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WR 60

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## **CP** Research Proposal

## Thesis Statements:

- AI tools have the potential to do both great good and bad for our society, and it is
  important to understand its capabilities and potential dangers, and create policy reflecting
  that, so that this new technology can be safely integrated into our society.
- Although the advance of AI will definitely play a role in many industries and fields of study, one community that is simply incompatible with the concept of AI generation is the art community, because AI-generated imagery lacks one fundamental element: the human element.

## Topics:

- Pro-AI perspective
  - Seen as a tool rather than as competition
  - Can accelerate certain jobs such as software development
  - Makes certain jobs more more accessible i.e. game development since promotional material can be generated rather than commissioned, and AI-generated speech can be used rather than hiring a voice actor
- Anti-AI perspective
  - AI-generated "art" is devoid of human involvement, which is arguably what makes art, art

- Art used to train AI is often used without the consent of the artist
- Could potentially make traditional art more difficult to profit off of, in a society where artists already struggle financially
- Potentially used for misinformation/propaganda (AI-generated speech/video deepfaking)

## Closing Statements:

- AI-generative tools definitely have tangible benefits, such as acceleration of software development, and increasing accessibility for independent game designers. However, they also have the potential to do great harm. For example, deepfaking and AI-generated speech can be used to spread misinformation and propaganda. In addition, datasets that are used to train AI are often sourced unethically. As a result, this technology needs more regulation before it can be safely integrated into our society.
- The reason that AI code-generation tools are so widely accepted in the software engineering community is because software is inherently end-goal driven. To a certain extent, developers don't care how something is done, as long as it works and it works well. In addition, the open-source culture of the software engineering community makes them more likely to be okay with their work being used to train AI to generate code. Conversely, the reason that AI art-generation tools are so widely rejected in the art community is because so much of art is about the process, the meaning, and the intent behind a particular piece. The human element of art is lost with AI generation. In addition, art used to train AI is often used without the artists' knowledge or consent.