



# Libraries, Expertise and Literacy in the AI Era

Prof. Aphra Kerr,

School of Information and Communication Studies, UCD & ADAPT



Co-funded by  
the European Union

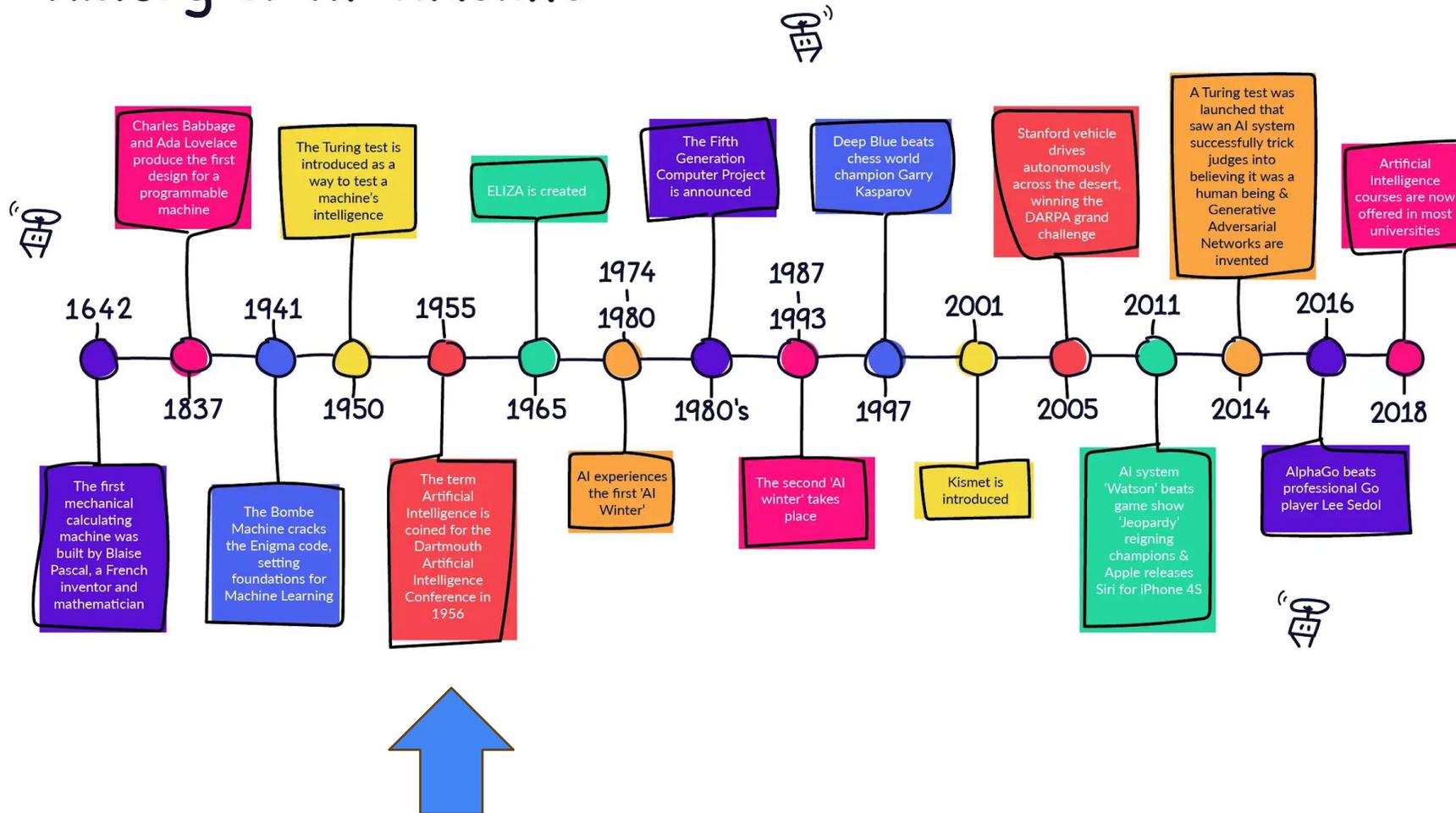
# ADAPT 2: National Research Ireland Centre for Digital Content Technology & AI (2021-2026)



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# History of AI Timeline



<https://codebots.com/artificial-intelligence/history-of-artificial-intelligence>

[10/03/2026 last accessed]

# 1956 DARTMOUTH COLLEGE SUMMER RESEARCH PROJECT ON AI

A PROPOSAL FOR THE  
DARTMOUTH SUMMER RESEARCH PROJECT  
ON ARTIFICIAL INTELLIGENCE

Prior to this people used the terms cybernetics, automata theory, information processing and referred to 'thinking machines'

J. McCarthy, Dartmouth College  
M. L. Minsky, Harvard University  
N. Rochester, I. B. M. Corporation  
C. E. Shannon, Bell Telephone Laboratories

The Meeting of the Minds That La  
There's more to this group photo from  
IEEE Spectrum

BY GRACE SOLOMONOFF | 00 MAY 2023 | 0 MIN READ | □





Volume 12, Issue 1

## Governing artificial intelligence in the media and communications sector



Jo Pierson, *School of Social Sciences, Hasselt University, Hasselt, Belgium*, [jo.pierson@uhasselt.be](mailto:jo.pierson@uhasselt.be)

Aphra Kerr, *Department of Sociology, Maynooth University, Ireland*, [aphra.kerr@mu.ie](mailto:aphra.kerr@mu.ie)

Stephen Cory Robinson, *Department of Science and Technology, Linköping University, Linköping, Sweden*, [cory.robinson@liu.se](mailto:cory.robinson@liu.se)

Rosanna Fanni, *Global Governance, Regulation, Innovation and the Digital Economy (GRID), Centre for European Policy Studies (CEPS), Brussels, Belgium*

Valerie Eveline Steinkogler, *Vrije Universiteit Brussel, Brussels, Belgium*

Stefania Milan, *Department of Media Studies, University of Amsterdam, Amsterdam, Netherlands*, [s.milan@uva.nl](mailto:s.milan@uva.nl)

Giulia Zampedri, *Vrije Universiteit Brussel, Brussels, Belgium*

PUBLISHED ON: 21 Feb 2023 DOI: 10.14763/2023.1.1683

PDF

CITE

TWEET

DYSLEXIA MODE

Adjusts contrasts, text  
improve legibility for

FEEDBACK:

