

# STATE OF NEW YORK

7922

## IN SENATE

January 3, 2024

Introduced by Sen. FERNANDEZ -- read twice and ordered printed, and when printed to be committed to the Committee on Internet and Technology

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:

1 Section 1. The general business law is amended by adding a new section  
2 338 to read as follows:

3 § 338. Publishing of books; generative artificial intelligence disclo-  
4 sure. 1. Any book that was wholly or partially created through the use  
5 of generative artificial intelligence, published in this state, shall  
6 conspicuously disclose upon the cover of the book, that such book was  
7 created with the use of generative artificial intelligence.

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

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

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

20 (b) An artificial system developed in computer software, physical  
21 hardware, or other context that solves tasks requiring human-like  
22 perception, cognition, planning, learning, communication, or physical  
23 action;

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

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

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

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

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