

The Impact of AI-Generated Visual Content on the Creative Arts and Copyright

A Study of the Arts and Technology

Bryce Seefeldt

Seneca Polytechnic

Honours Bachelor of Software Development

Toronto, Ontario, Canada

Abstract

AI-generated content has brought sweeping changes to the visual arts world, stirring up debates about copyright and the rights of creators. This study explores how the growth of AI affects the concept of originality, alongside moral and economic rights, as well as the framework of copyright protections. By combining feedback from creative professionals and IT experts through surveys, and blending both qualitative and quantitative analysis, this research offers valuable insights into public opinion, ethical dilemmas, and policy challenges. By incorporating visual examples, survey results, and thematic trends, it paints a clearer picture of the hurdles and opportunities AI-generated works present in today's creative industries.

CCS Concepts

- **Social and professional topics** → **Intellectual property law**;
- **Computing methodologies** → *Artificial intelligence*.

Keywords

AI-generated content, Copyright law, Creative industry, Visual arts, Moral rights, Economic rights, Ethical concerns

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1 Introduction

The rise of artificial intelligence (AI) in creative workflows has redefined the visual arts, introducing groundbreaking opportunities alongside complex challenges. AI-driven tools such as Generative Adversarial Networks (GAN), DALL-E, and MidJourney now produce stunning visual content that often mirrors the quality of human-created works. Unlike traditional tools, which amplify human creativity, these AI systems independently generate images by processing enormous datasets and identifying patterns. This autonomous capability sparks debates on key concepts like authorship, ownership, and originality.

The ripple effects extend far beyond artistic expression. AI-generated art disrupts creative industries, threatening the livelihoods of artists and altering the dynamics between creators and audiences. Economically, while AI tools make content creation more accessible, they risk the commodification of creativity, potentially undervaluing the distinct contributions of human artists. Legal ambiguities further complicate matters, particularly with regard to copyright protections for AI-generated works—highlighting ethical issues like the use of artists' intellectual property in training datasets.

This study delves into these critical concerns, examining how AI-generated content affects copyright laws, moral rights, and the financial well-being of visual artists. Drawing on survey data, literature reviews, and legal case studies, it sheds light on stakeholder perspectives, ethical conflicts, and policy recommendations to address the shifting creative landscape.

2 Research Questions

- (1) How has the rise of AI-generated content influenced copyright infringement and artists' rights in the arts creative arts industry?
- (2) What are the perceptions of artists and IT professionals regarding AI-generated content's originality and value?
- (3) How do demographic factors affect opinions on copyright protections for AI-generated content?
- (4) What policy changes are necessary to address these challenges?

3 Literature Review

This section draws on a wide range of academic sources, case studies, and international viewpoints to tackle key research questions about how AI-generated content is reshaping copyright laws and the rights of artists. It incorporates direct quotations and citations to provide clarity and enrich the discussion.

3.1 Themes and Findings

3.1.1 Influence of AI-Generated Content on the Visual Arts. AI has democratized art creation but exacerbated concerns over originality and copyright infringement. In a 2024 article, Mazzi emphasizes the tension between human and AI creativity, arguing that AI's capacity to mimic human creative processes challenges conventional standards of originality [9].

Studies reveal that while AI-generated art facilitates creative accessibility, it often relies on copyrighted materials for training, raising issues of derivative works and infringement. The NTIRE

2024 Challenge underscores this by documenting AI's varying capabilities in generating high-quality content, pointing to the need for standardization in assessing AI-generated works[8].

3.1.2 Perceptions of AI-Generated Content. Artists and IT professionals exhibit divergent views on AI's value. Artists predominantly view AI as a threat to their originality and economic security, while technologists highlight its innovative potential. Nina Schick (2023) underscores the "generative AI era" as a transformative but controversial phase, blending awe at AI's creative outputs with concern over its societal implications.

In Japan, the rise of AI-generated content (AIGC) has shifted the focus from professional creators to user-generated content, highlighting both the opportunities and threats posed to traditional creative ecosystems [6].

