

AI News Digest

08/24/2026 - 08/30/2026

WEEKLY DIGEST: ARTS, MEDIA & PERFORMANCE

Artists and Educators Grapple with AI's Creative Impact

The intersection of art, media, and AI is a growing concern, with educators developing strategies to help students identify deepfakes and assess online content authenticity. Meanwhile, artists are exploring the potential and pitfalls of generative AI in their creative work. Recent lawsuits and settlements highlight the need for clearer guidelines on AI's use of intellectual property. As AI continues to influence the arts, stakeholders are working to ensure responsible development and use.

KEY FINDINGS

- ✓ Researchers are developing strategies to help multilingual students identify deepfakes and assess online content authenticity in the age of AI.
- ✓ The America's Youth AI Festival showcased high school students' perspectives on the influence of generative AI in their creative work.
- ✓ Music publishers Sony Music Publishing and Warner Chappell have filed a lawsuit against AI lab Anthropic, alleging unauthorized use of copyrighted works to train its AI model.

IMPLICATIONS

- As AI-generated content becomes more prevalent, critical thinking skills will be essential for consumers to evaluate online information.
- The art world will need to adapt to the increasing use of AI in creative processes, potentially leading to new forms of artistic collaboration.
- Clear guidelines and regulations on AI's use of intellectual property will be crucial to prevent legal disputes and ensure fair compensation for creators.

Key Metrics: Up to \$17.1 billion: the potential settlement amount Meta could pay in a landmark agreement over social media addiction claims.; 47: the number of US states, plus the District of Columbia and US territories, involved in the settlement with Meta.; Millions: the number of images stolen in data scrapes from the social media platform Cara.

1. Beyond spotting deepfakes: Teaching multilingual learners to interrogate AI

Category: Education

Departments: Educational Leadership, Computer Science, Communication, Counseling and Special Education, Teacher Education

Topics: AI Ethics & Safety, Multimodal AI Literacy, Media Authenticity Assessment, Critical Thinking for AI

Impact Score: 19.0

Rubric Scores

Research Relevance: 3

Educational Value: 4

Innovation / Novelty: 2

Practical Impact: 3

Interdisciplinary Potential: 4

Ethical / Policy Implications: 3

Researchers are developing strategies to help multilingual students identify deepfakes and assess the authenticity of online content in the age of AI. The goal is to equip students with critical thinking skills to evaluate the credibility of images and other online media. By doing so, educators aim to promote media literacy and mitigate the spread of misinformation. This effort acknowledges the evolving role of images as evidence in the digital era.

<https://www.eschoolnews.com/digital-learning/2026/08/25/beyond-spotting-deepfakes-teaching-multilingual-learners-to-interrogate-ai/>

2. Student Artists Wrestle with AI's Promise and Peril

Category: Education

Departments: Educational Leadership, Computer Science, Engineering Education & Leadership, Art, Counseling and Special Education

Topics: Generative AI, AI Ethics & Safety, Education AI

Impact Score: 16.0

Rubric Scores

Research Relevance: 1

Educational Value: 4

Innovation / Novelty: 2

Practical Impact: 3

Interdisciplinary Potential: 3

Ethical / Policy Implications: 3

The America's Youth AI Festival recently took place in Boston, featuring an art competition that showcased high school students' perspectives on the influence of generative artificial intelligence (AI) in their communities and its potential future impact. The winning artworks, created by students aged 14-17, reflect a mix of fascination and concern about AI's growing role in everyday life. The competition was part of a curriculum developed by the MIT Responsible AI for Social Empowerment and Education (RAISE) initiative to educate students about AI and its creative applications. The festival brought together student leaders, educators, and school system leaders to discuss acceptable AI use in the classroom.

