
Case Study: *The AI Game That Crossed the Line*

English Version

A small video game studio called **PixelForge** created a new game called *Night City Quest*. To save time and money, the developers used an Artificial Intelligence tool to generate character voices, images, and part of the story.

The problem started when players noticed that some voices sounded exactly like famous voice actors, and some images looked very similar to characters from other popular games. After an investigation, it was discovered that the AI system was trained using a **data set** that included copyrighted material, such as voice recordings and artwork, without permission.

The developers said they did not know exactly how the AI was trained. However, critics argued that the company should take **accountability** for the results. This situation opened an ethical debate about **algorithmic** systems, authorship, and responsibility in AI-generated content.

Support Summary (English)

PixelForge is a small studio that used AI to create voices, images, and part of a video game story. The problem appeared when people discovered that the AI was trained with copyrighted content without permission. Even if the developers did not know this, an ethical debate started about responsibility and the correct use of AI.

Vocabulary Support

- **Data Set:** A collection of data used to train an AI system.
 - **Ethics:** Moral principles that guide decisions and actions.
 - **Algorithmic:** Related to step-by-step processes used by computers.
 - **Accountability:** Responsibility for actions and results.
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Part A: Multiple-Choice Questions

1. Why did PixelForge use AI in their game?

A. To copy famous games

- B. To save time and money
 - C. To replace all developers
 - D. To avoid paying artists
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2. What problem did players notice first?

- A. The game was too expensive
 - B. The AI stopped working
 - C. The voices and images looked copied
 - D. The story was too short
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3. What was wrong with the data set used by the AI?

- A. It was too small
 - B. It was in the wrong language
 - C. It included copyrighted material without permission
 - D. It was created by players
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4. Who did critics say should take accountability?

- A. The players
 - B. The AI system
 - C. The government
 - D. The game company
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Part B: Open-Ended Question (Argumentation)

In your opinion, should PixelForge be responsible for the content created by AI? Why or why not?

Write **4–6 lines in simple English**. Use at least **two** of the following words:

- data set
 - ethics
 - algorithmic
 - accountability
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Self-Check

- I understand the main idea of the text. ☐
 - I can explain the ethical problem. ☐
 - I used technical vocabulary correctly. ☐
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