Vice-Chair Wallis, Greg

Members Fong, Mike Lackey, Tom McKinnor, Tina Santiago, Miguel

Valencia, Avelino

California State Assembly arts, entertainment, sports, and tourism

ARTS, ENTERTAINMENT, SPORTS, AND TOURISM
AND PRIVACY AND CONSUMER PROTECTION

ND CONSUM!

Chief Consultant Brian Anderson

Committee Secretary
Tabatha Vogelsang

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ASSEMBLY MEMBERS GIPSON AND BAUER-KAHAN CHAIRS

JOINT INFORMATIONAL HEARING
ASSEMBLY COMMITTEE ON ARTS, ENTERTAINMENT, SPORTS AND TOURISM AND THE
ASSEMBLY COMMITTEE ON PRIVACY AND CONSUMER PROTECTION

USAGE OF ARTIFICIAL INTELLIGENCE (A.I.) IN THE ENTERTAINMENT INDUSTRY

May 28, 2024 10 a.m. to 1 p.m. 1021 O Street, Room 1100

AGENDA

- I. Introduction: Chair Gipson and Chair Bauer-Kahan (5-10 minutes)
- II. Academic Overview of the Industry's Advances and Usage of Technology (10-15 minutes)
 - a. Dr. Ben Zhao, Neubauer Professor of Computer Science, University of Chicago
- III. A.I.'s Impact on Music Production (30-40 Minutes)
 - a. Dr. Moiya McTier, Senior Advisor, Human Artistry Campaign
 - b. Chris Horton, Senior Vice President of Strategic Technology, Universal Music Group
 - c. Patrick Sabatini, Senior Vice President of Legal and Business Affairs, Warner Music Group
- IV. A.I.'s Impact on Film and Television Production (20-30 Minutes)
 - a. Jason George, Actor and Board Member, SAG-AFTRA
 - b. Drew Leung, Concept Designer and Artist, Local 800 Art Directors Guild
- V. Artists' Perspective on A.I. and Entertainment (20-30 Minutes)
 - a. Tiana Oreglia, Concept Artist
 - b. Dr. Ben Zhao, Neubauer Professor of Computer Science, University of Chicago

Public Comment (25-35 Minutes)