3.1.3 Demographic and Familiarity Factors. Generational and technological familiarity significantly influence opinions on AI and copyright. Younger, tech-savvy individuals are generally more accepting of AI integration into the arts, while older demographics express greater concern over originality and economic impacts [10]. For example, Fujita and Hill observed that younger users in Tokyo are more likely to embrace AI as part of the city's innovation ecosystem [7].

3.1.4 Policy and Legal Frameworks. Legal discussions focus on balancing innovation with protection. The U.S. Copyright Office (2024) has ruled that fully AI-generated works cannot be copyrighted, citing the "human authorship" requirement as a cornerstone of copyright law [13]. However, the Office also advocates for legislative changes to address gaps in current laws, such as the unauthorized use of copyrighted materials in AI training [5].

International perspectives vary widely. For example, the European Union emphasizes human-centric copyright frameworks, while the United States prioritizes incentivization of technological advancements. Japan, with its flexible copyright policies and user-driven creative industries, represents a hybrid model that balances innovation with protection.

3.2 Comparative Analysis

3.2.1 Innovation vs. Infringement. The reviewed literature reveals contrasting perspectives. Proponents view AI as democratizing creativity, while critics highlight risks to originality and economic stability for artists. Notable legal cases, such as those involving Stability AI, underline the need for clear frameworks to differentiate between transformative and derivative works.

3.2.2 Gaps in Research. Current studies lack cross-cultural analyses and fail to fully explore the ethical dimensions of AI-generated art. Moreover, the role of AI in perpetuating biases embedded in training datasets remains underexplored [10].

3.2.3 Policy Recommendations. Proposals include creating international standards for AI training datasets, establishing licensing frameworks for derivative works, and incorporating transparency measures like watermarking [9].

3.3 Synthesis of Findings

The literature reflects a dual-edged narrative: AI-generated content democratizes creativity while disrupting established norms in copyright law and artistic value. Key priorities for the field include:

- Harmonizing international copyright laws to address AI's unique challenges.
- Establishing transparent frameworks for AI training and content ownership.
- Empowering artists through education and collaborative opportunities.

These findings underscore the transformative yet contentious nature of AI in the arts, highlighting the need for interdisciplinary solutions that integrate legal, ethical, and creative perspectives.

3.4 Conclusion

AI-generated content in visual arts represents both a creative revolution and a regulatory challenge. Policymakers must develop adaptive frameworks that protect artists' rights without stifling innovation. Future research should focus on cross-cultural perspectives, ethical considerations, and stakeholder-specific impacts to ensure equitable outcomes.

4 Case Law Analysis

The intersection of AI-generated content and copyright law has triggered pivotal legal debates concerning originality, economic and moral rights, and policy adaptations. This analysis synthesizes rulings and arguments from key cases to address the specified research questions. Central themes include copyright infringement, the perspectives of creative professionals, demographic impacts, and legal frameworks.

Table 1: Key Legal Cases Involving AI and Copyright

Case	Jurisdiction	Key Issue	Outcome
<i>Andersen v. Stability AI Ltd.</i>	N.D. California	Use of copyrighted images in AI training datasets	Claims partially dismissed; leave to amend
<i>Concord Music Group, Inc. v. Anthropic</i>	M.D. Tennessee	Use of song lyrics in AI training; fair use defense	Case transferred to N.D. California
<i>Thomson Reuters v. Ross Intelligence</i>	D. Delaware	Use of legal content in AI training	Summary judgment denied; disputed facts
<i>Stephen Thaler v. U.S. Copyright Office</i>	D.C. Circuit	Copyrightability of fully AI-generated works	Denied; upheld human authorship requirement
<i>SURYAST Review Board Decision</i>	U.S. Copyright Office	Registration of partially AI-generated artwork	Denied due to inseparability of contributions

4.1 Case Analysis

4.1.1 Influence of AI-Generated Content on Visual Arts. The judicial rulings in *Andersen v. Stability AI* and *Concord Music Group, Inc. v. Anthropic PBC* underscore the legal complexities of AI's role in visual arts. In *Andersen*, the plaintiffs alleged that Stable Diffusion used copyrighted images as training data, resulting in derivative works. However, the court found that the outputs were sufficiently transformed, complicating claims of direct copyright infringement [1].

