



iJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 13 Issue: VII Month of publication: July 2025

DOI: <https://doi.org/10.22214/ijraset.2025.73041>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Aesthetic Intelligence: The Role of AI and Art in Smart Mobility

Komal Gahletia¹, Tilak Deepak Roy², Sumit Sarkar³

World University of Design, Assistant Professor, Plot No. 1, Rajiv Gandhi Education City, Sonipat, Haryana, India

Abstract: *As cities move toward smarter mobility systems, the fusion of technology and creativity is shaping not only the functionality of transport but also the emotional and aesthetic experiences of users. This research explores how artificial intelligence (AI) and artistic design are being integrated into transportation to create mobility solutions that are not only efficient but also human-centered, immersive, and visually appealing. Through the lens of data-driven aesthetics, this paper examines the evolving relationship between AI, design, and the arts in the transportation sector. By analyzing real-world case studies and emerging trends, we highlight how aesthetic intelligence — powered by data — can transform transportation into an expressive, engaging, and culturally resonant experience. The paper also reflects on the ethical and design challenges involved and suggests future directions for interdisciplinary collaboration.*

Keywords: *AI in Design, Transportation Aesthetics, Smart Mobility, Creative Technology, Urban Design, Generative Art, Human-Centered Design, Data-Driven Innovation*

I. INTRODUCTION

The future of transportation is no longer just about how fast or how far we can go. It is increasingly about how we feel while getting there. As mobility systems become smarter and more connected, aesthetics — once considered secondary to engineering — are taking center stage. With the rise of artificial intelligence (AI), designers and technologists now have access to unprecedented tools that allow them to combine data, human behavior insights, and creative expression into mobility experiences that are as beautiful as they are functional.

At the heart of this evolution is the concept of data-driven aesthetics, where AI interprets large sets of human-centered data (like passenger moods, environmental context, usage patterns) to help shape the form, color, rhythm, and even emotion of design outputs. The fusion of AI and art in transportation goes beyond decoration; it is a means to make cities more livable, sustainable, and inclusive.

This paper seeks to explore this emerging terrain. How can AI and artistic thinking work together to redefine public and private transport design? What are the real-world examples of such convergence? What opportunities and risks arise from delegating creative decisions to algorithms? We address these questions through a multi-disciplinary lens, drawing insights from computer science, mobility studies, design theory, and art.

II. LITERATURE REVIEW

The interdisciplinary intersection of AI, art, and mobility design has gained increasing attention in academic and design discourse over the past decade. Scholars in the field of computational creativity argue that AI is not merely a problem-solving tool but a medium of artistic expression (Boden, 2016). Generative adversarial networks (GANs), deep learning, and machine vision systems have already begun to produce artistic works that rival those created by human hands (Elgammal et al., 2017).

In urban mobility, the focus has traditionally been on utility and performance — optimizing routes, reducing emissions, and managing traffic (Litman, 2021). However, a parallel movement is growing around **experiential mobility**, where how people feel inside a vehicle, waiting at a station, or interacting with digital interfaces is just as important. Aesthetic design in transportation is now seen as a contributor to mental well-being, urban culture, and inclusive access (Graham & Marvin, 2001).

More recently, data-driven urbanism (Kitchin, 2014) has introduced the idea that city infrastructures can be shaped in real time by the continuous flow of sensor data.

This includes aesthetic responses such as changing lighting patterns in a subway depending on crowd density or mood-responsive vehicle interiors. Yet, there is limited literature on how these innovations merge with artistic processes or how cultural narratives are embedded in smart systems. This gap is what the present study seeks to explore.

III. THE FUSION OF AI, ART, AND MOBILITY DESIGN

The application of AI in transportation has traditionally focused on automation — routing, vehicle control, and traffic prediction. But as computational power increases and creative algorithms become more nuanced, a new wave of artificial aesthetic intelligence is transforming how designers think about transport environments. These systems are capable of learning from millions of data points — passenger feedback, biometrics, visual trends — to suggest design elements that are emotionally intelligent and culturally adaptive. For example, AI can analyze commuter facial expressions via camera systems to assess emotional states, adjusting ambient lighting, screen content, or even seat temperature to enhance comfort. Similarly, generative design algorithms can help architects create train stations or bus shelters that evolve their form based on local weather data, pedestrian flow, and even art preferences of a neighborhood. At the heart of this transformation lies the principle that design is no longer static. It can now be responsive, adaptive, and even self-evolving, thanks to AI. Artists working with transportation designers are also using tools like GANs to co-create vehicle skins, metro interiors, or data-based public murals that make transportation spaces feel more personal and less mechanical.

IV. CASE STUDIES: BRINGING DATA-DRIVEN AESTHETICS TO LIFE

A. AI-Powered Art in Paris Metro Stations

In 2023, Paris introduced AI-generated murals in select metro stations as part of its “Neuro-City” project. Using neural networks trained on the city’s historical art archives and current user sentiment data, the AI produced evolving wall visuals that reflected seasonal changes, festivals, and even daily commuter emotions. Passengers reported reduced stress and improved satisfaction, illustrating how aesthetic interventions can have measurable psychological benefits.

B. Responsive Interior Design in Autonomous Shuttles (Tokyo, 2024)

In a pilot project in Tokyo, autonomous public shuttles were equipped with emotion-detection sensors and AI-controlled environments. If a passenger looked tired or upset, the lighting shifted to calming tones; if the shuttle sensed excitement (e.g., families or children boarding), it introduced playful projections on the walls. These AI decisions were also influenced by time of day, traffic conditions, and route destinations — all integrated into an artistic expression of the ride experience.