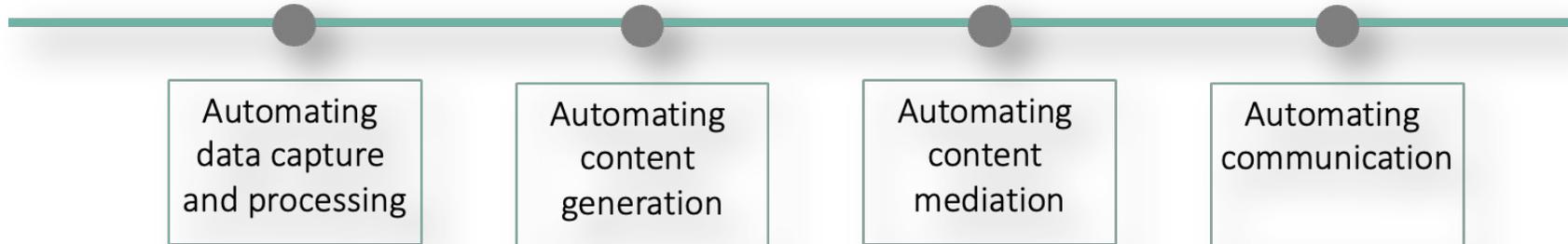
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METRIC

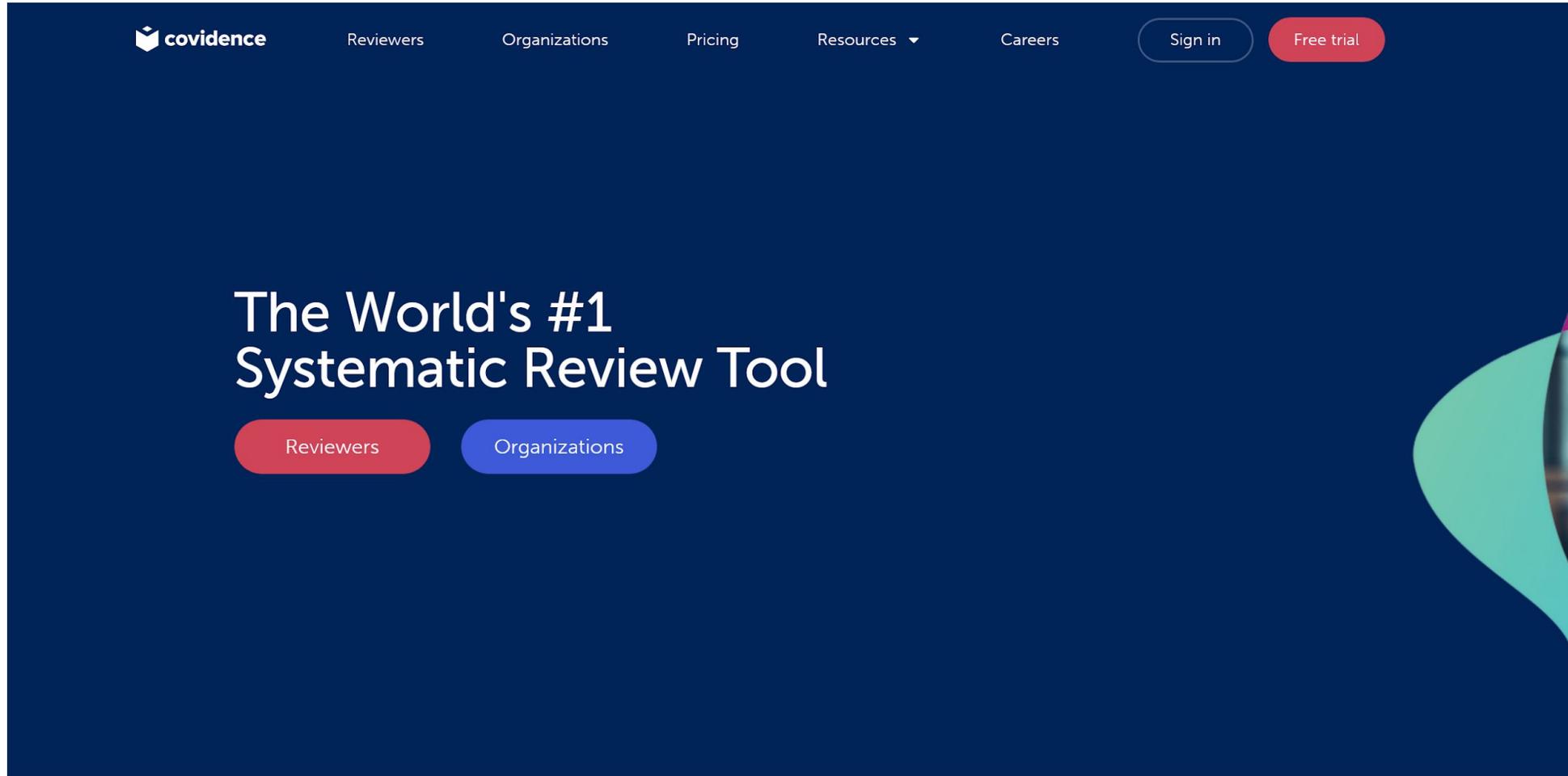
Academic paper, 2023

<https://policyreview.info/articles/governing-artificial-intelligence-media-and-communications-sector>

# Multi-level framework: AI in the Media & Comms sector



# Systematic Review Tools





HOME PROJECT ▾ RESOURCES ▾ NEWS AND EVENTS

## Decoding Algorithms Media and AI Literacy for All

The European project Algowatch focuses on educating the general public about the challenges of algorithms and Artificial Intelligence (Algo- and AI-literacy) in the field of information and digital citizenship, and follows on from the previous European project CrossOver. It was awarded as part of the CREA-MIL strand of the European Commission's Creative Europe programme.

<https://algowatch.eu/>

# Workshop Goals

**Understand** how algorithms and AI impact the information we see online, including how they can be used in the creation of mis and disinformation.

**Explore** and **Engage** with interactive digital resources ('eye openers', quizzes and a digital game) designed to improve algorithmic and AI literacy (for ages 13+).

**Reflect** on how this knowledge, and these resources, can be used to support critical thinking about the ethical and effective use of algorithms and AI in libraries and everyday life.