<https://edsurge.com/news/student-artists-wrestle-with-ais-promise-and-peril>

3. He Scraped All of Their Art for AI. Now He's Collaborating on a Tool to Help Them

Category: Policy & Ethics

Departments: Computer Science, Political Science & Public Administration, Art, Communication, Philosophy

Topics: AI Ethics & Safety, Data Protection, Content Authentication

Impact Score: 14.0

Rubric Scores

Research Relevance: 1

Educational Value: 2

Innovation / Novelty: 1

Practical Impact: 3

Interdisciplinary Potential: 3

Ethical / Policy Implications: 4

The social media platform Cara, which was created to protect artists from unauthorized use of their work to train AI models, experienced multiple data scrapes in August, resulting in the theft of millions of images and user data. Despite efforts to filter out AI-generated content and protect user work, the platform's vulnerabilities were exploited by multiple individuals, who scraped and shared user data on various platforms. The scrapes have sparked debate about the ethics of data harvesting and the need for stronger protections for artists, with Cara's founder launching a GoFundMe to support legal efforts to defend the platform. The incidents highlight the challenges of protecting user data and intellectual property in the age of AI.

<https://www.wired.com/story/he-scraped-art-from-cara-for-ai-now-he-is-collaborating-on-a-tool-to-help-them/>

4. Veracity reveals sources behind AI fact checks with zero-to-100% reliability scores

Category: Applications

Departments: Computer Science, Communication, Political Science & Public Administration

Topics: AI Ethics & Safety, Fact-checking Reliability, Explainable AI, Information Credibility Evaluation

Impact Score: 14.0

Rubric Scores

Research Relevance: 1

Educational Value: 2

Innovation / Novelty: 2

Practical Impact: 4

Interdisciplinary Potential: 3

Ethical / Policy Implications: 2

Veracity, a fact-checking tool, utilizes artificial intelligence to evaluate the reliability of information. Given a headline, excerpt, or sentence, Veracity provides a reliability score, a plain-language explanation, and a list of sources. The tool aims to assist users in assessing the credibility of information. No specific details on the AI methodology or evaluation metrics are provided.

<https://techxlore.com/news/2026-08-veracity-reveals-sources-ai-fact.html>

5. Tool: CB-Essay

Category: Applications

Departments: Computer Science, Communication, English, Creative Writing, Educational Leadership

Topics: Multimodal AI, Digital Publishing Platforms, Interactive Content Creation

Impact Score: 13.0

Rubric Scores

Research Relevance: 2

Educational Value: 3

Innovation / Novelty: 3

Practical Impact: 2

Interdisciplinary Potential: 2

Ethical / Policy Implications: 1

A new digital platform, CB-Essay, has been launched for publishing long-form, multi-modal essays and monographs. Built on the CollectionBuilder framework, CB-Essay enables the creation of connected, long-form content while supporting media embeds and customizations. The platform aims to facilitate the publication of scholarly works in a flexible and interactive format. CB-Essay combines front-end essay features with back-end CollectionBuilder capabilities.

<https://digitalhumanitiesnow.org/2026/08/github-collectionbuilder-cb-essay-cb-essay-is-a-platform-for-publishing-long-form-multi-modal-essays-and-monographs-built-on-collectionbuilder-the-framework-features-longform-content-connected/>

6. Weekly Highlight: HD Lab

Category: Research

Departments: Computer Science, Communication, English

Topics: AI Ethics & Safety, Humanities AI Applications, Open Science Principles

Impact Score: 13.0

Rubric Scores

Research Relevance: 2

Educational Value: 3

Innovation / Novelty: 1

Practical Impact: 2

Interdisciplinary Potential: 4

Ethical / Policy Implications: 1

The HD LAB, a research space in Digital Humanities in Argentina, integrates a laboratory model with Humanities research. The lab's projects aim to engage multiple audiences, both within and outside academia. HD LAB offers training in digital humanities methods, digital scholarly editions, and coding tutorials, grounded in Minimal Computing and Open Science principles. The lab's work promotes accessible and collaborative approaches to digital humanities research.