Similarly, in *Concord Music Group*, the court grappled with whether the use of copyrighted song lyrics in AI training constituted fair use. The plaintiffs argued that the AI system's replication of lyrics violated their rights, while the defendants maintained that the transformative nature of the AI's outputs fell under fair use protections [4].

4.1.2 Perspectives of Artists and IT Professionals. Artists expressed concerns about economic harm and creative erosion due to AI-generated works, as detailed in *Andersen*. The plaintiffs argued that their works were exploited without permission, violating their economic and moral rights. This reflects broader apprehension among artists who view AI as a competitive threat [3]. Conversely, IT professionals and tech firms emphasized AI's innovative potential. They argued that AI democratizes creativity, allowing for new forms of artistic expression [4].

The *Thomson Reuters v. Ross Intelligence* case highlighted this dichotomy. While Thomson Reuters alleged that Ross Intelligence's use of its legal content constituted infringement, Ross argued that its AI-generated outputs were innovative tools for legal research [2].

4.1.3 Demographics and Familiarity with AI. The *SURYAST* decision revealed how familiarity with AI shapes perceptions of copyright. The U.S. Copyright Office refused registration for an AI-generated artwork, citing inseparability between human and machine contribution. This case also underscores generational divides, with younger creators more inclined to embrace AI collaboration compared to traditionalists wary of its implications [15].

4.1.4 Policy Changes and Legal Frameworks. Legal decisions consistently underscore the need for updated policies to address AI-related challenges. In *Stephen Thaler v. U.S. Copyright Office*, the court upheld the requirement for human authorship, reinforcing the traditional foundation of copyright law [12]. This decision reflects a broader reluctance to adapt copyright law to fully accommodate AI-generated works.

Additionally, the U.S. Copyright Office's delayed reports on AI underscore the urgency of reform. Congressional inquiries stressed the need for clarity on liability and copyrightability concerning AI-generated outputs [14].

4.2 Comparative Analysis

4.2.1 Innovation vs. Infringement. Cases like *Andersen* and *Concord Music Group* reveal the tension between innovation and protection. AI is celebrated for its transformative potential but criticized for its dependence on copyrighted materials. Courts struggle to balance these competing interests, often relying on existing frameworks ill-suited for AI's nuances [3]; [4].

4.2.2 *Policy Recommendations.* Legal rulings suggest several policy directions:

- (1) **Clarification of Fair Use:** Courts need clearer guidelines on when AI training qualifies as fair use, especially for transformative purposes [11].
- (2) **Transparency Requirements:** Policies mandating disclosure of training datasets can enhance accountability [15].
- (3) **Human-AI Collaboration Frameworks:** Recognizing co-authorship in partially AI-generated works could address concerns of creators like those in *SURYAST* [15].

4.3 Conclusion

Case law illustrates the tensions between innovation and protection in AI-generated content. While courts reaffirm the primacy of human authorship, evolving practices in visual arts necessitate adaptive legal frameworks. A cross-disciplinary approach is essential to reconcile the competing priorities of artists, technologists, and policymakers.

5 Methodology

5.1 Research Design

This study employed a mixed-methods approach, combining quantitative and qualitative techniques to investigate the impact of AI-generated content on the visual arts industry, particularly regarding copyright issues and artists' rights. The research was designed to address the previously identified research questions.

5.2 Survey Development

5.2.1 *Image Dataset Creation.* The survey's classification task relied on a curated dataset of images:

- **AI-Generated Images:** Created using OpenAI's DALL-E, with prompts designed to produce a variety of artistic styles and genres. Images were selected to ensure diversity in content and complexity.
- **Human-Created Art:** Collected from ArtStation, focusing on works from varied artistic genres. Care was taken to represent diverse styles comparable to AI-generated pieces.
- **Standardization:** All images were standardized for resolution, size, and the removal of identifying metadata to eliminate bias.

5.2.2 *Survey Format and Structure.* The survey, distributed via Google Forms, consisted of three sections:

- (1) **Image Classification Task:** Participants classified 12 images as either AI-generated or human-created and provided justifications for their choices using predefined rationale categories or open-ended responses.
- (2) **Opinion-Based Questions:** This section explored participants' views on originality, ethical concerns, and copyright protections related to AI-generated art.
- (3) **Demographic Information (Optional):** Participants provided details such as age, industry, job title, and creative artist status.

