Task 6 Report: Deep Fake Interview Creation

This report documents the process, challenges, and outcomes of creating deep fake AI interview videos as part of Task 6. The objective was to transform a narrative from Task 5 into short AI-generated interview clips. The project focused on generating interview-style videos featuring a fictional coach of the United States Men's National Soccer Team.

Tools and Platforms Used

The videos were created using Google's Gemini Veo platform, which enables AI-based short-form video generation. The tool allows users to provide prompts, specify characters, and define the dialogue. Two separate clips were successfully generated using the platform.

Prompts Used for Video Generation

The following prompts were used to generate the videos. Each prompt was structured with a consistent interview template, and only the dialogue (script) section was changed.

Prompt 1:
Create a short, realistic video interview clip between a sports journalist named Jordan Rivers and the U.S. Men's National Soccer Team coach Daniel Foster.
- Setting: Professional sports studio with neutral background lighting, like a TV interview.
- Style: Natural conversational tone, professional and confident.
- Length: Maximum 10 seconds.
- Characters:
   * Jordan Rivers (interviewer): curious, sharp.
   * Coach Daniel Foster (guest): thoughtful, authoritative.
- Delivery: Smooth pacing with natural pauses.
- Output: Looks like a modern sports broadcast interview.

Script for this clip:
Jordan: "Coach, how has soccer changed over the decades?"
Coach Foster: "Back in the 1870s, home teams scored over 3 goals a game — today it's closer to 1.6."

Prompt 2:
Create a short, realistic video interview clip between a sports journalist named Jordan Rivers and the U.S. Men's National Soccer Team coach Daniel Foster.
- Setting: Professional sports studio with neutral background lighting, like a TV interview.
- Style: Natural conversational tone, professional and confident.
- Length: Maximum 10 seconds.
- Characters:
   * Jordan Rivers (interviewer): curious, sharp.
   * Coach Daniel Foster (guest): thoughtful, authoritative.

- Delivery: Smooth pacing with natural pauses.
- Output: Looks like a modern sports broadcast interview.

Script for this clip:
Jordan: "How do World Cup games compare to friendlies?"
Coach Foster: "Friendlies look good on paper, but World Cup performance is the real test."

Process and Difficulties Encountered

The creation process began with writing short interview scripts derived from the Task 5 dataset analysis. The goal was to fit each interview clip into a maximum of 30 seconds, but Gemini Veo imposed stricter limits of about 8–10 seconds per clip. As a result, the scripts had to be rewritten into very short question-answer exchanges.

Two videos were successfully generated:
1. Soccer Evolution: A Coach's Perspective.
2. World Cup vs Friendlies: Coach's View.

However, both videos came out stylistically different despite using the same base prompt template. This inconsistency highlights a challenge with current AI video generation tools, reproducibility is not always guaranteed, and even small prompt changes can result in different visual styles or avatar choices.

Another difficulty was length limitation. The platform restricts users to very short clips, making it necessary to create multiple segments and later stitch them together to simulate a longer interview. This limitation reduces the realism of a flowing interview.

Full Script

As Gemini Veo3 would only let me create 8 seconds clips, I created a script where each interaction was of 8 seconds long. But even after doing that I managed to create only 2 deepfake videos. Following is the whole script:

Clip 1 – Evolution of the Game

Jordan: *"Coach, how has soccer changed over the decades?"*
Coach Foster: *"Back in the 1870s, home teams scored over 3 goals a game — today it's closer to 1.6."*

Clip 2 – Seasonality

Jordan: *"Do results change across the year?"*
Coach Foster: *"Yes — spring matches in April and May are higher-scoring, nearly 2 goals for home teams."*

Clip 3 – Tournaments Impact

Jordan: *"What happens after big tournaments?"*
Coach Foster: *"We see a scoring bump — sometimes half a goal more per match."*

Clip 4 – World Cup vs Friendlies

Jordan: *"How do World Cup games compare to friendlies?"*
Coach Foster: *"Friendlies look good on paper, but World Cup performance is the real test."*

Clip 5 – Rivalries

Jordan: *"Which rivalries matter most for the U.S.?"*
Coach Foster: *"Mexico — those matches push us to raise our game."*

Reflection on AI Deep Fake Creation

The experiment shows how powerful AI tools have become in generating realistic, interview-style videos from simple text prompts. In under an hour, it was possible to create convincing deep fake clips of a fictional sports coach discussing data-driven soccer insights. However, the limitations are equally clear: short length caps, inconsistent visual outputs, and lack of fine-grained control make it difficult to create professional-grade, continuous interviews. Nevertheless, the ease of use demonstrates the accessibility of AI-driven content creation. With only scripts and prompts, one can generate audiovisual narratives that would have required a full production team a few years ago.

Conclusion

Only two videos were created for this task due to platform restrictions and inconsistencies in outputs. The experience highlights both the potential and the shortcomings of current AI deep fake tools. AI makes the creation of such media surprisingly easy, but challenges remain in achieving consistent quality, longer content, and full creative control.