1 – CONCEPTS AND  
ACTIVITIES



2 - EXPLORING QUIZZES



3 - EUNOPIA: MISSION  
AI VIDEOGAME

# Table of contents

(All the images used are copyright free)

# 1. Concepts and activities

---

CORE DEFINITIONS

# Opening Discussion

---

- Top two uses of AI in libraries
- Top two concerns using AI in libraries

# All resources draw on European Digital Competence Framework 2.2 for citizens



**MIL competence framework in Algo-AI literacy**  
**From age 13 and more!**  
**Version 1.0 - June 2024**

<b>KNOWING &gt; knowledge</b> <i>to know, to understand, to be aware of...</i>	
DIGCOMP 2.2 competences	MIL competences
<b>157.</b> Knowing that algorithms, and therefore programs, are designed to help solve real-life problems; the input data models known information about the problem, while the output data provides information relevant to solving the problem. There are different algorithms, and therefore different programs, for solving the same problem.	<b>1.</b> Knowing what an algorithm is
<b>156.</b> Knowing that a programme plan is based on an algorithm, i.e. a progressive method for producing an output from an input.	
<b>4.</b> Being aware that search engines, social media and content platforms often use AI algorithms to generate responses tailored to the individual user (e.g. users continue to see similar results or content). This is often referred to as 'personalisation'. (AI)	<b>2.</b> Understanding how search engine ranking algorithms work

See our framework at <https://algowatch.eu/resources/competency-framework/>

See original framework at <https://op.europa.eu/en/publication-detail/-/publication/50c53c01-abe1-11ec-83e1-01aa75ed71a1/language-en>

# Algorithms

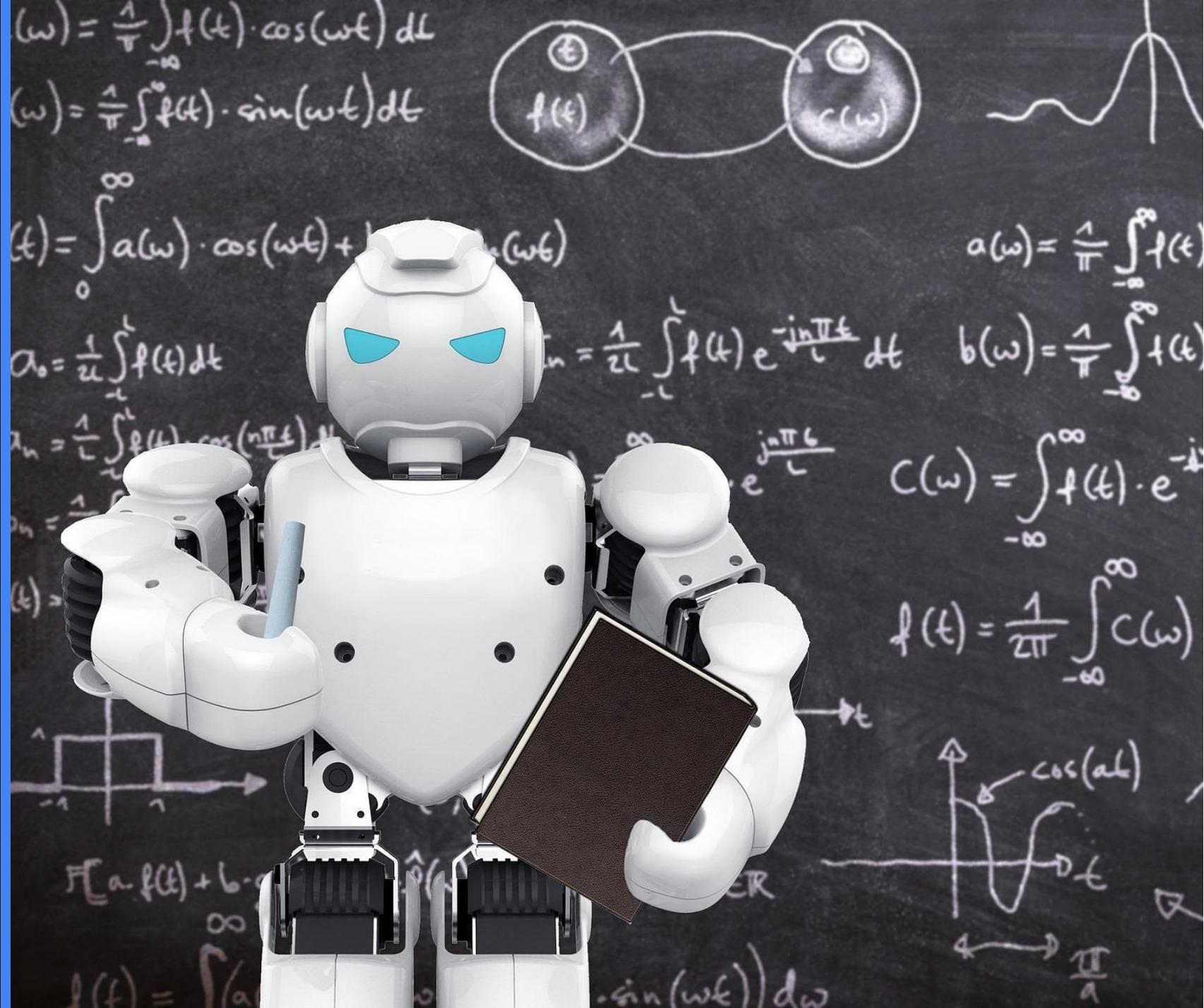
On digital platforms, algorithms are tools that select what content is displayed for users based on relevance and preferences. (European Commission, 2022a)

## Two Key Types

### Recommendation algorithms

–(highlight personalized content according to each user's preferences)

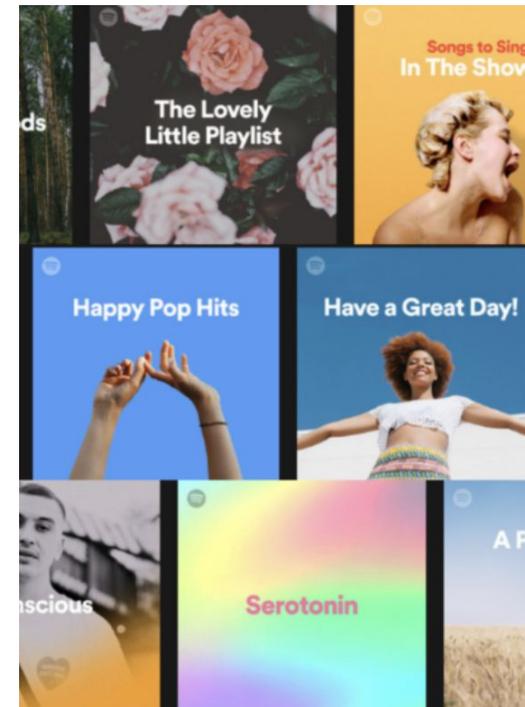
**Ranking algorithms** (classify the results proposed to the user in order)



