Summary Post

◄ Unit 10 E-Portfolio Task

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by Fahad Abdallah - Wednesday, 15 October 2025, 5:12 AM

The discussion concerned the moral aspects and possibilities of applying technology of deep learning to the creative industries. The former article indicated the source of the issue that AI-generated art and language production have eliminated the divide between the innovativeness of humans and machine-generated products. It has recognized the advantages of democratising creativity which allowed people without training to produce high quality works. Nevertheless, it cast significant ethical doubts with regard to ownership, authenticity and bias. Intellectual property questions are the concern in cases when AI systems utilise datasets that are produced by human artists who in many cases are not credited or paid (Elsisi et al., 2021). Another problem was that of authenticity, since deepfakes and AI generated content might mislead people and provide a strong distrust to media. Lastly, training bias was identified as a critical issue that might continue to propagate stereotypes and discrimination in some of the most sensitive areas: journalism, education, and medicine.

The peer reactions were unanimous with regard to these issues and provided meaningful solutions. Mohamed suggested the training dataset licensing, digital watermarking to verify the AI-generated content, and independent audit as the measures to deal with bias (Khalil et al., 2021). The ownership issue was further elaborated by another peer who stressed that human creators should be fairly compensated and the law changed to safeguard their works. Some of the reactions (such as that of Ali) highlighted the necessity to separate human-created and AI-generated work, which can be achieved by the help of transparency, such as content provenance and metadata tracking (Mazzei and Ramjattan, 2022). Contributors also emphasised the need of algorithmic aud… and non-exclusive data practices in order to reduce biasness. Finally, participants realised the potential good of deep learning to e… the participation of creativity and encourage greater innovation when used wisely.

In general, consensus was achieved on the idea that deep learning has prospects as well as ethical dangers. Though it democratises the creative process and speeds up the innovation process, it should be regulated, held accoun… …t (Khalil et al., 2021). The team came to the conclusion that fair, trusting, and human respectful regulation, educ…

population, and ethical design are the key to the technologies to be used in service of fairness, trust, and human dignity.

References

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