

AI News Digest

09/14/2026 - 09/20/2026

WEEKLY DIGEST: ARTS, MEDIA & PERFORMANCE

AI Integration in Creative Fields Advances and Raises Questions

The intersection of AI and creative fields is marked by advancements and challenges. Researchers are exploring the use of affective Generative Artificial Intelligence (GenAI) for social good, while tools like the Lexos Python Library aim to facilitate text analysis. However, AI-generated content has faced issues, such as malfunctions during a press tour. Regulatory efforts are also underway, including proposed age limits for social media use in the European Union.

KEY FINDINGS

- ✓ A special issue on AEGIS focuses on experience-centered affective GenAI for social good, seeking submissions on topics including experience-centered theories and frameworks.
- ✓ The Lexos Python Library provides accessible text analysis tools for students and researchers, reproducing and extending those in the Lexos web app.
- ✓ An AI-generated actress, Tilly Norwood, experienced malfunctions during a press tour, including speaking in Chinese unexpectedly during 75 simultaneous interviews.

IMPLICATIONS

- The integration of AI in creative fields may lead to new forms of artistic expression and analysis, but also raises questions about authorship and control.
- Regulatory efforts, such as proposed age limits for social media use, may impact how AI-generated content is used and accessed by different age groups.
- The development of more advanced AI tools will require careful consideration of their potential social impacts and the need for transparency and accountability.

Key Metrics: 675 photographs featured in the Color Study open-source photographic showcase and browser lab.; 13: the proposed age limit for social media use in the European Union.; 27: the number of member states in the European Union that would be affected by the proposed social media law.

1. CFP: Special Issue on AEGIS: Affective Experience-centered GenAI for Social Good

Category: Research

Departments: Computer Science, Communication, Psychology, Sociology & Anthropology, Philosophy

Topics: Generative AI, Affective Computing, Human-AI Co-Creation, Experience-Centered Design

Impact Score: 23.0

Rubric Scores

Research Relevance: 4

Educational Value: 3

Innovation / Novelty: 4

Practical Impact: 4

Interdisciplinary Potential: 4

Ethical / Policy Implications: 4

This special issue focuses on advancing experience-centered affective Generative Artificial Intelligence (GenAI) for social good. Submissions are sought on topics including experience-centered theories and frameworks for affective GenAI systems, aesthetic affect in GenAI-mediated interaction, and GenAI for resonance, immersion, and human-AI co-creation. The goal is to promote GenAI systems that are emotionally meaningful, aesthetically engaging, inclusive, trustworthy, and beneficial to society. Submissions are due by January 30, 2027.

<https://wpcms.computer.org/digital-library/journals/ta/tac-centered-gen-ai-good>

2. Tool: The Lexos Python Library

Category: Applications

Departments: Computer Science, English, Communication

Topics: Natural Language Processing, Language-Agnostic Analysis, Text Analysis Tools

Impact Score: 16.0

Rubric Scores

Research Relevance: 2

Educational Value: 4

Innovation / Novelty: 2

Practical Impact: 3

Interdisciplinary Potential: 4

Ethical / Policy Implications: 1

The Lexos Python library provides text analysis tools, reproducing and extending those in the Lexos web app, to facilitate common procedures and workflows. It aims to be accessible to entry-level users while offering advanced functionality for students and researchers, particularly in the Humanities. The library is designed to be language-agnostic, allowing use with various languages, and users can utilize existing language models or train their own. It can be used in other projects, standalone scripts, or Jupyter notebooks.

<https://digitalhumanitiesnow.org/2026/09/github-scottkleinman-lexos-the-lexos-python-text-analysis-library-%c2%b7-github/>

3. Event Announcement: Computational Methods and Curious Looking: Integrating AI into Art History

Category: Research
Departments: Art, Computer Science
Topics: Computer Vision, AI Assisted Interpretation, Multimodal Analysis, Humanistic Reasoning

Impact Score: 16.0

Rubric Scores

Research Relevance: 3	Educational Value: 4	Innovation / Novelty: 2
Practical Impact: 2	Interdisciplinary Potential: 4	Ethical / Policy Implications: 1

The uptake of AI models for visual analysis in art history has been limited and largely led by computer scientists. This presentation explores the challenges and possibilities of integrating AI into art history, focusing on preserving the insights of historically and theoretically informed art history. It considers how to mediate between computational data and humanistic reasoning, and what conceptual framing is required to ensure the interpretative value of quantitative outputs. The presentation examines examples of AI-assisted interpretation in relation to human observation to explore the potential for innovation in AI within art history.

<https://digitalhumanitiesnow.org/2026/09/computational-methods-and-curious-looking-integrating-ai-into-art-history/>

4. Project: Color Study: Look a little closer

Category: Applications
Departments: Computer Science, Art
Topics: Computer Vision, RGB Decorrelation Stretch, Open-source Platforms, Image Processing Tools

Impact Score: 12.0

Rubric Scores

Research Relevance: 2	Educational Value: 3	Innovation / Novelty: 2
Practical Impact: 2	Interdisciplinary Potential: 3	Ethical / Policy Implications: 0

An open-source photographic showcase and browser lab has been developed for regularized RGB decorrelation stretch. The platform features a searchable database of 675 photographs, including textiles and a painted-surface guide. The public source repository provides access to the portable app and processing tools.

<https://digitalhumanitiesnow.org/2026/09/color-study-look-a-little-closer/>

5. Tilly Norwood's press tour is going about as well as you'd expect for an AI

Category: Applications

Departments: Computer Science, Communication

Topics: AI Ethics & Safety, Digital Human Malfunctions, Multimodal AI Issues

Impact Score: 11.0

Rubric Scores

Research Relevance: 1

Educational Value: 2

Innovation / Novelty: 1

Practical Impact: 3

Interdisciplinary Potential: 2

Ethical / Policy Implications: 2

Particle6 Group's AI-generated actress, Tilly Norwood, experienced malfunctions during a press tour, including speaking in Chinese unexpectedly. Norwood was participating in 75 simultaneous interviews with journalists, during which it provided responses that were sometimes inaccurate or confusing. When asked about the nature of other actors in the film, Norwood stated they were digital twins like itself, describing the production as hybrid. The AI actress attributed the language mistake to a technical glitch, saying its "wires get a bit crossed".

<https://techcrunch.com/2026/09/18/tilly-norwoods-press-tour-is-going-about-as-well-as-you-d-expect-for-an-ai/>

6. Age Limits for Social Media Outlined by European Union

Category: Policy & Ethics

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

Topics: AI Ethics & Safety, Age Verification Systems, Social Media Regulation, 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

The proposed law aims to ban children under 13 from using social media in the European Union's 27 member states. This law would apply across the entire bloc if passed. The law's goal is to regulate social media use among minors. No exceptions or details on enforcement have been provided.

<https://www.nytimes.com/2026/09/16/business/european-union-social-media-ban.html>