**Recommendation algorithms** display results, following your reactions and navigation history.

# Algorithms

---



# Algorithms display results based upon (esp if you are logged in!)

Your past  
browsing  
history

The media you  
have skipped

The media you  
have liked

Posts you have  
shared on social  
media

Your personal  
playlists

Your location

**Engagement  
and well  
known icons**



**LIKE**



**COMMENT**



**SHARE**



# Browsing & User Profiles

---

Act of looking through or scanning information, usually online, without a specific goal in mind. It's like **casually exploring websites, social media, or videos** to see what interests you or to discover new things.

(Oxford Learner's Dictionaries)

Your **browsing preferences and navigation habits** are compiled in **your user profile** by the **search engines and social media algorithms**.

# Disinformation *vs* Misinformation

Deliberately misleading false information that is spread with the intent to deceive, manipulate, or influence people's beliefs or actions

False information that is spread unintentionally



## Disinformation

Verifiably **false or misleading information** that is created, presented, and **disseminated for economic gain or to intentionally deceive the public...** It can cause public **harm** and be a **threat to democratic processes** and to health, security, environment.

(European Commission, 2022)

# Echo chamber

Environment in which the opinion, political leaning, or belief of users about a topic gets reinforced due to repeated interactions with peers or sources having similar beliefs and ideologies.

(European Commission, 2022a)



# Filter bubble

A situation in which people only hear or see news and information that supports their existing beliefs and preferences.

This effect can be heightened online depending on which persons or what pages users choose to follow or connect with, as well as algorithms displaying content based on past online behaviour, preferences, and settings.

(European Commission, 2022a)



# Machine learning and AI

The ability of a computer system to learn, extract patterns and change in response to new data, without the help of a human being.

(European Commission, 2022)

## Machine Learning Process

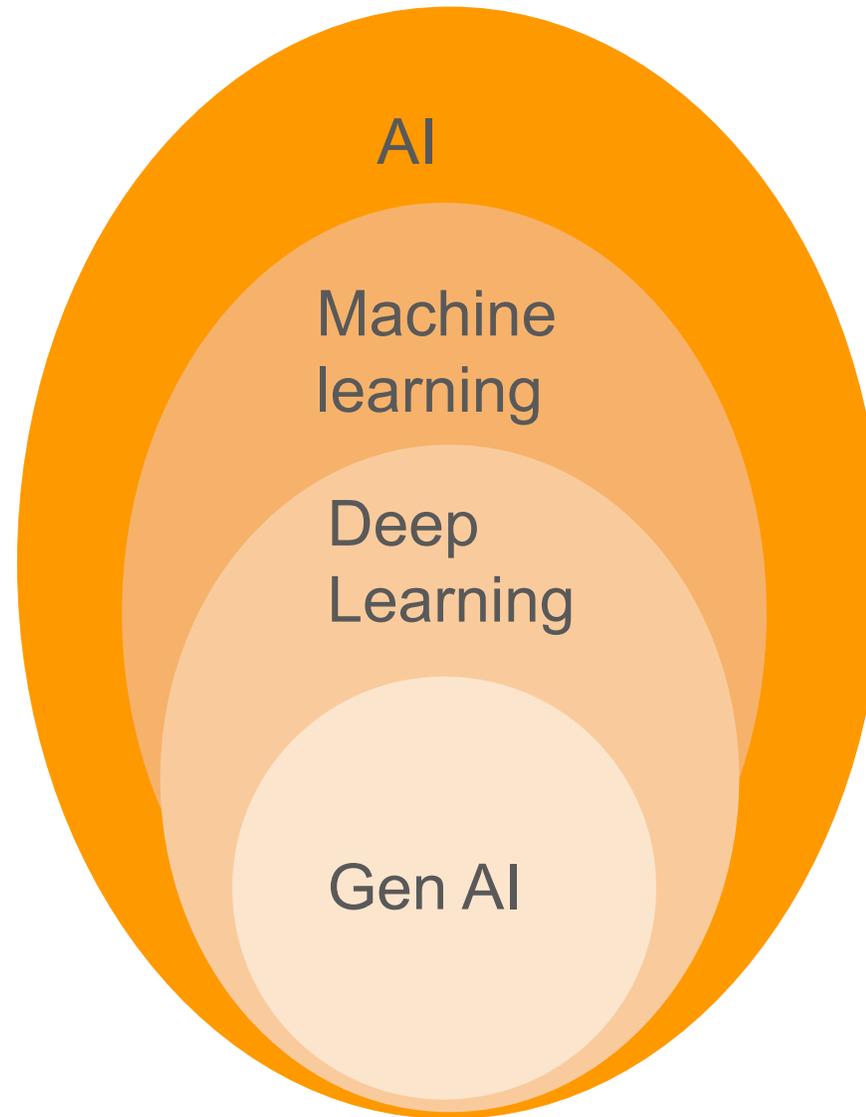


Source: Mapendo

# Deep Learning and AI

'Deep learning is a subfield of AI that focuses on creating large neural network models that are capable of making accurate data-driven decisions. Deep learning is particularly suited to contexts where the data is complex and where there are large datasets available.'

Kelleher, J. D. (2019:pg 1) Deep Learning. MIT Press Fundamentals Series.



# Engaging with a Gen AI using Prompts

---



Can you write a [.....]?

In the style of

# AI systems

AI systems outputs can be **difficult to distinguish** from content created by humans

**Prompt:** can you write a poem in the manner of Paul Verlaine that evokes the risks of disinformation for democracy?



In shadows cast by flickering screens,  
Where whispers weave in tangled threads,  
A delicate dance, unseen,  
Where truth and falsehood softly treads.

The murmurs rise, a siren's song,  
A chorus sweet, yet laced with lies,  
Each note a thread that pulls along,  
A web of doubt where clarity dies.

O fragile heart of democracy,  
Beware the sweet deceitful tongue,  
For in the haze of fantasy,  
The mind grows weary, hope undone.

