STATE OF NEW YORK

8098--A

2023-2024 Regular Sessions

IN ASSEMBLY

September 29, 2023

Introduced by M. of A. RIVERA -- read once and referred to the Committee on Consumer Affairs and Protection -- committee discharged, bill amended, ordered reprinted as amended and recommitted to said committee

AN ACT to amend the general business law, in relation to requiring publishers of books created with the use of generative artificial intelligence to contain a disclosure of such use

The People of the State of New York, represented in Senate and Assembly, do enact as follows:

Section 1. The general business law is amended by adding a new section 338 to read as follows:

§ 338. Publishing of books; generative artificial intelligence disclosure. 1. Any book that was wholly or partially created through the use of generative artificial intelligence, published in this state, shall conspicuously disclose upon the cover of the book, that such book was created with the use of generative artificial intelligence.

2. Books subject to the provisions of this section shall include, but not be limited to, all printed and digital books, regardless of such books' target age group or audience, consisting of text, pictures, audio, puzzles, games or any combination thereof.

3. For the purposes of this section, "generative artificial intelligence" shall mean the use of machine learning technology, software, automation, and algorithms to perform tasks, to make rules and/or predictions based on existing data sets and instructions, including, but not limited to:

(a) Any artificial system that performs tasks under varying and unpredictable circumstances without significant human oversight, or that can learn from experience and improve performance when exposed to data sets;

(b) An artificial system developed in computer software, physical hardware, or other context that solves tasks requiring human-like

EXPLANATION--Matter in *italics* (underscored) is new; matter in brackets [-] is old law to be omitted.

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perception, cognition, planning, learning, communication, or physical action;

(c) An artificial system designed to think or act like a human, including cognitive architectures and neural networks;

(d) A set of techniques, including machine learning, that is designed to approximate a cognitive task; and/or

(e) An artificial system designed to act rationally, including an intelligent software agent or embodied robot that achieves goals using perception, planning, reasoning, learning, communicating, decision making, and acting.

§ 2. This act shall take effect on the sixtieth day after it shall have become a law.