5.3 Participant Recruitment

Volunteers were recruited from online communities and affinity groups, including:

- Visual and creative artists
- Technology professionals
- Blockchain, NFT, and machine learning enthusiasts

A total of 11 respondents completed the survey, with all providing responses to the demographic section.

5.4 Data Collection and Processing

5.4.1 *Image Classification Task.*

- **Task Description:** Participants reviewed 12 randomly ordered images and classified each as either AI-generated or human-created. Justifications were optional but encouraged, with predefined categories available for selection:
 - Unnatural details
 - Smoothness or perfection
 - Artistic intention or emotion
 - Technical flaws
 - Complexity in composition
 - Familiarity with styles
 - Gut instinct

5.4.2 *Opinion-Based Questions.* Participants answered:

- (1) Multiple-choice and open-ended questions on originality and ethical concerns.
- (2) Likert-scale questions evaluating statements on copyright and compensation.
- (3) Short-answer prompts exploring career impacts and opportunities related to AI in the arts.

5.4.3 *Demographic Information.* Demographics collected included:

- Age range
- Industry
- Job title
- Creative artist status

5.5 Data Analysis

5.5.1 *Image Classification Analysis.*

- (1) **Accuracy Metrics:**
 - Each response was compared to an answer key to determine classification accuracy.
 - Accuracy rates were calculated per participant and per image.
- (2) **Rationale Analysis:**
 - Justifications for correct and incorrect classifications were analyzed for common patterns and trends.
- (3) **Human vs. AI Performance:**
 - Correct and incorrect classification rates were compared for human-created and AI-generated images.

5.5.2 *Opinion-Based Question Analysis.*

- (1) **Sentiment Analysis:**
 - Responses were categorized to identify themes related to originality, ethical concerns, and career impacts.
- (2) **Correlations with Classification Performance:**

- Relationships between sentiments about AI and classification accuracy were explored.

5.5.3 Demographic Analysis.

- (1) **Performance and Demographics:**
 - Classification accuracy was analyzed by demographic group, focusing on creative artists versus non-artists.
- (2) **Opinions and Demographics:**
 - Variations in opinions on AI-generated art were compared across demographic categories.

5.5.4 Cross-Sectional Analysis.

- (1) **Sentiments and Performance:**
 - Sentiments about AI art were correlated with success in classifying images.
- (2) **Creative Artists’ Trends:**
 - Trends among creative artists, including accuracy and sentiment, were examined.

5.6 Ethical Considerations

Ethical approval was obtained prior to the study. Participation was voluntary, with informed consent required before proceeding. Responses were anonymized, and participants could withdraw at any time without penalty.

5.7 Tools and Software

- **Google Forms:** Survey distribution and response collection.
- **Excel:** Initial data organization.
- **Python (Jupyter Notebooks):** Statistical analysis and visualization.
- **OpenAI GPT Models:** Thematic analysis of qualitative responses.

5.7.1 Data Analysis Tools and Techniques. The analysis and visualization of the survey data were performed using a custom Python program developed for this study. This program facilitated the preprocessing of raw survey data, computation of classification accuracy, correlation analysis, and generation of visualizations.

Key functionalities of the program include:

- Automatic comparison of participant classifications with the answer key.
- Aggregation and calculation of accuracy rates by image type (human-created vs. AI-generated).
- Visualization of correlations between demographic variables and participant responses.
- Generation of detailed tables and plots to summarize findings.

The program was implemented using Python and key libraries such as pandas, matplotlib, and seaborn. For detailed implementation and instructions on using the program, refer to the GitHub repository (see **Appendices**).

5.8 Limitations

- **Sample Size:** The study was limited to 11 respondents, which may affect generalizability.

- **Recruitment Bias:** Participants were primarily recruited from affinity groups, potentially skewing responses toward certain perspectives.
- **Survey Design:** Dependence on self-reported data introduced potential biases.

5.9 Summary

This methodology provides a robust framework for exploring the impact of AI-generated content on the visual arts industry, examining perceptions of originality, ethical considerations, and copyright protections. It also evaluates the relationship between demographic factors and participants’ ability to classify images accurately.