The ink-stained hands of crafty men,  
With silvered words and poisoned quill,  
Will shape the thoughts, again and again,  
And bend the will to suit their thrill.

Yet in the night, a spark remains,  
A flicker of the light we crave,  
To pierce the veil of darkened chains,  
And seek the truth beyond the grave.

So let us rise, with voices clear,  
And weave our tales with care and grace,  
For in the light, we hold most dear,  
The strength to guard our rightful place.

With open hearts, let wisdom guide,  
To sift through lies, to stand as one,  
For in this fight, we must abide,  
To shield our realm until it's won.

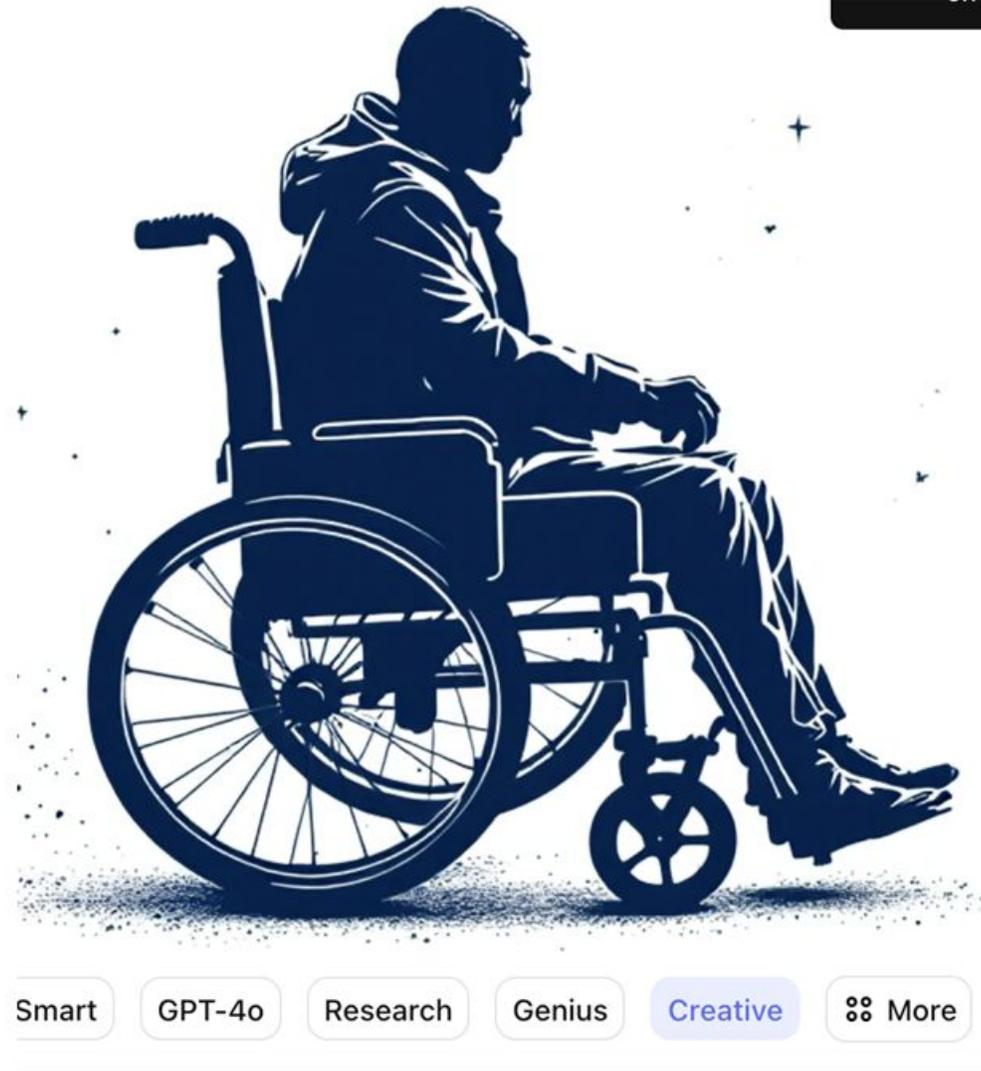
# Prompt



Draw me a person with a disability

The image (generated via Youcom) shows a person in a wheelchair, by default.

AI systems can have biases if they are trained with data that are also biased.



# AI systems can...

---

Have biases

Show discrimination

Make mistakes

Use data that belong to you or others without having asked for permission

## COMMENT RECONNAÎTRE UNE IMAGE GÉNÉRÉE PAR UNE IA ?

L'intelligence artificielle tend à se perfectionner de plus en plus dans les représentations visuelles qu'elle propose, mais certaines failles peuvent encore éveiller votre vigilance :

- L'intelligence artificielle manque parfois de cohérence et de précision dans sa représentation de certains objets et accessoires, ou de certaines parties du corps.
- Lorsque l'IA représente une foule ou un grand nombre de personnes, les visages peuvent perdre en cohérence et en netteté.
- L'IA peine à intégrer du texte au sein d'une image qu'elle génère (nom de marque sur un vêtement ou nom d'un produit alimentaire, par exemple).



Sur cette image, les casquettes des policiers sont incohérentes.



Ici, les textes dans l'image sont illisibles et aléatoires.

# Deep fake

**Images, videos or audio recordings generated by Artificial Intelligence, of people or events that did not really happen and that are **often impossible to distinguish from the real ones.****

(European Commission, 2022)



## Cost of vehicle damage in Dublin riots around €5m, NTA told

Updated / Monday, 13 May 2024 18:05



Photograph / November 11, 2023

**How misinformation and far-right groups sparked a riot in Dublin after the stabbing of three children at a school**

# UCD report - Countering Misinformation

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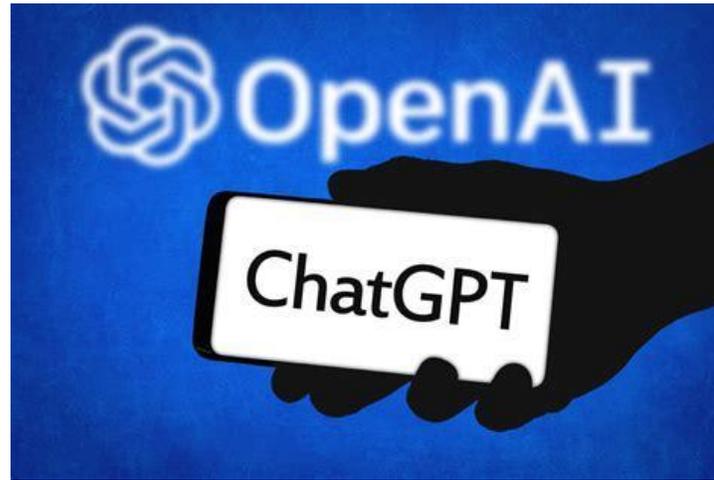
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## Report: Resisting Hate and Navigating Agitation: Irish Public Library Staff Stand United Against Reactionary Challenges to LGBTQ+ Materials