<https://digitalhumanitiesnow.org/2026/08/weekly-highlight-hd-lab/>

7. Sony Music, Warner sue Anthropic, alleging a "brazen campaign" of intellectual property theft

Category: Policy & Ethics

Departments: Political Science & Public Administration, Communication, Computer Science

Topics: AI Ethics & Safety, Copyright Infringement, Large Language Models

Impact Score: 12.0

Rubric Scores

Research Relevance: 0

Educational Value: 2

Innovation / Novelty: 0

Practical Impact: 3

Interdisciplinary Potential: 3

Ethical / Policy Implications: 4

Music publishers Sony Music Publishing and Warner Chappell have filed a lawsuit against AI lab Anthropic and its co-founders, alleging that the company used copyrighted works to train its AI model Claude without permission. The lawsuit claims that Anthropic engaged in "brazen campaign of illegally torrenting, scraping, and downloading" copyrighted works, including millions of copies of books, lyrics, and sheet music. Anthropic's spokesperson stated that the company disagrees with the publishers' claims and intends to defend itself in court. This is not Anthropic's first intellectual property lawsuit, following a similar case in January and a landmark case in which the company was ordered to pay \$1.5 billion.

<https://techcrunch.com/2026/08/29/sony-music-warner-sue-anthropic-alleging-a-brazen-campaign-of-intellectual-property-theft/>

8. "Anxious Generation" Author Jonathan Haidt on the Meta Settlement

Category: Policy & Ethics

Departments: Political Science & Public Administration, Psychology, Social Work, Communication, Sociology & Anthropology

Topics: AI Ethics & Safety, Social Media Harm Mitigation, Child Online Safety

Impact Score: 10.0

Rubric Scores

Research Relevance: 0

Educational Value: 1

Innovation / Novelty: 0

Practical Impact: 2

Interdisciplinary Potential: 3

Ethical / Policy Implications: 4

A recent settlement between Meta and a coalition of state attorneys general suggests a link between social media use and harm to children, echoing concerns raised in Jonathan Haidt's book "The Anxious Generation". The settlement, a landmark agreement, requires Meta to pay \$145 million and implement changes to its platforms. The agreement marks a significant development in the ongoing debate about social media's impact on youth mental health. The settlement's terms aim to address allegations that Meta failed to protect children from addictive and harmful content.

<https://www.nytimes.com/2026/08/27/style/meta-jonathan-haidt-anxious-generation.html>

9. Meta to Pay Up to \$17.1 Billion in Landmark Settlement Over Social Media Addiction Claims

Category: Policy & Ethics

Departments: Political Science & Public Administration, Communication, Sociology & Anthropology, Psychology, Counseling and Special Education

Topics: AI Ethics & Safety, Social Media Regulation, Child Safety AI

Impact Score: 10.0

Rubric Scores

Research Relevance: 0

Educational Value: 1

Innovation / Novelty: 0

Practical Impact: 2

Interdisciplinary Potential: 3

Ethical / Policy Implications: 4

Meta, the parent company of a social media platform, has reached a settlement with 47 US states, the District of Columbia, and US territories. The agreement requires the company to implement significant changes to its products due to allegations that its platforms harm children. The settlement resolves claims that the company failed to protect its young users. The changes aim to address concerns over the platforms' impact on children's safety.

[https://www.nytimes.com/2026/08/26/technology/meta-settlement-social-media-addiction-lawsuit.htm](https://www.nytimes.com/2026/08/26/technology/meta-settlement-social-media-addiction-lawsuit.html)
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10. CFP: Fall 2026 Issue of The Undergraduate Journal of Digital Humanities

Category: Education

Departments: Communication, English, Creative Writing, Theatre & Dance, Art

Topics: AI Ethics & Safety, Digital Humanities Research, Undergraduate AI Education

Impact Score: 10.0

Rubric Scores

Research Relevance: 2

Educational Value: 3

Innovation / Novelty: 1

Practical Impact: 1

Interdisciplinary Potential: 2

Ethical / Policy Implications: 1

The Undergraduate Journal of Digital Humanities (UJDH) is accepting article submissions for its Fall 2026 edition. The journal aims to promote undergraduate research and learning in digital humanities. Submissions are due on October 1st, 2026, at 11:59 p.m. Eastern Time. The journal focuses on showcasing undergraduate work in this field.

<https://digitalhumanitiesnow.org/2026/08/submissions/>