6 Results

6.1 Perceptions of AI Art Originality

6.1.1 Do you believe AI-generated art can be considered ‘original’? Participants answered whether AI-generated art could be considered original, with the following results:

Response	Total Participants
No	7
Not Sure	2
Yes	2

Table 2: Participant Responses on AI Art Originality

Observations:

- A significant majority (63.6%) of participants answered "No", reflecting skepticism about AI art’s originality.
- Equal proportions of participants (18.2%) were uncertain or considered AI art original.
- Open-ended responses highlighted themes such as the perceived lack of emotional depth and creative intent in AI-generated works.

6.2 Image Classification Task Performance

6.2.1 Classification Accuracy Per Image. Participants were tasked with identifying the origin of 12 images. Accuracy rates for each image are summarized below:

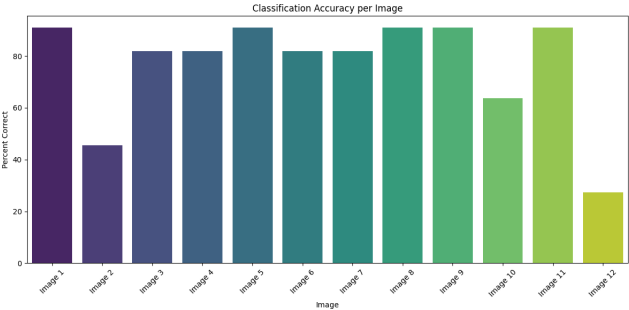


Figure 1: Classification Accuracy Bar Chart

Observations:

Image	Correct Value	Correct	% Correct	Dominant
Image 1	AI-generated	10	90.91	AI-generated
Image 2	Human-created	5	45.45	AI-generated
Image 3	Human-created	9	81.82	Human-created
Image 4	AI-generated	9	81.82	AI-generated
Image 5	AI-generated	10	90.91	AI-generated
Image 6	Human-created	9	81.82	Human-created
Image 7	Human-created	9	81.82	Human-created
Image 8	AI-generated	10	90.91	AI-generated
Image 9	Human-created	10	90.91	Human-created
Image 10	AI-generated	7	63.64	AI-generated
Image 11	Human-created	10	90.91	Human-created
Image 12	AI-generated	3	27.27	Human-created

Table 3: Classification Accuracy per Image

- High accuracy was achieved for images such as "Image1" and "Image5", indicating clear distinguishing features.
- "Image12" had the lowest accuracy (27.27%), suggesting significant ambiguity or confusion.
- Overall, human-created images were slightly more accurately identified (78.79%) than AI-generated images (74.24%).

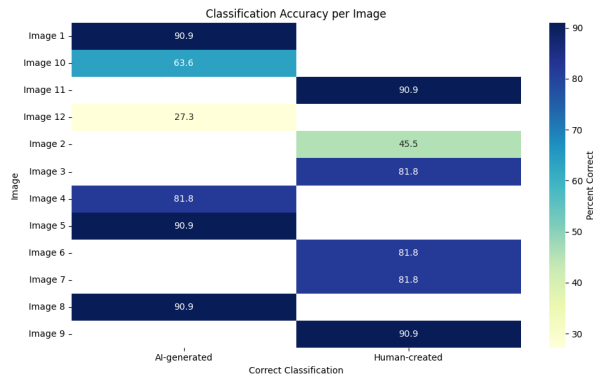


Figure 2: Classification Accuracy Heatmap

6.3 Participant Demographics and Characteristics

Age Range	Number of Participants
<18	1
19-25	4
26-39	3
39-50	2
>50	1

Table 4: Age Range Distribution of Participants

6.3.1 Age Range Distribution. Observations:

- Participants aged 19-25 comprised the largest demographic group.

- Representation from younger (<18) and older (>50) age groups was minimal.

