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**The degradation of artistic expression:  
How AI has failed the creative industry.**

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## **ABSTRACT**

The Degradation of Artificial Intelligence:  
How AI has failed the creative industry.

by  
Andrew Tanuwijaya

Artificial Intelligence used to be a simple, futuristic sci-fi concept one would see in films. The machines that could think for themselves, and take over the world. Back in the 1990s, everyone used to point and laugh at how ridiculous and seemingly impossible the concept was. Then, as time went by, technology started to advance, and assumptions were made. Automated jobs like long distance truckers, fast food drive through workers, and other “simplistic” jobs were going to be replaced, while jobs that required a human soul with creative thinking such as creative arts, music, and acting were safe. Yet, as we near the end of 2023, major protests were held for those specific sections due to controversy with the industry replacing these jobs with artificial intelligence. SAG-AFTRA, the largest actor’s union, held an industry wide strike for writers and actors alike lasting around for 118 days before a resolution was met. Meanwhile, online discourse for artificially generated art has been going on for more than just a few months. With all this in mind, it becomes essential to figure out why this dispute has occurred. This study is written in order to highlight both sides of the argument, with the extensive research and knowledge the author has done and possesses. The study also exhibits the danger this technology possesses to all creative arts creators including but not limited to artists, authors, writers, actors, and musicians. Using survey results and online transcripts, the true implications for the future are also revealed as the degradation of creativity within humans, and inevitably artificial intelligence, occurs. With all this in mind, the usage of artificial intelligence in creative industries especially can be incredibly harmful towards human creativity, with artistic minds being the first on the frontlines. Solutions are required, which is why this study aims to provide answers to the difficult and ethically murky question: “Is it alright to use AI in creative industries?”

Keywords: Artificial Intelligence, AI Art, AI in Creative Industries

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## **Glossary**

<b>Word</b>	<b>Definition</b>
<b>Rotoscope</b>	<b>An animation technique where a real life video is filmed, and then the artist traces over every single second of the video.</b>
<b>Degradation</b>	<b>The process of a decrease in quality, or its deterioration.</b>
<b>Streamer</b>	<b>A person who live-streams an activity, such as playing video games, cooking, or interacting with their audience.</b>
<b>YouTuber</b>	<b>A person who uploads videos to YouTube, or streams on that platform. A content creator for the YouTube platform.</b>
<b>Deepfake</b>	<b>An image or video of someone digitally altered to make it seem like they did something they did not.</b>

## **Methodology**

In order to do this research, a survey was handed out through online platforms of the researcher such as Instagram, Twitter/X, and Whatsapp. A Google Forms was made, and the data was collected anonymously to ensure truthful results, no matter how hurtful.

Unfortunately, due to only having one person, conducting a full scale offline research would be futile, so the results were all from the online form.

The first part of the survey asks the user what AI they often use, if any at all. This allows for a much better understanding of what kinds of AI the respondents are familiar with. Then, the user is asked what creative industry they frequent in, if any at all once again. We are able to grasp the perspective of someone who is working/studying in those industries and can potentially be impacted by it.

From there on out, questions about whether AI could replicate humans, whether it could generate soulful content, and similarly structured Yes/No questions were asked.

Lastly were three open-ended questions to gain a better insight of the audience's opinion, as there is only so much a researcher can understand if the respondents only answer yes/no and scales between one to five.

The first question asked the impact of AI on creative industries from the respondent's perspective, as that is the main point of the research.

The second question is the respondent's opinion on regulation changes to control AI within the creative industries to grasp an idea of what possible solutions the general populace thinks.

The last question is what a path for artists and AI to somehow collaborate would look like, or a way that both parties can benefit as that would be a beneficial outcome.

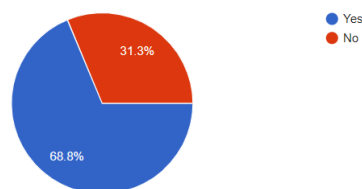
## 1. Introduction

“A computer would deserve to be called ‘intelligent’ if it could deceive a human into believing it was human.” Alan Turing, one who many consider the "Grandfather of Artificial Intelligence", proposed this statement alongside a quick experiment. It was called the “Imitation Game”, where one person engages in conversation with two subjects, a human and a machine. This person, otherwise known as the ‘judge’, then has to figure out whether the subject they conversed with was a human or machine. If the judge is unable to differentiate the two or does so incorrectly, then the machine would win.