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<https://digitalpolicy.ie/publication/report-resisting-hate-and-navigating-agitation-irish-public-library-staff-stand-united-against-reactionary-challenges-to-lgbtq-materials/>



You should compare the results of different LLMs

**FUTURE SKILLS | TOP LARGE LANGUAGE MODELS & THEIR FEATURES**

					
CRITERIA	ChatGPT	Gemini	Claude	Mistral	LLaMA
DEVELOPER	OpenAI	Google	Anthropic	Mistral AI	Meta
RELEASE DATE	Nov. 2022	Dec. 2023	Mar. 2023	Sept. 2023	Feb. 2023
LANGUAGE MODEL	GPT 4o	Gemini 1.5 Pro	Claude 3 Opus	Mixtral 8x22B	Llama 3 (8B)
OUTPUT TOKEN PRICE	\$15.00 per 1M Tokens	\$21 per 1M Tokens	\$75.00 per 1M Tokens	\$1 per 1M Tokens	\$0.1 per 1M Tokens
SPEED	74 Tokens per Second	55 Tokens per Second	32 Tokens per Second	82 Tokens per Second	866 Tokens per Second
QUALITY INDEX	100	88	94	63	65
KEY FEATURE	Generates human-like response in real time based on user-input.	Understand different types of information, including text, images, audio video & code.	Generates various forms of text content like summary, creative works & code.	It can grasp the nuances of language, context, and even emotions.	It has advanced NLP capabilities that can handle complex queries easily.

CREATED BY FUTURESILLSACADEMY.COM ©

And consider



## Are LLMs Bad for the Environment

### ✓ Example

Did you know that a single ChatGPT question consumes more energy than a Google Search? The energy consumption of a ``Google`` search is around 0.0003 kWh. A ``ChatGPT-4`` interaction can consume anywhere from 0.001 to 0.01 kWh, depending on the model size and tokens used. That means a single ``ChatGPT`` interaction uses 15 times more energy than a ``Google`` search. To put the numbers in perspective, a 60W light bulb uses up 0.06kWh in an hour.

# Activity 1: My Digital Footprint

---

1. Open *Facebook / Instagram/ Tiktok* on your device
2. Search - “famous paintings”
3. Is your feed the same as mine? Why are they different?



# Reflect: Your Digital Footprint

---

1. Why are the different accounts giving different feeds?
1. Why is important that we and our users know how the internet is giving us a *personalised* experience?
2. What if the search had been on a browser and had been your library's account? What has the algorithm learned about us?

# Activity 2: Being an Active User

---

Open a post on your social media that you either want to:

- Indicate you are not interested
- OR
- Block or Report the content

(OR Search for 'oak tree' on Facebook, Instagram, X, Tiktok etc.)

# How to Report a post?

---

1. Choose one specific post on your profile suggested by the platform that is not relevant (or of not interest) to you.
2. Click on three dots. 
3. Choose 'not interested' or 'report'.
4. If you choose REPORT, you can choose one of 16 different content categories the most suitable for the content you are reporting.
5. Close the app and open it again.
6. The content similar to one reported or not interested will not appear the next time you use the app.

# Reflect: Being an Active User

---

- By being an active user - you can affect the ALGORITHM.
- What happens when you do the opposite and like/comment those posts consistently?

# Activity 3: Generative AI (Gen AI)

---

Creating an image with Gen AI programme:

1. We are going to create an image of your choice using <https://gemini.google.com/app> or [www.chatgpt.com](http://www.chatgpt.com)
2. Give us prompt ideas

# Reflect: Generative AI (Gen AI)

---

- How can you judge if an image is authentic?
- Where can we use this type of content? Does it need to be referenced as a source for example?
- Would this be possible without AI? Is it ethical?
- **How about if these are not so nice images that are being created? What about mis and disinformation?**



HOME PROJECT ▾ RESOURCES ▾ NEWS AND EVENTS

## Decoding Algorithms Media and AI Literacy for All

The European project Algowatch focuses on educating the general public about the challenges of algorithms and Artificial Intelligence (Algo- and AI-literacy) in the field of information and digital citizenship, and follows on from the previous European project CrossOver. It was awarded as part of the CREA-MIL strand of the European Commission's Creative Europe programme.

<https://algowatch.eu/>

# Algowatch resources for educators & students

- Ice-breakers and activities
- Quizzes on 4 themes
- A fact checking adventure video game
- Posters
- Powerpoints
- All in 4 languages



ALGOWATCH Q

<b>EN</b> <b>QUIZ</b> To help you better understand and master AI and algorithms, we suggest you take this series of interactive quizzes. Four topics in which to test your wits. Now it's your turn to play!	<b>FR</b> <b>QUIZ</b> Pour mieux comprendre et maîtriser l'IA et les algorithmes, nous vous proposons de vous lancer cette série de quiz interactifs. Quatre thématiques, autant d'univers où déployer votre sagacité. A vous jouer !
Climate change Health and well-being Democracy and citizenship Online Relationships	Changement climatique Santé et bien-être Démocratie et citoyenneté Relations en ligne
<b>PT</b> <b>QUIZ</b> Para te ajudar a entender e dominar melhor a IA e os algoritmos, sugerimos esta série de quizzes interativos. Quatro tópicos para testar os teus conhecimentos. Agora é a tua vez de jogar!	<b>HR</b> <b>KVIZ</b> Kako bismo Vam pomogli da bolje razumijete i upoznate umjetnaš inteligenciju i algoritme, predlažemo da riješite seriju interaktivnih kvizova. Četiri teme pomoću kojih ćete testirati svoje znanje. Na Vama je reći!
Alterações Climáticas Saúde e Bem-Estar Democracia e Cidadania Relações Online	Klimatske promjene Zdravlje i kvaliteta života Demokracija i građanstvo Online odnosi

## 2. Exploring the quizzes

<https://algowatch.eu/resources/quizzes/>

**EN****QUIZ**

To help you better understand and master AI and algorithms, we suggest you take this series of interactive quizzes. Four topics in which to test your wits. Now it's your turn to play!

