1. **The unwillingness of the world to face a new problem – artificial intelligence.**
2. Today I will tell you what are the problems with copyright and the use of artificial intelligence instead of human intellectual and physical labor.
3. About six months ago, a quarrel broke out on the the Korean Internet due to the fact that the illustrations for the Cytus 2 game were most likely generated by a artificial intelligence. Users proved it with some sections of art, for example, characters with six fingers. It was decided that the company was firing its employees for the benefit of cheaper and less time-consuming technology. However, the company denied all the accusations, saying that on the contrary, they hire more employees who understand artificial intelligence to adapt to new trends in game development.
4. Also, one Chinese artist Amber Yu shared with the ‘Rest of World’ her feelings about the use of AI by companies. So, she spent about a week creating one illustration and received from $ 430 to $ 1000 for it, while now she is only asked to adjust the AI's work, and in return they pay only a tenth of the original salary. Moreover, one fifth of all artists have already been fired this year, and according to Amber Yu, because of the active use of AI.

In any case, an even more important issue for artists is related to copyright. Artificial intelligence takes existing images, combines and processes them, and then issues an updated image for the original. Some neural networks leave the signatures of the authors in the picture (there may be several of them in one image at once), in some proposals where artificial intelligence is used, users are recommended to indicate under the picture that it was created using a neural network. However, the authors of the original drawings do not have the opportunity to track the future of their works or receive a reward for the exploitation of the drawing — the use of copyrights in the case of neural network technologies is not regulated in any way yet.

1. There was also news recently that George Martin (author of a book like A song of Ice and Fire) and 17 other writers sued ChatGPT. Their complaint was that OpenAI "copied works without permission and consideration" and used copyrighted materials to teach large language models. "The authors' earnings depend on the works they create. But the Defendant's large language models threatens the ability of science fiction writers to make a living, because they allow anyone to create-automatically and for free (or very cheaply)—a text that they would otherwise pay writers to create." OpenAI, the complaint says, could have trained its large language model on works in the public domain instead of using copyrighted materials without paying a license fee. The writers hope that their complaint will be classified as a class action.

In conclusion, I would like to say that the problem with copyrights is becoming more and more common and it's time to think about solving this issue, especially from the legal side of the issue, because before that no one had prescribed in contracts such an opportunity as the use of intellectual property for AI training. At the moment there is no definite solution to this issue, we will have to figure out how to regulate it in order to maintain a balance in the development of new technologies, and in preserving the importance of copyrights and the opportunity for authors to earn. Let's see how the world adapts to new realities in the future.