While experts argue that this is a test of the machine’s ability to mimic humans instead of its intelligence, it is the first ever test of artificial intelligence and one of the most famous methods of doing so. The issue with this test is that, with recent advancements in AI, results may be inaccurate because humans are biased to be more understanding towards other humans. On the other end of the spectrum, for the same argument, some say the exam is biased towards machines as they are able to outperform humans in tasks that require a lot of thinking forward, such as chess and tic tac toe.

So one may be curious why the Turing Imitation Game is being brought up when the task at hand is more closely related to the creative arts than conversation. Well, according to multiple studies done, including a survey for this specific paper, a large majority of people are unable to tell the difference between AI and human-made art.

Have you personally encountered situations where AI-generated content has been indistinguishable from human-created content?  
32 responses



**Figure 1: Have you personally encountered situations where AI-generated content has been indistinguishable from human-created content?**

Out of the 32 respondents, around 68.8%, which equates to about 22 people, were unable to tell the difference between content generated by artificial intelligence and humans. This is an incredibly concerning statistic to have as we enter an age of artificially generated content. This study aims to find out why this is so and what can be done about it.

Based on the research done, not a lot of studies are being done in this sector due to its new nature and how difficult it is to tackle these sorts of issues, especially with AI being hailed as a revolutionary breakthrough with no thoughts of concerns about its drawbacks. Regardless, one study was found. A research article was made from conference proceedings at the Conference of AI, Ethics, and Society (AIES). The main gap would be the lack of online discussions being brought up, as that is a major factor in what this discourse would be.

## **2. Methodology**

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Unfortunately, due to only having one person, conducting a full-scale offline research would be futile, so the results were all from the online form.

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The last question is what a path for artists and AI to somehow collaborate would look like, or a way that both parties can benefit, as that would be a beneficial outcome.

### **3. Discussion**

#### **3.1 The Rise of AI Technology**

Artificial Intelligence is a concept everyone should be familiar with. As per the layman's definition, AI is simply a robot that can think for itself. While that may be correct, it does not necessarily paint the full picture. Well, Alan Turing once proposed that to learn, humans gathered information and processed it. "Why would there be a reason to doubt robots could replicate that?" Unfortunately, computation was costly and ineffective, as they could only do what they were told, not remember what they did [1].

Eventually, technology progressed, and the very possibility of AI became more and more feasible as time went by. However, even in the 2010s, the implications of this danger were not evident. AI was only taken seriously in the circles that developed it and studied it gratuitously.

AI, previously thought to be simple and straightforward, started to evolve. While many thought it was purely deductive, the contrast started to show. It could recall

previous problems and adapt based on those situations, compare current problems with what it has learned, and make its own reasoning with incomplete or missing information [2].

### **3.2: The Supposed “Golden” Age of AI**

This era came around 2015-2020 when artificial intelligence began creeping up on the general public. Not many still understood the gravity of the situation, as it was becoming used for basic, primary tasks such as answering simple questions, and silly applications.

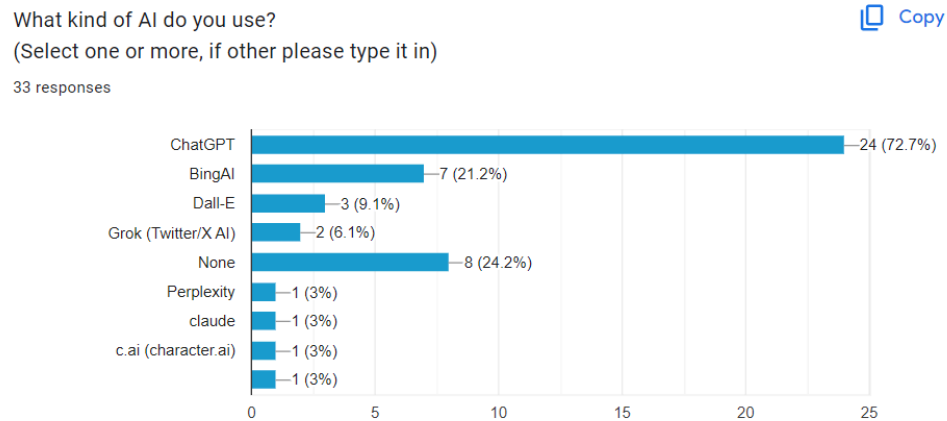
These years were also the time when video-sharing platforms such as YouTube and Vine were beginning to explode in popularity. For YouTube specifically, the type of content getting a lot of exposure was video game channels. A single person or a group of friends playing video games, recording content, and uploading it to the platform was a popular trend back then [3]. These people uploading and streaming videos were called streamers and YouTubers, depending on the platform as YouTube was both a video hosting and a streaming platform. Twitch, on the other hand, is exclusively a streaming platform where people send a live video feed of them doing some activity like exercise, playing games, or interacting with their audience. One popular activity was the use of “Evie Bot”, an artificially intelligent ‘chat bot’, which many people used to talk to and have fun with.