C. Urban Mobility and Interactive Art in Copenhagen

Copenhagen’s Smart Street Initiative installed AI-driven sculptures and light installations that responded to the movement of electric bikes and scooters. These artworks, powered by motion sensors and machine learning, created “aesthetic trails” — paths where lights and visuals responded to users, making commuting a playful and expressive act.

V. DATA AND DESIGN THINKING: THE NEW CREATIVE ENGINE

The infusion of data into the design process marks a pivotal shift in how we imagine transportation. Traditional design thinking starts with human empathy — understanding user needs, emotions, and behavior. When paired with AI, this process gains analytical depth. Now, designers can work with dynamic data sets instead of static surveys. Real-time commuter feedback, biometric data (like heart rate or posture), environmental sensors, and even social media sentiment can inform aesthetic decisions.

For instance, a subway system in Seoul uses real-time data on crowd density to alter soundscapes, lighting colours, and wayfinding projections. This not only enhances flow but also creates a fluid, living aesthetic that responds to the city’s rhythm. AI serves as a bridge between logic and feeling, quantifying human emotion and translating it into design elements.

Generative design tools, like Autodesk’s Dreamcatcher or Rhino with Grasshopper plugins, allow designers to input functional parameters (e.g., airflow, noise levels, passenger count) alongside aesthetic goals. The system then generates design options optimized both for performance and beauty — a process that used to take weeks, now completed in hours.

In this model, data becomes a palette, and AI becomes the artist’s assistant, co-creating transport experiences that are not only efficient but emotionally intelligent.

VI. ETHICAL AND DESIGN CHALLENGES

While the synergy of AI, art, and mobility presents exciting opportunities, it also raises important questions:

A. Bias in Aesthetic Algorithms

AI systems learn from existing data — which often reflects societal biases. If an algorithm is trained only on Western design styles, for example, it may overlook cultural diversity or local preferences. There is a risk that global mobility aesthetics become homogenized, ignoring the nuances of regional identity.

B. *Over-Surveillance in the Name of Personalization*

Many smart transport systems rely on facial recognition, emotion tracking, and behavior prediction. Though designed to enhance comfort, these technologies risk invading privacy. There needs to be clear consent mechanisms, data anonymization, and transparency in how user data is used in aesthetic decisions.

C. *Loss of Human Touch*

As design becomes more automated, there's concern about losing the unpredictability, flaws, and emotional depth that human artists bring. Can AI truly “feel” what a commuter needs on a rainy Monday morning? Or are we risking sterility in the pursuit of optimization?

Addressing these issues requires collaborative governance — involving designers, technologists, ethicists, and the public in shaping how aesthetic intelligence is developed and deployed.

VII. FUTURE SCOPE: DESIGNING WITH, NOT JUST FOR, THE USER

The future of mobility design lies in co-creation — involving citizens not only as users but as collaborators. With tools like participatory AI, people can feed their own data, artistic preferences, or even sketches into public design platforms, helping shape the look and feel of their transport spaces.

Moreover, AI and art will likely play a role in mental health support through mobility. Imagine buses that change colors based on collective passenger mood to uplift spirits, or quiet zones designed by AI analyzing stress data. Such ideas move us toward emotionally adaptive infrastructure — where design doesn't just serve the body, but also the soul.

New fields are also emerging, such as aesthetic informatics, where design decisions are based on emotional data visualization, and creative computation for transit, where engineers and artists code together to create immersive, narrative mobility systems.

With the development of XR (Extended Reality) and spatial computing, mobility will soon be experienced as a blended space — part digital, part physical. Smart transport hubs may include immersive digital art powered by AI, blurring the lines between commute and culture.

In a world moving toward hyper-efficiency, there is a growing hunger for meaningful, humane experiences — especially in spaces as central to daily life as transportation. AI and art, together, offer a pathway to elevate mobility from a mere function to a form of expression.

By harnessing data as a creative input, designers can create mobility systems that are inclusive, emotionally resonant, and responsive to human and environmental rhythms. The fusion of machine logic and artistic sensibility opens new frontiers for innovation — where trains sing with light, stations tell cultural stories, and vehicles respond with empathy.

REFERENCES

- [1] Boden, M. A. (2016). *AI: Its nature and future*. Oxford University Press.
- [2] Elgammal, A., Liu, B., Elhoseiny, M., & Mazzone, M. (2017). CAN: Creative Adversarial Networks, Generating "Art" by Learning About Styles and Deviating from Style Norms. *arXiv preprint arXiv:1706.07068*.
- [3] Graham, S., & Marvin, S. (2001). *Splintering urbanism: Networked infrastructures, technological mobilities and the urban condition*. Routledge.
- [4] Kitchin, R. (2014). The real-time city? Big data and smart urbanism. *GeoJournal*, 79(1), 1–14.
- [5] Litman, T. (2021). *Evaluating transportation equity: Guidance for incorporating distributional impacts in transport planning*. Victoria Transport Policy Institute.
- [6] Maeda, J. (2019). *The Laws of Simplicity: Design, Technology, Business, Life*. MIT Press.
- [7] Mitchell, W. J. (2003). *Me++: The cyborg self and the networked city*. MIT Press.
- [8] Wodiczko, K. (2010). *Critical vehicles: Writings, projects, interviews*. MIT Press.



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)