

SO, WHAT IS 'AI'?

- IBM, quotes John McCarthy, a founder of 'artificial intelligence' claiming that AI is "is the science and engineering of making intelligent machines, especially intelligent computer programs." (1)
- Al programs use mechanical computation in order to complete tasks, utilizing 'learning' via coding to 'think' or process independently from more traditional computing
- Goals of AI defined by McCarthy:
 - Systems that think and act like humans (1)
 - Systems that think and act rationally (1)

HOW DOES AT HELP US? ARE THERE BENEFITS?

- Automation (2)
 - Excellent at performing repetitive tasks
 - Al runs constantly, expediting many functions and tasks in the commercial realm
 - Ex: Instant text receipts
- Research and Data Analysis (2)
 - Healthcare
 - Body level monitoring apps and services quickly and constantly can monitor patients of all kinds
 - Server storage and access is exponentially easier
 - Al does the busywork, leaving time for patient care to medical professionals

BUT, HOW IS AI DANGEROUS?

- Al art and audio + visual creation is perceived as a threat to creatives (or illegitimate)
 - The perceived threat to commercial work is greater than that of the 'creative' takeover (3)
 - Al seeds utilizing artist style can make it harder to locate the artists actual work
- Non-open source algorithms can be detrimental (Biased)
 - Racism algorithms hold inherent bias (4)
 - Digital redlining segregating communities via digital access boundaries based on class or race
 - Racism in facial recognition Al software
 - Profit motivated, socially and mentally malicious corporate media algorithms
 - Big business prioritizes profit over health, leading to harmful algorithms for users and their data, their cash cows

IS IT WORTH IT THEN?

OF COURSE! BUT, OPEN SOURCING AND SOCIAL AND FISCAL EQUITY ARE REQUIRED TO KEEP AI TECHNOLOGY FROM BECOMING PREDATORY, BIASED, AND COMMERCIALLY HARMFUL. BENEVOLENT AND DELIBERATE HUMAN INTERACTION IS REQUIRED TO KEEP AI BENEFICIAL.

Works Cited (Hyperlinked)

One (1) - Two (2) - Three (3) - Four (4)