Evie Bot is considered artificial intelligence, as she takes the user’s input and gives her own output. Additionally, she has a 3D model with a face that changes reactions depending on what the user has said and what she replies with. She falls under the “Natural Language Processing” section of AI, a part that allows artificial intelligence to connect sentences, understand them, and return their own reply.

Artificial Intelligence was also used discreetly in other sectors, such as cybersecurity to test their strength, translation as they could potentially bridge the gap of contextual understanding that interrupted direct translation between languages, and video games to allow enemies to understand player movements for an immersive experience.

### 3.3: The Beginning of the End for Creative Arts

Everything changed when the COVID pandemic began sweeping the globe. Hundreds of millions of people were forced to stay home in order to save themselves from the coronavirus. Meanwhile, those on the internet ‘discovered’ ChatGPT, another artificially intelligent chatbot. This one, however, was different. ChatGPT had the knowledge of the internet up to September 2019, so it was essentially Google that you could speak to. It could act as a specific role in order to teach something, troubleshoot technical problems, or even give the user recipes, according to their site [4]. This led to an influx of people using it as a daily assistant manager [5]. Even the conducted survey had a total of 24 people using GPT.



**Figure 2: What kind of AI do you use?**

#### 3.3.1: What is AI Art?

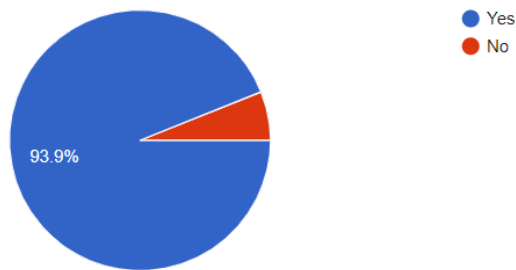
Before GPT and AI became mainstream, artificially generated art was already slowly creeping up. Back in 2017, a piece of art sold for around \$432,500 [6]. It was generated artificially and sold next to pieces made by Andy Warhol and Roy Lichenstein. Discourse began by questioning if it was even art, as it was

generated by inputting many different historical pieces of art and essentially mushing them together.

Modern art, made by artists today, is automatically protected by copyright. To quote international copyright laws, “As the copyright owner of artwork, you have the right to make and sell copies of it; make new works from it; and display it publicly, including on the internet. And if you want to use someone else’s artwork in these ways, you must get permission from the copyright owner. Copyright protection begins the moment a work is created in a fixed form; registration with the U.S. Copyright Office is not required” [7]. The very second the work is made, the art is immediately copyrighted, with it belonging to the artist. Despite that, these works are being used without consent or attribution.

Have you noticed any instances of AI-generated content being used without proper credit to the original human creators?

33 responses



**Figure 3: Have you noticed any instances of AI-generated content being used without proper credit to the original human creators?**

This kind of theft is demotivating artists, both new and old, from pursuing this career due to the uncertainty of the future in their line of work. There is no point in becoming an artist if your work will be taken without consent and fed into a machine, rendering your job obsolete.

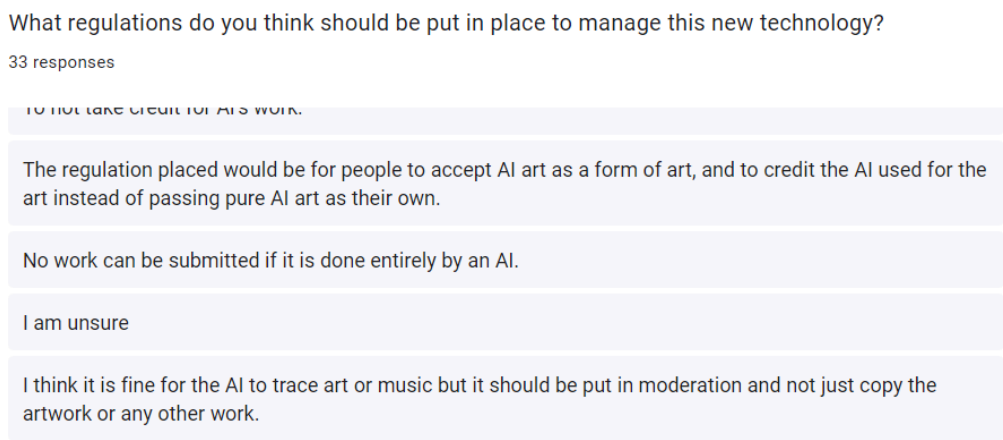
The possibly worst part of this situation is resolution, as stolen art cannot be “returned”. When the art is fed into the algorithm, the machine learns from it and will not forget. It is, after all, perfect in memory, and once those works are in

the system, there is no way for the developer to “take it out” without resetting the machine completely.

