**MiPA April 2025 Member Meeting: Copyright in the Age of Artificial IntelligenceTop of Form**

In this meeting, Dan Miller, a freelance copyright specialist and a consultant on business aspects of independent publishing, gave a presentation about AI and copyright. He covered the basics of both topics, recent legal developments, and practical implications for authors and publishers. He discussed various AI tools, their applications in publishing, and the complexities of copyright registration for AI-assisted and AI-generated works.

**Announcements**

* MiBA’s Spring Road Trip event in Mineral Point, Wisconsin will feature a panel of previous Midwest Book Award Winners.
* Due to IBPA’s Publishing University in Saint Paul, MiPA will not have a May membership meeting
* The Midwest Book Awards Celebration Gala will take place on June 28th.

**AI and Copyright Overview**

Dan presented an overview of AI and copyright, focusing on the distinction between AI-generated and AI-assisted content. He explained that AI-generated content is generally not copyrightable, while AI-assisted content may be copyrightable depending on the level of human contribution. Dan discussed how he used AI to create his presentation and outlined the basics of copyright law, including exclusive rights, infringement, fair use, and public domain. He also mentioned recent court cases related to AI and copyright, emphasizing the importance of understanding these concepts when using AI in creative work.

**Generative AI in Publishing Basics**

Dan discussed the basics of generative AI and its applications in publishing. He explained that AI can create text, images, audio, video, and computer code. Some potential uses in publishing include brainstorming, research, fact-checking, generating drafts, and editing. Dan emphasized the importance of understanding how AI works, including the training phase where massive datasets are gathered and processed. He noted that AI training data comes from various sources, including books, websites, social media, and public domain materials. Dan also highlighted the potential for copyright infringement when AI uses existing images without permission. He explained AI prompts, hallucinations, and biases, cautioning users to be aware of these issues when using AI-generated content.

**AI Copyright Law Developments Discussed**

Dan discussed the process of copyright decision-making in the US, involving Congress, the US Copyright Office, and the courts. He then focused on recent developments in copyright law related to AI, highlighting two key documents released by the US Copyright Office. The first document, from July 2024, addresses digital replicas and recommends new federal laws. The second document, released in January 2025 outlines policies on the copyrightability of AI-generated materials. Dan emphasized that human authorship is required for copyright protection, using the example of a monkey selfie case. He also discussed two pending court cases (Thaler v. Perlmutter and Allen v. Perlmutter) that challenge copyright denials for AI-generated works, highlighting the ongoing debate about the role of human involvement in AI-assisted creations.

**AI in Copyright Registration Cases**

Dan discussed the use of AI in copyright registration, highlighting three cases. In the first case, Kashtanova's book was initially registered with AI-generated content, but the registration was later cancelled due to undisclosed AI use. The second case involved Kashtanova's "Rose Enigma," where she received partial copyright protection for her original hand-drawn image and its AI-generated version. The third case, involving Kent Keirsey and Invoke, resulted in a landmark decision where an image titled “A single piece of American cheese” created entirely using AI, was awarded copyright. Dan emphasized the importance of disclosing AI-generated content in copyright submissions and the need for clear language in the US Copyright Office's submission forms.

**AI Art and Copyright Concerns**

Dan presented an overview of AI-generated art and its implications for copyright law. He demonstrated how AI platforms like ChatGPT can create images based on prompts, discussing the ease of generation and the minimal human input required. Dan raised concerns about the impact on creative industries, including potential loss of income for artists and issues of originality. He also mentioned Apple's digital narration tool for audiobooks and the "Do Not Train" movement by publishers to prevent AI from using copyrighted material. Dan concluded by discussing upcoming legal implications of training AI models on copyrighted works and the current landscape of AI-related copyright lawsuits.

**AI Copyright Registration and Disclosure**

Dan presented his experience with copyright registration for AI-assisted and AI-generated works. He discussed the complexities of disclosing AI involvement in creative works and the importance of tracking prompts used. Paul and other participants raised questions about copyrighting short phrases, using AI for book planning, and the copyrightability of AI-generated audiobooks. Dan emphasized that for copyright purposes, it's the text content that matters, not the mechanism producing it, but recommended disclosing AI involvement in applications.

[Meeting notes adapted from a summary generated by Zoom’s AI companion tool]