

In the cybersecurity presentation, the presenters talked about the potential dangers of AI. In their presentation, they specifically spoke about the dangers of scams and how their quality and quantity will increase with the distribution of AI. In this same vein, games containing malware or hardware abuse may be on the rise. There have been cases where games held harmful files that stole data or hijacked a system, or would use the computer's processing power for actions like bitcoin mining. These games were either very uncommon, or easy to detect due to quality. Someone is much more likely to believe that a low quality game is a scam, than a triple A game. However, now that AI can write code to a high level of accuracy, someone with zero experience could quickly create a functional game. This, on top of thousands of free assets, means game creation is more accessible than ever. As AI evolves, it has gone from writing code, to creating images and assisting with textures and animations. In the near future, AI may be working in 3D, fully creating animations, models, sounds, and environments. This would mean that detecting a scam couldn't be done by looking for popular premade assets. While this simplification of game creation means more artists can share their stories, it also makes it easier for scammers to convince you to download their infected games.