**3.3.2: An Uncertain Solution**

In the survey, an open-ended question was included with a simple query: “What regulations do you think should be put in place to manage this new technology?” essentially asking for a solution. A new law, regulation, or solution that would enforce and protect artists. Yet, not a single definitive answer was provided. Consensual regulation, being transparent when AI is used, or vague answers were given. This is because there is no straight solution when tackling this issue.

As mentioned before, laws were already put in place that protected a work the second it is conceived. Yet, that has not stopped developers from stealing other’s work to input into their system. Even if people started obeying those rights all of a sudden, the issue with existing algorithms that have stolen works remain. The question is not even whether a government body or organization should force them to delete it, but whether they can do so or not. Backups can be made, and the cycle would continue endlessly.



**Figure 4: What regulations do you think should be put in place to manage this new technology?**

In the end, the solutions provided by the general public depend on the morality of the developers committing these deeds.

### **3.4: Corporations, Industrialization, and Normalization**

Despite the online discourse, controversy, and protests, no major advancement was made to protect digital artists. The war went on continuously for another few months, which is when another major event occurred. This time, industries realized the potential of artificial intelligence and seized the opportunity to make more money.

#### **3.4.1: The 118-Day Strike**

With newly developed technology, studios realized they could save an amazing amount of money by paying extra background actors for a single day of work by scanning them, saving that data, and keeping those 3D models of actors for future use. Studios then reworked contracts to have this clause, saving them some funds for films. Actors, of course, were not happy with this arrangement.

Studios are already infamous for the mistreatment of actors and writers, from poor work conditions to unfair compensation and impossible goals to achieve in a miniscule amount of time. Now, with the proposed changes, actors would be paid for a single day of work for a lifetime of acting opportunities. The studio would no longer have to pay actors, as they could just use their 3D models forever. As a result, on July 14, 2023, actors went on strike alongside writers, who had already been striking over the usage of artificial intelligence.

Despite the long strike, some CEOs were not relenting whatsoever. Bob Iger, the CEO of Disney, said, “There’s a level of expectations they have, and that’s not realistic.” despite living in a luxury mansion, riding a private jet, and constantly wearing designer clothing. The fact that he makes 400 times more than the lowest-paid worker signals the salary difference in the entertainment industry [8].

In this strike, studios have also previously commented that they planned on “waiting out the strike”, hoping that the union members would lose their houses and homes, calling it a “cruel but necessary evil”. Though the AMPTP may be denying it, a resolution was not found until after the actors joined the strike as well [9]. At long last, however, a better deal was struck after 118 days of striking.

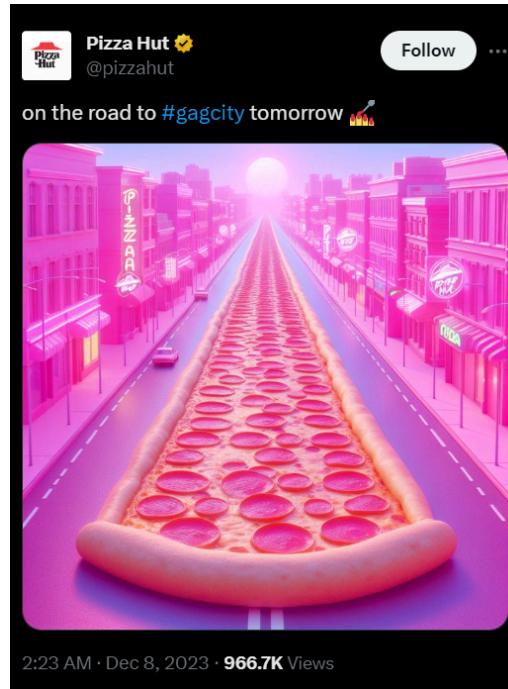
### **3.4.2: The Inevitable Industrialization**

Despite all the attempts to highlight the dangers of AI, its usage for potentially harmful purposes has not decreased at all. AI is still being used for dangerous activities, harming a lot of people in the process.

For example, one unfortunately popular means of use is “deep fake pornography”, in which the user would input an image of a person clothed, and the AI would return an image of them fully nude. A Twitch streamer called “AtrioC” was caught with deep fake images of his fellow streamers, which greatly disappointed and saddened the community. While he is trying to make up for it by combating deep fakes, the fact that a popular streamer did it remains [10]. If he did it, there is an unspeakable number of normal people who have also done it.

