**Entertainment and media**

Use Cases

Content creation and production

* Scriptwriting
* Music composition
* Video and Audio editing

Personalization and recommendation engine

* Streaming services/devices
* News aggregation
* Audience engagement (Laying traps)

Game development

* Dynamic gaming environment
* VR (Virtual Reality)
* AR (Augmented Reality)

Unsolved Use Cases

Emotional resonance in AI generated content

Originality and Authorship

Bias and Repetitiveness

Problems created by AI (Mostly Entertainment and Finacial Industries)

IP and Copyright infringement

Job Displacement

Deepfakes (No consent, blackmail, fraud)