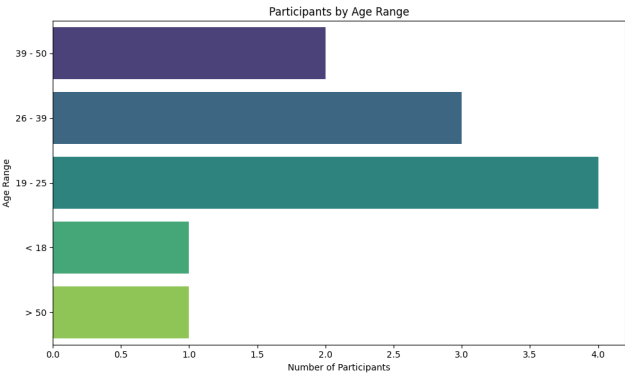


Figure 3: Participant Demographics Bar Chart

6.3.2 Creative Artist Status. Observations:

- A slight majority (54.5%) identified as creative artists, while the remainder did not.
- Those identifying as creative artists, surprisingly, showed a lower accuracy in correctly classifying the images.

Creative Artist Status	Number of Participants
Yes	6
No	5

Table 5: Creative Artist Status of Participants

Metric	Creative Artist: Yes	Creative Artist: No
Total Correct	54	47
Total % Correct	75	78.33
AI Correct	30	28
AI % Correct	83.33	93.33
Human Correct	24	19
Human % Correct	66.67	63.33

Table 6: Classification Accuracy by Creative Artist Status

Observations:

- Those identifying as "Creative Artists" were less accurate (75%) in classifying the images than non-creatives (78.3%).
- Non-artists were significantly more successful at correctly classifying AI images (83.3% vs 73.3%).
- "Creative Artists" were slightly more accurate (66.6%) at identifying Human-created images than the other group (63.3%).

Creative Artist Status of Participants

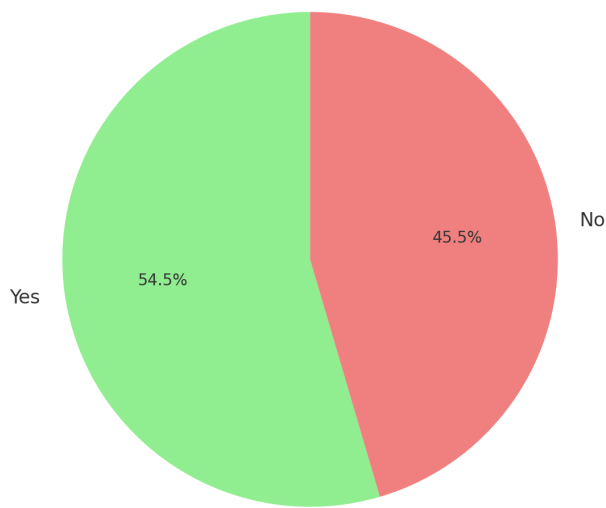


Figure 4: Creative Artist Status of Participants

Age Range	No	Not Sure	Yes
19–25	2	1	1
26–39	2	1	0
39–50	2	0	0
<18	1	0	0
>50	0	0	1

Table 7: Age Range vs. Perception of Originality

6.4 Correlation Observations

6.4.1 Age Range vs. Perception of Originality. Observations:

- Skepticism about AI art originality ("No") was predominant across all age ranges.
- Older participants (>50) showed slightly greater openness to considering AI art as original.

6.4.2 Age Range vs. Classification Accuracy.

7 Discussion

7.1 Key Findings

- **Originality Perception:**
 - The majority of participants did not view AI-generated art as original, with reasons centered on emotional depth and creative intent.
 - Skepticism was consistent across demographics but slightly less pronounced among older respondents.
- **Classification Accuracy:**