Twitch streamers are not the only ones guilty of using AI to satisfy their own greed, prioritizing themselves over the safety and wellbeing of other people. Of course, massive corporations outside the entertainment industry have also found ways to ‘use it’.

Pizza Hut, for example, is speculated to have used AI art for an advertisement on their social media. Discourse has gone around, as it is highly likely to be generated by artificial intelligence. All the signs in the image having distorted text, windows on the building not being linear, the inconsistent length of lines for the biking path point to the fact that this image is likely artificially generated.



**Figure 5: A post on X/Twitter from the official Pizza Hut account @pizzahut [11].**

Around the beginning of the year, a YouTube channel called “Corridor” released a video called “ANIME ROCK, PAPER, SCISSORS” in which they enacted a scenario of overexaggerated movements while playing rock, paper, scissors. They then rotoscope the video and animate it using AI instead of a human artist. The main issue with using AI for this is that they simply stole copyrighted work by training the model using the anime “Vampire Hunter D: Bloodlust” so that their video would end up in the style of the anime [12].

Although the animation is subjectively terrible and poor in quality, this does raise concerns over the ethical implications of when the technology is improved, because at this point in time, it is not a matter of possibility but a matter of time. The question would be how, if at all, would artists be protected. If someone previously worked as an animator, there would be no one to stop corporations from training a model on your work whenever this technology is improved. However, if concerns were not high enough, yet another major issue dropped around December 2023.



A trailer for a short feature film was released on the Twitter/X account of @zombi\_friends that depicted a horror/zombie animated movie. However, the main cause for concern and controversy was the fact that every aspect of animation was done with motion capture and AI [13]. The fact that this was all done by AI is a cause for concern. Just like with Corridor's video, the general consensus was that it looked poor in quality, but just like before, this signals a sign of the times, as films made by AI are being released into cinemas.

The film seems like an insult to animators, as they are incredibly overworked and underpaid by studios, and to release a film where they were replaced seems like more salt in the wound [14]. Poor working conditions have continuously plagued the industry, especially in Japan. Large studios like MAPPA have their employees complaining about their situation, especially with the currently airing anime Jujutsu Kaisen releasing an objectively unfinished episode [15].

However, American animators are also struggling with projects such as *Spiderman: Across the Spiderverse*. It seemed that the writer and producer of the film changed up aspects of the film midway, causing a delay in work [16]. The animator deadlines, however, were unchanged, and so they had to excessively and tirelessly work to meet said deadlines, according to four anonymous animators. In addition to this, quality checks were also done, and each stage had to be approved.

This excessive and poor working condition is why animators are already struggling in the industry. The constant change in plans, short deadlines, and large expectations to create great art is always prevalent in these sectors. However, the introduction of AI would essentially strip away what little artists were making. AI should have been used by artists in order to increase the quality of their work and improve the workflow. If it were used as a tool to help artists, we might have been led to a different future. Unfortunately, the status quo is having AI models replace artists instead. A new type of technology is being brought up, a "protective layer" that artists can place over their digital art, which works momentarily but will ultimately become useless once people figure out how to remove it.

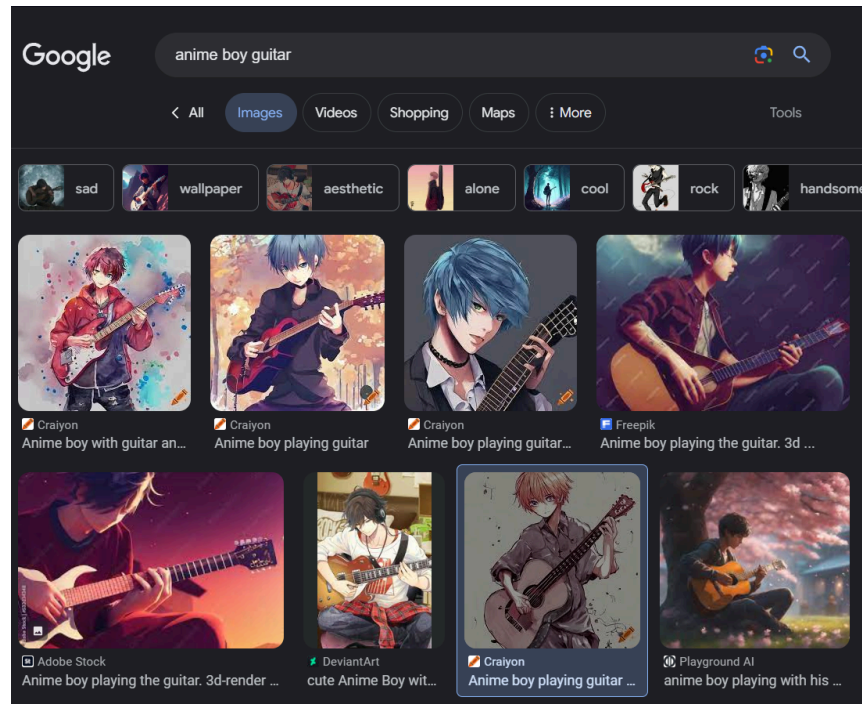
A question could be brought up, such as “So what if artists all quit and AI replaces them? After all, they are overworked. We might as well, since we are at this stage.” That very question is the reason for this research and will be a major talking point later on in this paper.