Climate change

Health and well-being

Democracy and citizenship

Online Relationships

**FR****QUIZ**

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Changement climatique

Santé et bien-être

Démocratie et citoyenneté

Relations en ligne

**PT****QUIZ**

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**HR****KVIZ**

Kako bismo Vam pomogli da bolje razumijete i upoznate umjetnu inteligenciju i algoritme, predlažemo da riješite ovu seriju interaktivnih kvizova. Četiri teme pomoću kojih ćete testirati svoje znanje. Na Vama je red!

# Playing the quizzes

Accompanying document on website(proposed activities, competences addressed, correct answers, feedback provided to the player for correct and incorrect answers) available at <https://algowatch.eu/resources/quizzes/>

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Alterações Climáticas

Saúde e Bem-Estar

Democracia e Cidadania

Relações Online

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Klimatske promjene

Zdravlje i kvaliteta života

Demokracija i građanstvo

Online odnosi

Try the Democracy and Citizenship Quiz - go to <https://algowatch.eu/resources/quizzes/>

## Why disinformation works (1/2)

We believe in what feels right (Schwarz et al., 2017).

We want to confirm what we already think and believe - confirmation bias (Flynn et al. 2017).

We like to trust people we know (Schwarz et al., 2017).

We like to think fast and superficially - hard to think slowly and critically (Kahneman, 2012).

# 3. Eunopia: Mission AI videogame

FACT-CHECK VIDEOGAME

Learn how algorithms work and learn how to check rumours

## Three co-creation sessions completed (IRL)

---

1. **Dublin** - Educate Together, no religious ethos, mixed boys and girls school, capital city. (N=32, 15-17 years) 1 hour
2. **Maynooth** - Community School, multi-denominational, mixed boys and girls school, small town, (N=60, 15-16 years) 1 hour
3. **Portlaoise** - Youth Group, mixed, large town (N=8, 13-17 years) 1.5 hours

# Findings from co-creation with teens

## Top Games

- **10%** - Roblox
- **7%** - Minecraft
- **6%** - Fortnite
- **6%** - FIFA
- **5%** - GTA

## Modes

- **81%** Have Single-Player modes
- **71%** Have Multiplayer modes
- **37%** Primarily Single-Player
- **30%** Primarily Multiplayer

## Top Mechanics

- **49%** - Combat
- **29%** - Exploration
- **24%** - Sandbox
- **17%** - Crafting

## Top Genres

- **50%** - Action
- **27%** - Shooter
- **22%** - Adventure
- **19%** - Base Builder
- **17%** - Creative
- **16%** - Survival, Driving

## Platforms - Available On

- **60%** - Console / PC
- **40%** - Mobile
- **9%** - Card & Board

## Top Styles

- **40%** - Bright
- **19%** - Narrative
- **12%** - Fast Paces

## Top Themes

- **24%** - Fantasy
- **12%** - Sci-Fi
- **10%** - Zombies, Sports, War

# Playing Eunopia

Set on the alien planet of Eunoep, the game follows the journey of the protagonist, Alia, as they help the Eunoepians uncover and understand the influence of algorithms and AI in their daily lives.

The game's objective is to uncover the truth behind various rumours received by the player while interacting with the aliens.

Each rumour provides a series of clues that the player must investigate and piece together to reveal the reality.

The minigame mode focuses on exploring how algorithms build your user profile.



CAPTAIN SOLARI

WELCOME TO EUNOPE! DON'T PANIC, WE'RE REPAIRING YOUR SPACESHIP. OUR ANALYSIS SHOW THAT YOU ARE FROM PLANET EARTH.



CAPTAIN SOLARI

THE EUNOPEANS ARE TOTALLY CONTROLLED BY AI AND ALGORITHMS. I'VE HEARD EARTH'S GOT THE SAME ISSUE, BUT IT DOESN'T SEEM NEARLY AS MESSED UP AS IT IS HERE.



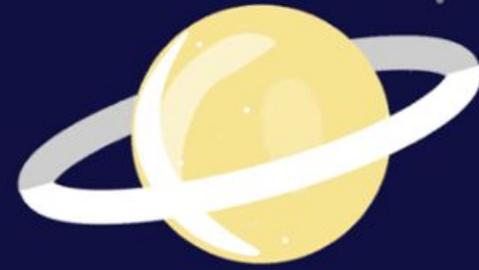
CAPTAIN SOLARI

WE'RE THE REBEL CREW, THE RESISTANCE, STANDING UP AGAINST THE GRIP OF AI AND ALGORITHMS ON EUNOPE. WE NEED YOUR HELP TO KEEP THE FIGHT GOING - AT LEAST UNTIL YOUR SPACESHIP'S BACK IN ACTION.

NEXT

# EUNOPIA

Mission AI



ALGOWATCH

Play

Story & Minigames

Minigames Only

Language

Quit



# Videogame trailer



## Think and act like a fact- checker

---

Who is behind this information? Double check the **credibility of the source** and the **reliability of the websites** (go to factchecking websites when in doubt).

---

What is **the evidence**? Is it a direct report from the incident or further reporting of a news story from another source?

---

What do **other sources** say? Can you find the same news on other news sites that independently confirm or contradict the information?

---

Always ask **the AI system you use to provide its source**, after all your prompts... And double-check the source provided !

# Adopted, August 2024, in force Aug 2026

Topics  
European Parliament

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Scrutinising the Commission | How the EU works | Economy and budget | Ukraine | Migration | All topics

Topics > Digital > Artificial intelligence > EU AI Act: first regulation on artificial intelligence

## EU AI Act: first regulation on artificial intelligence

The use of artificial intelligence in the EU is regulated by the AI Act, the world's first comprehensive AI law. Find out how it protects you.

Published: 08-06-2023

Last updated: 19-02-2025 - 17:46

7 min read

Irish Legal News

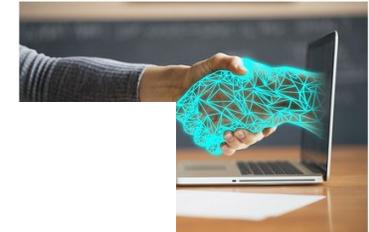
Search

News Analysis Case Reports Jobs Events

## EU AI Act soon to become law after MEPs' approval

13 MAR 2024 | Reading time: 2 minutes

*The EU's landmark AI Act has been approved by MEPs, the last major milestone on its road to becoming law.*



On 1 August 2024, the **European Artificial Intelligence Act (AI Act) enters into force**. The Act aims to **foster responsible artificial intelligence development and deployment in the EU**.