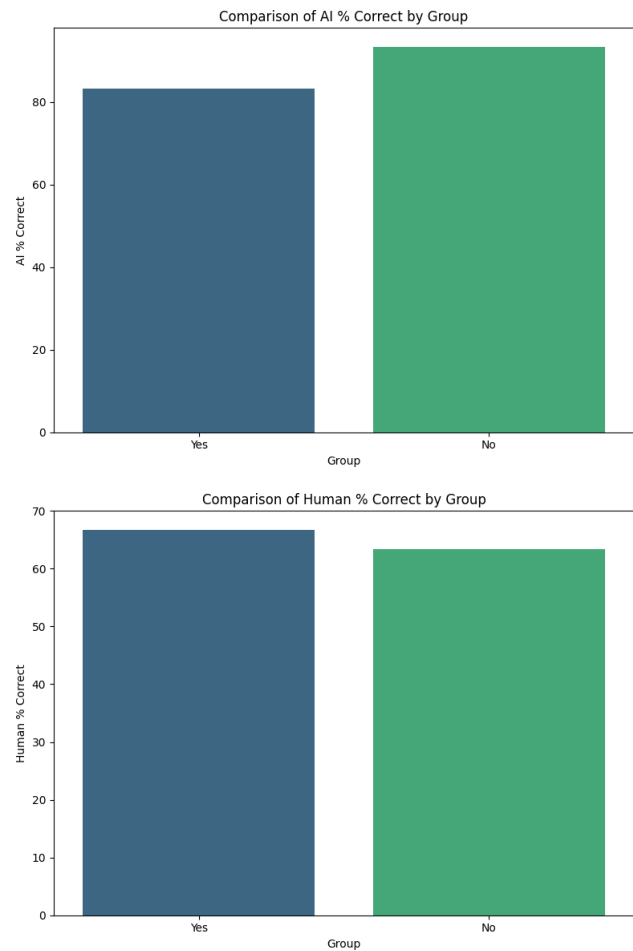


Figure 5: Comparison of AI and Human Classification Accuracy

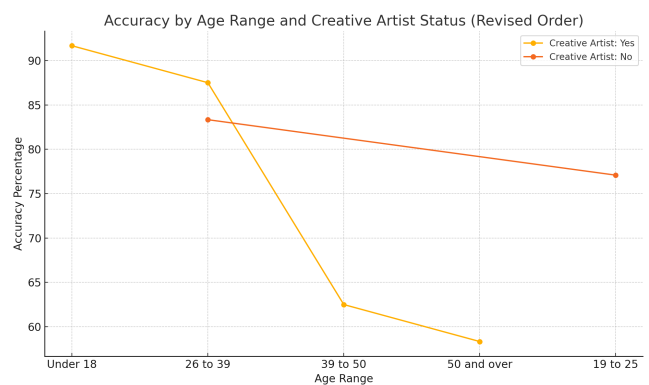


Figure 6: Classification Accuracy by Age Range and Creative Artist Status

- Higher accuracy for human-created images suggests participants may rely on distinctive visual cues more often found in human art.

- Lower accuracy for AI-generated images highlights ambiguity in AI's ability to mimic human styles.
- **Demographic Insights:**
 - Creative artists expressed more nuanced views about AI's impact, with greater concern for ethical and economic implications.
 - Younger respondents (19–25) were generally more pragmatic, focusing on AI's practical applications.

7.2 Implications for Policy and Practice

- **Copyright and Ethical Standards:**
 - The lack of consensus on originality and the ethical use of AI-generated art suggests an urgent need for clear copyright frameworks.
 - Compensation models for artists whose work is used to train AI systems should be developed to address concerns of exploitation.
- **Educational Outreach:**
 - Many participants lacked understanding of AI's potential and limitations, indicating a need for educational initiatives targeted at both artists and technologists.
- **Fostering Collaboration:**
 - AI could be re framed as a collaborative tool rather than a competitive threat, emphasizing its role in augmenting rather than replacing human creativity.

8 Conclusion

AI's role in the creative arts industry is both promising and contentious. While it offers opportunities for innovation and efficiency, it also challenges traditional notions of originality, authorship, and ethical practice. This study highlights:

- Widespread skepticism about the originality of AI-generated art.
- Ambiguity in participants' ability to classify AI vs. human-created art, pointing to a need for clearer standards.
- Strong concerns among creative artists about ethical and economic impacts.

Moving forward, comprehensive legal frameworks, ethical AI development practices, and interdisciplinary education initiatives are crucial for fostering a harmonious coexistence between AI and human artistry. These efforts will help balance innovation with the preservation of artistic integrity and economic fairness.

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Appendix A: Supplemental Materials and Data Access

8.1 GitHub Repository

The raw data, additional correlation data tables, and all visualizations generated for this study are publicly available in the GitHub repository linked below. This repository also includes:

- The custom Python program used for data analysis and visualization.
- Documentation for replicating the analysis and generating new insights.
- Supplemental materials, such as annotated visualizations and extended correlation tables.

