









@ai4mediaproject

# A14Media Results in Brief: Al4Media Online Survey on Al for the **Media Industry**

The information and views set out in this factsheet are those of the author(s) and do not necessarily reflect the official opinion of the European Union. Neither the European Union institutions and bodies nor any person acting on their behalf.

The full survey analysis is now available in the project website here.

#### From December 2021 to January 2022, Al4Media run a public survey addressed to:

- → Al research community working on multimedia Al
- > People working in the media and entertainment industry (i.e., news, film/TV/radio, gaming industry...)
- → Other stakeholders such as media regulators and relevant NGOs, etc.



#### The objective of the survey was to collect:

- $\rightarrow$  **Opinions** on the benefits, risks, technological trends and challenges of AI use in the media industry;
- Experiences on AI strategies and AI skills in media organisations;
- $\rightarrow$  **Insights** on the most promising ways to facilitate AI adoption and knowledge transfer;
- Perceptions about ethical use of AI.



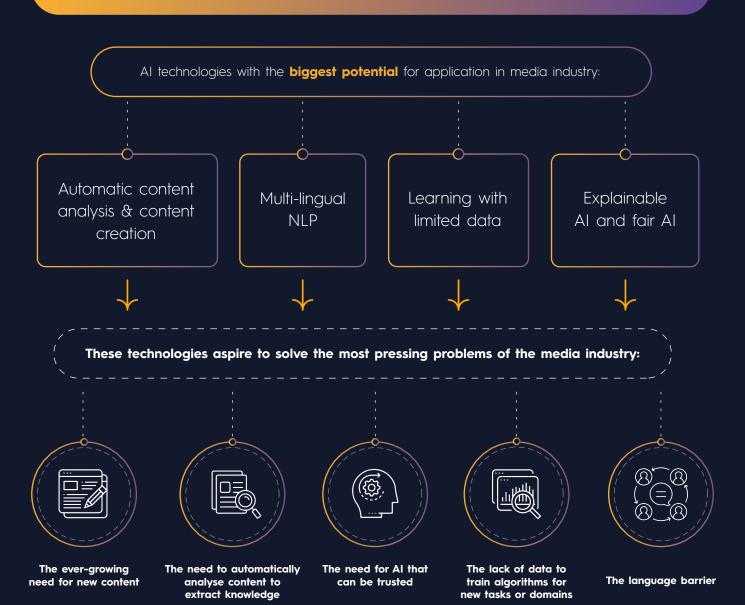
# Main Survey Results in a Nutshell:



# The survey gathered a total of 150 responses

98 from the AI research community and 52 from the media industry or organisations related to the media.

### **Al Technology Trends**



### Benefits of Al

Most important benefits of the use of AI for the media industry:

- Automation & optimisation of routine tasks
- Increased productivity & operational efficiency
- Personalisation of content and services

Enhancement of current services

Respondents were more sceptical about the potential of AI to directly increase creativity.

Al researchers were more eager to believe in Al's transformative role for the media than media professionals were.



Increase awareness about Al's capabilities in media organisations

Adopt clear strategies for its operationalisation

### **Risks of Al**



# Main risks perceived by most respondents:

- Unethical use of AI with destructive impact on society
- Al models biased against groups of people
- Al as a black box providing little or no explanation on its decisions



# Lower perceived risks by most respondents:

- Automation leading to loss of jobs
  - Limiting human creativity



## Top reasons of concern for media industry:

- High expectations & low return of investment
- Failure of AI in a critical mission
  - Ethical risks

### **AI - Related Challenges**

#### Main challenges for Al researchers:

- Lack of data to train their algorithms but also the reluctance of the media industry to share their data to help and accelerate AI research.
- The US-China big tech monopoly in AI software and data, facilitated by enormous funding and generally much less regulation.

# Main challenges for media professionals for the wide adoption of AI by the industry:

- The integration of AI in business operations and processes.
- Understanding what AI can do to improve workflows in the media industry.
- The lack of relevant skills in media professionals.
- $\rightarrow$  Big tech monopoly.



## **AI Strategies and Skills**

42% of the media professionals

73% of the Public Service Media & entertainment industry

Have an Al strategy in place
in their organisation

Conclusions:

Al software developers, data scientists, and experts on Al ethics/legal issues is the kind of skilled personnel that media organisations need in order to overcome the Al skills gap.

Have a clear framework to

manage Al-related risks

(incl. ethical risks)

The lack of ethical AI strategies poses a significant risk for media organisations and public trust in media.

13%

Have established specific

KPIs to measure impact

of AI in the organisation

## **Adoption of AI Solutions**



# Most popular Al/Machine Learning applications already used by media professionals:

- → Image/video analysis (44% of responses)
- → NLP (44% of responses)
- → Audio analysis (35% of responses)
- → User experience/audience analysis (31% of responses)

## Most promising ways for the development/adoption of Al tools in the media industry:

- → Open source development tools
- → Co-development with research partners
- → Ready to use components from AI repositories
- Clear preference of respondents towards open Al solutions and collaborations that will lead to the adoption of Al that they can trust.

# Most promising approach to strengthen the transfer of Al knowledge and best practices from academia/research to the media industry:

Collaboration between the research and media communities (including shared projects, internships etc.)





### Al Ethics & Al Regulation

#### Al researchers and media professionals need:

- → More **guidance** by policy makers on implementation of AI ethics, highlighting topics such as:
  - IP issues
  - Al bias
  - Automated AI content creation
- Stronger regulation for e.g. user profiling and monitoring, data privacy, synthetic content generation, AI bias, targeted advertisement, AI transparency, and disinformation.
- Data privacy (and balance between need for privacy and need for more data)
- Development of trustworthy and explainable AI
- Clear information on regulation frameworks and their impact.

### Lack of ethical processes:

- Almost 39% of all survey respondents declared either that their organisation doesn't have specific ethical measures in place or that they do not know if it has.
- Only 11% of AI researchers and 4% of media professionals has ever done some kind of impact assessment like DPIA, HRIA, or ALTAI.

Copyright © Copyright 2022 Al4Media Consortium - This document may not be copied, reproduced, or modified in whole or in part for any purpose without written permission from the Al4Media Consortium. In addition to such written permission to copy, reproduce, or modify this document in whole or part, an acknowledgement of the authors of the document and all applicable portions of the copyright notice must be clearly referenced. All rights reserved.

#### **Our Consortium**





























































