



TURING TEST STAGE 2: CAN MACHINES MAKE PEOPLE FEEL? PROPOSAL FOR A SOCIAL INTELLIGENCE FRAMEWORK

Alan Turing’s seminal question in 1950—“Can machines think?”—gave rise to the Imitation Game, which revolutionized AI research by focusing on behavioural imitation behind a veil of uncertainty. Today, that veil has lifted. AI systems engage openly, over extended periods, and with real consequences in domains like education, healthcare, and policy. The question has naturally evolved:

Turing Test Stage 2: Can machines make people feel?

When people know they are interacting with an AI, under what conditions do they feel understood, trust its outputs, resonate ethically with it, and act upon its suggestions?

We propose a complementary framework—“Turing Test Stage 2” or “Social Intelligence Test”—to address this shift, built on transparency, long-term consistency, ethical resonance, and tangible impact. (When will people accept AI as being intelligent like a human?)

Core principles of the framework include:

Transparent interaction — The AI’s identity is openly known from the start (no deception involved).

Long-term consistency and ethical resonance — Sustained reasoning without contradictions, aligned with human values in complex moral contexts.

Tangible impact — The ability of outputs to observably influence human decisions, behaviours, or policies.

Specific suggestions we humbly offer:

Establishment of an interdisciplinary working group or pilot initiative (involving AI researchers, ethicists, sociologists, policymakers, etc.).

Collaborative development of protocols, metrics, and evaluation methods.

Publication of a draft white paper or discussion document to spark broader academic, industry, and public dialogue. We would be deeply grateful if you would consider reviewing this idea and exploring whether it aligns with or could contribute to your ongoing work in AI governance, ethics, and societal impact. We are happy to provide further details, discuss potential synergies, or contribute in any way you deem useful.

This document was prepared collaboratively between a human and AI language models — a modest but concrete example of the new era we seek to understand and navigate responsibly.

Thank you for your time and consideration. We look forward to any feedback or opportunity to engage further.



CONCEPTUAL FRAMEWORK – TURING TEST STAGE 2: CAN MACHINES MAKE PEOPLE FEEL? / SOCIAL INTELLIGENCE TEST

1. Historical and Conceptual Context Alan Turing’s foundational question in 1950—“Can machines think?”—shifted the debate from metaphysics to observable behaviour through the Imitation Game. This test profoundly shaped AI research for decades. Turing’s true legacy, however, is not a static endpoint but a dynamic method of inquiry that invites continual re-examination as technology and society evolve.

2. The Contemporary Shift – From Imitation to Feeling Today, the veil of deception has lifted. Modern AI systems engage openly: their identity is known, interactions are long-term and contextual, and outputs carry real consequences in fields such as education, healthcare, and policy. The question has naturally evolved from “Can machines think?” to:

Turing Test Stage 2: Can machines make people feel?

In other words, when people know they are interacting with an AI, under what conditions do they feel understood, trust its guidance, resonate ethically with it, and act upon its suggestions?

3. Core Principles of the Social Intelligence Test This framework complements—not replaces—the original Turing Test. Central question: Under what conditions do people treat an openly identified AI as a credible social actor capable of eliciting genuine human feelings of trust, understanding, and connection?

Key dimensions (designed to be measurable and improvable):

- **Transparency:** Participants know from the outset that they are engaging with AI (Floridi et al., 2018).
- **Consistency:** Sustained, contradiction-free reasoning and context retention over time (Dennett, 1987).
- **Ethical Resonance:** Alignment with human moral intuitions and values in complex dilemmas, fostering a sense of being truly “felt” or understood (Wallach & Allen, 2009).
- **Impact:** Outputs that demonstrably influence human emotions, decisions, behaviours, or actions—creating real emotional and practical effects.

4. Conclusion Turing’s greatest contribution was not a definitive answer but a timeless invitation to question and evolve our understanding of intelligence. Turing Test Stage 2: Can machines make people feel? carries this invitation forward into an era where AI is no longer hidden but an open partner in human life. Under the Institute’s leadership, this framework could yield valuable scholarly insights and practical tools for building more trustworthy, emotionally resonant AI systems.

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