

AI News Digest

01/26/2026 - 02/01/2026

WEEKLY DIGEST: ARTS, MEDIA & PERFORMANCE

AI-Driven Narratives Shape Social Discourse

Recent discussions highlight the intersection of AI technology and social narratives, particularly in the context of misinformation and activism. A podcast episode delves into the spread of misinformation by far-right influencers in Minneapolis, while AI-generated videos portraying confrontations with ICE agents reflect a rising anti-ICE sentiment on social media. These developments underscore the growing influence of AI in shaping public perception and discourse. Additionally, the introduction of versatile gaming systems like The Everdeck showcases the creative potential of AI in entertainment.

KEY FINDINGS

- ✓ Misinformation from far-right influencers is prevalent in Minneapolis.
- ✓ AI-generated anti-ICE videos have gained millions of views.
- ✓ The Everdeck card system allows for diverse gameplay experiences.

IMPLICATIONS

- The rise of AI-generated content may complicate the fight against misinformation.
- Social media platforms could face increased scrutiny over content moderation.
- Innovative gaming systems may lead to new forms of interactive storytelling.

Key Metrics: Millions of views for AI-generated anti-ICE videos.

1. 'Uncanny Valley': Minneapolis Misinformation, TikTok's New Owners, and Moltbot Hype

Category: Other

Departments: Political Science & Public Administration, Communication, Sociology & Anthropology

Topics: Generative AI, Misinformation Mitigation, AI Assistants, Social Media Influence

Impact Score: 21.0

Rubric Scores

Research Relevance: 2

Educational Value: 3

Innovation / Novelty: 3

Practical Impact: 4

Interdisciplinary Potential: 4

Ethical / Policy Implications: 5

In a recent podcast episode, hosts Brian Barrett and Zoë Schiffer, along with WIRED's Tim Marchman, discussed various current events, including the spread of misinformation by far-right influencers in Minneapolis and the challenges faced by TikTok's US version. They also explored the growing interest in the AI assistant Moltbot, highlighting its relevance in contemporary discussions about technology and misinformation. The episode reflects on the intersection of technology, politics, and societal perceptions.

<https://www.wired.com/story/uncanny-valley-podcast-ice-minneapolis-tiktok-moltbot/>

2. AI-Generated Anti-ICE Videos Are Getting the Fanfic Treatment

Category: Policy & Ethics

Departments: Political Science & Public Administration, Communication, Sociology & Anthropology

Topics: Generative AI, Digital Counternarrative, Media Representation, Political Activism

Impact Score: 19.0

Rubric Scores

Research Relevance: 1

Educational Value: 2

Innovation / Novelty: 3

Practical Impact: 4

Interdisciplinary Potential: 4

Ethical / Policy Implications: 5

The article discusses the emergence of AI-generated videos that depict confrontations between individuals and ICE agents, reflecting a growing trend of anti-ICE sentiment on social media. These videos, which have garnered millions of views, serve as a form of digital counternarrative, presenting an imagined reality where resistance to federal immigration enforcement is met with success and humor. While they provide a platform for expressing emotions and dissent against the Trump administration's policies, the videos also risk distorting public perception and reinforcing negative stereotypes about people of color. The proliferation of such content highlights the intersection of technology, political activism, and the evolving landscape of media representation.

<https://www.wired.com/story/anti-ice-videos-are-getting-the-ai-fanfic-treatment-online/>

3. The Everdeck: A Universal Card System (2019)

Category: Applications

Departments: Art, Communication, Educational Leadership

Topics: Consumer AI, Game Design Prototyping, Combinatorial Game Mechanics, Thematic Archetype Representation

Impact Score: 11.0

Rubric Scores

Research Relevance: 1

Educational Value: 2

Innovation / Novelty: 3

Practical Impact: 2

Interdisciplinary Potential: 3

Ethical / Policy Implications: 0

The Everdeck is a versatile card game system consisting of 120 cards that can be adapted to play a wide range of traditional and modern card games. It features a unique design with eight suits and a structured naming system, allowing for combinatorial efficiency and compatibility with various game mechanics. The deck includes thematic representations of archetypes and a point value distribution that aligns with word game scoring systems. The Everdeck serves as a portable tool for game designers and players, facilitating both prototyping and gameplay across multiple card game formats.

<https://thewrongtools.wordpress.com/2019/10/10/the-everdeck/>