### **3.4.3 Normalization Through Social Media**

To highlight the further normalization of content theft and algorithm feeding, TikTok, an incredibly popular short video sharing site, allowed for the creation of “AI filters”, which were essentially themed under certain “prompts” for the AI to generate. Wizard filters would use prompts like “magic, cool, mana, spells, hat”, and more of the sort. The filter would then return an artificially generated image based on the image the person took and provided. These generated pieces do not mention what data the model was trained on, much less the artists whose works were taken in order to create the model.

TikTok’s own website even suggests using Midjourney or Dall-E, two sites that are infamous for the non-consensual usage of artists’ work to train their data [17]. The creator of Midjourney has openly admitted in a Forbes interview to using hundreds of millions of images and data scraped from the internet without the consent of artists [18]. The normalization of this practice is not only scummy but also concerning for the future of human creativity.

This kind of normalcy is recurring more to the point where even Google returns AI art despite the user not specifying for it. To test this theory, the survey had its respondents google “anime art [topic]”, where the word topic was replaced with a subject of their choosing such as piano, guitar, and so on. For example, a search of “anime boy guitar” returned the following results:



**Figure 6:** A Google Image search for “anime boy guitar”

It is clear that out of eight results, seven are artificially generated. The first five images are all distorted in the eyes or hands, which makes it obvious that it was made by AI. The sixth is real art, while the last two also have distortions. It becomes clear how concerning the situation is, as a simple Google search already gives this much artificially generated art.

### 3.4.4: The Division of People

Another reason resolution cannot be found easily is due to the division of people regarding their opinions on the matter. One side views the situation with jaded eyes and believes anything to do with technology and artificial intelligence will become the future. On the other hand, there are people concerned about the well-being of others and what it could mean for the future if the status quo continues.

A lot of the major arguments occur online, as that is the platform on which AI art is often distributed as well. Some people label their work as artificially

generated, which is the right step, but there are some who want no change to the regulations in regards to the situation.

One user against artists posted a comic about someone saying AI art is not human-made, but machine-made. That person within the comic then proceeded to take a photo of a ladybug using a camera. The point of the comic was to compare the generation of AI art and the skill of photography and highlight its similarities. However, one person responded, “Being a photographer takes skill. AI art doesn’t. And also, I don’t know how to tell you this, but the subjects of a photograph exist materially” [18]. The point they bring up would be more correct, as photography requires the user to manually adjust lighting, get perfect timing of the subject, and more factors that they have to try to control. AI art, on the other hand, simply requires the user to throw words at a machine trained on stolen data to output a combination of stolen data formatted to the words the user inputted.

This divide is inevitable, and a resolution for it will not likely be found in the near future. Convincing someone of something when they are convinced otherwise is not a task that is done easily. Unfortunately, this dispute ultimately factors into the normalization of artificial intelligence in the artistic industry.

### **3.5: A Possible Degradation**

So maybe someone in the world, somewhere, is thinking about one of these: “Well, what if we just embrace this change? Throw artists in the dirt and continue down this rabbit hole of artificially generated content.” “Who needs animators anyway? If they’re so overworked, then just replace them with AI. At least they won’t have terrible working conditions anymore.” “Why bother learning art? AI art is much easier, and it’s practically the same thing as doing it manually, just faster.” If you, as a reader who has read this entire paper, disagree with all of these sentiments, then that is some relieving news. However, if there are still any doubts about any one of these statements, this section will hopefully clear those up.

Considering the status quo, artists are already afraid of their work being stolen. Picking up a job that involves art is becoming less incentivizing by the day, and new artists are less willing to learn out of fear of their skills becoming obsolete. Working artists are already barely paid anything, and with this direction, they may be losing their jobs over this.

