knowledge-making.

Using examples from my creative workshops with children—centred on philosophical dialogue through the "Philosophy for/with Children" (P4C) method—I trace a trajectory from individual creative writing to collective creation and back again. Building on these practices, I am currently developing an approach called the "Philosophy of Communities," which extends P4C into an intergenerational and age-inclusive framework. This approach reinterprets participatory and practice-based research to understand how fiction and non-fiction, creation and writing, and philosophical inquiry and creative thinking intersect.

Through epistemological inquiry and fictional storytelling, communities engage with questions about the nature of knowledge and learning, particularly in relation to artificial intelligence and human cognition. Children's reflections on AI reveal how imagination mediates understanding between human and machine learning. By examining inquiries into AI, identity, and memory, participants act as cothinkers, co-authors, and communities of meaning.

Central to this exploration is the epistemological questioning of the stages from "data to *information* to *knowledge*" —and how humans and machines differently interpret and transform information through learning and deep learning. Grounded in children's reflections and my own fiction writing, this work explores how imagination operates collectively within practice-based methods. It proposes the development of an "artistic intelligence toolbox," combining literature and philosophy as both method and medium.

By transforming philosophical debate into collective storytelling, the presentation highlights how creativity and reciprocity sustain research despite methodological and institutional boundaries, inviting reflection on authorship, human–machine interaction, and the ethics of co-creation—ultimately asking what it means to know, create, and be human together.

Biography

I am a children's literature and science fiction writer from Istanbul, Turkey, whose creative and academic work intertwines storytelling, imagination, and social inquiry. I published my first two fantasy novels, *Münzevi* (Hermit) and *Hissizleşme* (Numbing), as a teenager. After completing my studies in architecture at Mimar Sinan University, I earned a master's and PhD in sociology, where I began integrating social themes into my fiction. My first science fiction novel, *Hayat Üretim Merkezi* (Life Production Centre), appeared in 2015, marking the beginning of my engagement with speculative narratives.

Over time, my writing evolved toward children's and young adult literature, now central to both my creative and research practice. My novels include *Parmak Uçları* (Fingertips), *Likya'nın Şarkısı* (Likya's Song), *Hatırla* (Memento), *Benden Bize* (Me to Us), and *Bizden Dünyaya* (Us to the World). In 2019, I published a non-fiction study on Ursula K. Le Guin's life and works, and my latest science fiction novel, *Sanal Kent* (The Virtual City), was released in 2022.

I am also a Philosophy for Children/Communities (P4C) trainer and an associate professor of sociology, integrating arts-based and performative methods into my research. I currently lead the MSCA ERA project GENARTMENT (InterGENerational Youthful Narratives: ARTs-Based Approaches to Digital Citizenship and Civic EngageMENT) at the University of Porto and serve as co-leader of Working Group 3: Technology and Innovation in the COST Action CA22167, PAAR-net (Participatory Approaches with Older Adults).