Repository Link: GitHub Repository for AI and Arts Study

8.1.1 Python Program Overview. The custom Python program included in the repository provides a reproducible framework for analyzing survey data. Key features include:

- (1) **Data Cleaning:** Handles raw input from Google Forms and standardizes formats.
- (2) **Accuracy Calculation:** Automates comparison of participant classifications with the ground truth.

- (3) **Visualization:** Generates charts and plots for demographic trends, classification accuracy, and sentiment correlations.
- (4) **Customizable Analysis:** Includes modular functions that allow for adapting the analysis to new datasets.

Usage Instructions:

- (1) Clone the repository: `git clone https://github.com/bryce-seefeldt/ai-arts-research.git`
- (2) Install dependencies: `pip install -r requirements.txt`
- (3) Run the main script for analysis: `python dataset.py`

For detailed usage instructions, see the **README.md** file in the repository.

Appendix B: AI and Artistic Perception Study

Google Forms Survey Link:

<https://forms.gle/NW8Ze5tpEQJp6wmS8>

This survey is part of a research study exploring how artists perceive AI-generated and human-created images. Your responses will remain anonymous and confidential. Please read the instructions carefully before proceeding.

Informed Consent

Before participating in this study, please read the following and select "Yes" below to confirm your participation:

- This research aims to explore artists' perceptions of AI-generated and human-created images.
- Participation is voluntary, and you may withdraw at any time without penalty.
- Responses are anonymous and will only be used for research purposes.
- By proceeding, you consent to participate in the study.
- If you have questions please contact: bseefeldt@myseneca.ca.
- Yes, I consent to participate in this study.
- No, I do not consent to participate in this study.

Part 1: Image Classification Task

In this task, you will see 12 images in random order. For each image, classify it as either "AI-generated" or "human-created", and if possible briefly explain your reasoning (e.g., visual features, artistic style).

For each photo (1–12), the subject is asked:

1.1 How would you classify this image?

AI-generated
Human-created

1.2 Please describe the factors (if any) that informed your classification of this image.

Select All That Apply:

Unnatural or inconsistent details (e.g., extra limbs, odd textures, or distorted features.)
Smoothness or perfection of features (e.g., overly polished surfaces, perfect symmetry, or uniform lighting.)
Perceived artistic intention or emotion (e.g., deep storytelling, personal expression, or intentional imperfections.)

Presence of technical flaws or glitches (e.g., artifacts, blending issues, or missing elements.)

Complexity or detail in the composition (e.g., elaborate brushstrokes, intricate textures, or layers of meaning.)

Familiarity with similar styles or techniques (e.g., a style that resembles AI outputs or a particular human art movement.)

Gut instinct or personal impression (e.g., a subjective sense that the work feels either human-made or machine-generated based on overall appearance.)

N/A

Other:

1.1 Classification Answer Key:

- (1) AI
- (2) Human
- (3) Human
- (4) AI
- (5) AI
- (6) Human
- (7) Human
- (8) AI
- (9) Human
- (10) AI
- (11) Human
- (12) AI

Part 2: Follow-up Survey

2.1 Question 1 (Multiple Choice)

Do you believe AI-generated art can be considered "original"?

- Yes
- No
- Not sure

2.2 Question 2 (Short Answer)

What ethical concerns, if any, do you have about AI-generated art?

2.3 Question 3 (Rating Scale, Statement Validity)

To what extent do you agree with the following statements about AI-generated art and copyright laws?

- (1) AI art should be protected under copyright laws.
- (2) Artists whose work is used to train AI should receive compensation.
- (3) AI-generated art should be considered public domain.

Options:

- Strongly Disagree
- Disagree
- Neutral
- Agree
- Strongly Agree

2.4 Question 4 (Rating Scale)

How do you perceive the impact of AI-generated art on your career?

Rate from 1 to 5.

- 1 = Very Negative

- 5 = Very Positive

2.5 Question 5 (Short Answer)

Do you see any opportunities for AI-generated art in your work?
Why or why not?

2.6 Question 6 (Short Answer)

What are your overall thoughts about AI in the art industry?

Part 3: Participant Information Disclosure (Optional)

3.1 What is your age range?

3.2 What industry do you work in?

3.3 What is your job title?

3.4 Do you consider yourself a creative artist?

- Yes or No