Displacement in the industry is becoming a more real problem with each passing day. However, the hypothetical would be asking what exactly happens to the creative industry as artists leave the market. Saying all artists simply give up starting at the beginning of 2024 would leave the internet with art until the end of 2023.

In this hypothetical situation, there is no way for art as a creative output to grow because, objectively, the model is only as good as the data it is fed. The recent most content-generating artificial intelligence models are eerily good because behind those are art pieces people put their effort, time, and love into. Once artists 'give up' on the industry and all that is left is AI with old images, there is no way for AI to 'innovate'. It is still incapable of doing so, as the limit is the data provided. Humans, however, have the immense luxury of the limit for whatever they create, being their imaginations. A popular methodology for testing algorithms is to go maximum positive and minimum negative, going out of the scope of possibility for the machines to see their limit. When asked to continuously depict someone getting angrier and angrier, the AI gives up after a handful of tries. Humans, however, can keep going on and on.

Eventually, a future where all art, animation, and creative work is exclusively done by AI would mean newer, fresher, and more creative ideas would no longer be possible anymore. Even if humans wanted to create something incredible beyond the imagination of AI, with artists giving up their skills, no one could conceptualize that exact thought. AI will not be able to replicate something regardless of the prompt created. That is because art, no matter what form it takes whether it be traditional, digital, music, acting, or any other form, is a skill cultivated and trained over time. Practice and perseverance is

what makes humans *human*. Artistic expression, as humanity knows it, would eventually cease to exist.

If AI has the ability to perfectly mimic humans in terms of thoughts, and conceptualize their own thoughts, we return to the Turing Imitation Game. One judge, one human subject, and the machine subject. The judge speaks to both subjects one at a time, without being told which is which. If the judge can accurately decide which subject is the computer, then the human wins. If not, the computer wins. The method was scrutinized due to its nature of testing for copying human thoughts instead of its actual intelligence. However, if AI gains this capability to truly think for itself, then the judge will receive a 50/50 game instead of a guessing game as AI perfects itself. At this point, the AI had won a long, long time ago.

#### **4. Conclusions and Recommendations**

So, the problems and their probable solutions are finally made clear. Artists are being underappreciated in the current industry, and with the introduction of artificially generated content, this mistreatment is here to stay. AI is not coming because it has already arrived and planted itself firmly a long, long time ago. Regulations on it are sketchy and dodgy because regulating it is difficult.

With AI becoming even more prevalent and exposed to the middle-aged population, there is no stopping it, as the storm is here. The best conclusion was already touched upon: artists using AI to help enhance their work instead of replacing them completely.

This research is not perfect, as a better method would be to have a larger sample size.

However, there is no definite way to turn back the clock. Pandora's Jar has already been opened. The current AI systems are trained on unethically obtained stolen data, and there is no possible chance of undoing it without resetting the systems, which most, if not all, developers will refuse to do. The protective layer is an effective example,

albeit temporary. In the end, the weight of these industries depends on the advancement of technology, who develops it, and our ability to react correctly to these changes.

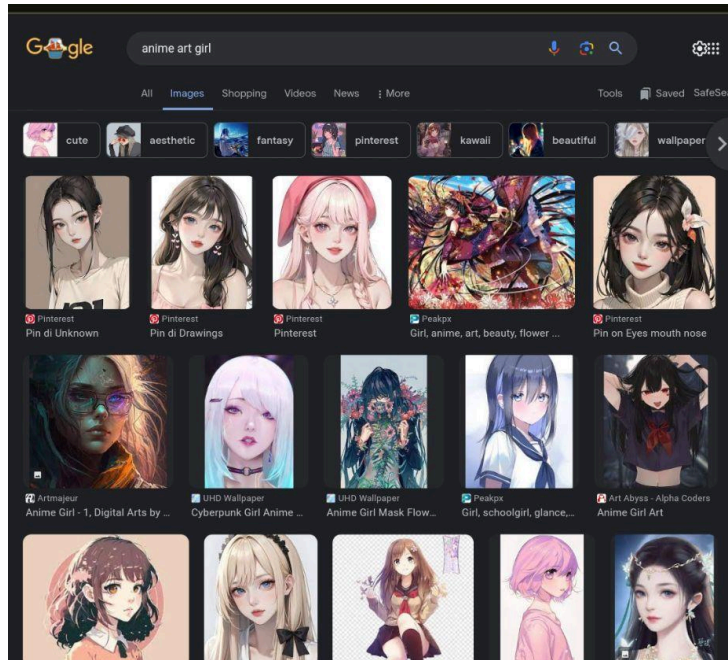
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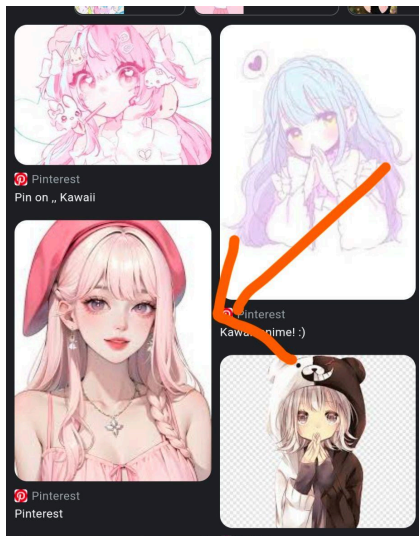
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## Appendices



**Appendix A.** *Google Search for “Anime Art Girl” (Survey)*



**Appendix B.** *Google Search for “Anime Art Kawaii Girl” (Survey)*

### **Appendix C. Google Survey Questions**

Certainly! Here's a neatly formatted version of your questionnaire for documentation:

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**\*\*1. What kind of AI do you use?:\*\***

- ☐ ChatGPT
- ☐ BingAI
- ☐ Dall-E
- ☐ Grok (Twitter/X AI)
- ☐ None
- ☐ Other... (please specify)

**\*\*2. What industries are you involved/interested in?\*\***

- ☐ Art
- ☐ Music
- ☐ Writing
- ☐ Video/Photo Editing
- ☐ None
- ☐ Other... (please specify)

**\*\*3. How familiar are you with AI in creative industries?\*\***

- Unfamiliar
- 1
- 2
- 3
- 4
- 5
- Extremely Familiar

**\*\*4. Did AI have a significant impact on creative industries in recent years?\*\***

- ☐ Yes

- ☐ No

**\*\*5. How often have you seen AI-Generated Content without proper attribution towards the actual artists?:\*\***

- ☐ Yes

- ☐ No

**\*\*6. Have you noticed any instances of AI-generated content being used without proper credit towards the original human creators?:\*\***

- ☐ Yes

- ☐ No

**\*\*7. Can AI capture the "Essence" of Human-Created Art:\*\***

- ☐ Yes

- ☐ No

**\*\*8. Has there been a decline of AI Quality:\*\***

- ☐ Yes

- ☐ No

**\*\*9. Can AI content elicit human emotions?:\*\***

- ☐ Yes

- ☐ No

**\*\*10. Can the integration of AI enhance creative processes:\*\***

- ☐ Strongly disagree

- ☐ Disagree

- ☐ Neutral

- ☐ Agree

- ☐ Strongly agree

**\*\*11. Is there an impact made by AI on job prospects for human actors?:\*\***

- 1 (No effect)
- 2
- 3
- 4
- 5 (Many opportunities missed)

**\*\*12. Would you prefer AI-Generated Content if it were indistinguishable?:\*\***

- ☐ Yes
- ☐ No

**\*\*13. Have you ever claimed AI work as your own? (Anonymous):\*\***

- ☐ Yes
- ☐ No

**\*\*14. Are you aware of any instances where AI-generated content has been embraced and celebrated by audiences?:\*\***

- ☐ Yes
- ☐ No

**\*\*15. Concern in the Art Industry:\*\***

- 1 (Not Concerned)
- 2
- 3
- 4
- 5 (Extremely Concerned)

**\*\*16. Concern in the Music Industry:\*\***

- 1 (Not Concerned)
- 2

- 3
- 4
- 5 (Extremely Concerned)

**\*\*17. Concern in the Film/Video Industry:\*\***

- 1 (Not Concerned)
- 2
- 3
- 4
- 5 (Extremely Concerned)

**\*\*18. Google Images AI Art Experiment:\*\***

As a fun little experiment, do a quick google images search on "anime art [topic]" (Replacing the word 'topic' with a common subject of your choice like *boy*, *cute*, *aesthetic*). Out of the first 50 results or so, how many do you *think* are AI generated?

- ☐ None
- ☐ Between 5-15
- ☐ Between 15-25
- ☐ Between 25-35
- ☐ Between 35-45
- ☐ All of them

**\*\*19. Image Upload (optional):\*\*** (Screenshot the page with AI art)

**\*\*20. What do you think is the impact of AI on the overall creativity and innovation within the entertainment and artistic industries?:\*\***

[Your response here]

**\*\*21. What regulations do you think should be put in place to manage this new technology?:\*\***

[Your response here]

**\*\*22. In what ways do you think that the use of AI could be positive for all parties?:\*\***

[Your response here]

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S.