Proposed by the Commission in April 2021 and agreed by the European Parliament and the Council in December 2023, the AI Act addresses potential risks to citizens' health, safety, and fundamental rights. It **provides developers and deployers with clear requirements and obligations** regarding **specific uses of AI** while reducing administrative and financial burdens for businesses.

# European AI Act, 2024. coming into force August 2026

The screenshot displays the EUR-Lex website interface. At the top, the European Union logo and 'EUR-Lex' branding are visible, along with user account information ('My EUR-Lex') and language settings ('English'). A search bar is prominently featured with the text 'QUICK SEARCH'. Below the search bar, the document title 'Document 32024R1689' is shown, followed by a detailed description: 'Regulation (EU) 2024/1689 of the European Parliament and of the Council of 13 June 2024 laying down harmonised rules on artificial intelligence and amending Regulations (EC) No 300/2008, (EU) No 167/2013, (EU) No 168/2013, (EU) 2018/858, (EU) 2018/1139 and (EU) 2019/2144 and Directives 2014/90/EU, (EU) 2016/797 and (EU) 2020/1828 (Artificial Intelligence Act) (Text with EEA relevance)'. The page includes a sidebar with navigation options like 'Text', 'Document information', and 'Procedure'. A 'Languages, formats and authentic version' section offers various document formats (HTML, PDF, e-signature) for multiple languages (BG, ES, CS, DA, DE, ET, EL, EN, FR, GA, HR, IT, LV, LT, HU, MT, NL, PL, PT, RO, SK, SL, FI, SV). A 'Multilingual display' section shows the current language set to 'English (en)'. The main content area displays the title 'REGULATION (EU) 2024/1689 OF THE EUROPEAN PARLIAMENT AND OF THE COUNCIL of 13 June 2024' and the start of the text: 'Laying down harmonised rules on artificial intelligence and amending Regulations (EC) No 300/2008, (EU) No 167/2013, (EU) No 168/2013, (EU) 2018/858, (EU) 2018/1139 and (EU) 2019/2144 and Directives 2014/90/EU, (EU) 2016/797 and (EU) 2020/1828 (Artificial Intelligence Act) (Text with EEA relevance)'.

<https://eur-lex.europa.eu/eli/reg/2024/1689/oj/eng>



# Meanwhile 2026 – AI Corporate red lines Ethics & the US Military

News > World > Americas > US politics

## Anthropic's stance against military use of AI underscores growing skepticism

There has been an increase in consumer support for Anthropic in its dispute with the Pentagon

Matt O'Brien

Tuesday 03 March 2026 21:24 GMT



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Anthropic's firm ethical stance against the U.S. military's use of artificial intelligence is not only reshaping the competitive landscape among leading AI developers but also underscoring a growing skepticism about chatbots' suitability for warfare.

This week, Anthropic's chatbot, Claude, for the first time, surpassed rival ChatGPT in U.S. phone app downloads, signaling increasing consumer support for Anthropic in its dispute with the Pentagon, according to market research firm Sensor Tower.

Anthropic, until recently, was the only one of its peers to have approval for use in classified military systems, where it has partnered with data analysis company Palantir and other defense contractors. President Donald Trump said Friday, around the same time he was approving Saturday's military strikes on Iran, that the Pentagon would have six months to phase out Anthropic's military applications.

Cummings, a former Palantir adviser, said it's possible that Claude has already been used in military strike planning.

"I just fundamentally hope that there were humans in the loop," she said. "A human has to babysit these technologies very closely. You can use them to do these things, but you need to verify, verify, verify."

# Reflect

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# Recap on algorithms

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1): Algorithms and fake news/content sometimes can cause harm and destabilize social institutions

2): Not all algorithms are the same (e.g. ranking, recommendation, prediction) and we can learn how to control them.

3) It is important to (fact) check and see who created the content

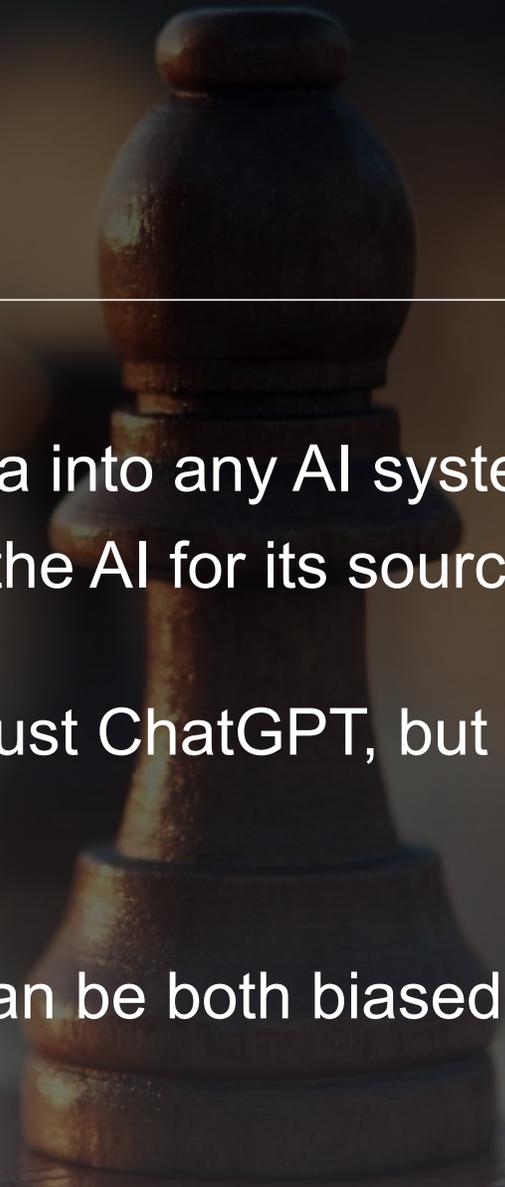
Remember that people who make algorithms are mostly interested in making profits and/or influencing politics.

# Recap on AI

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- 1): check the quality of information input/data into any AI system
- 2): always conclude your prompt by asking the AI for its source (and double-check it)
- 3): avoid relying on a single AI system (not just ChatGPT, but also Gemini, Llama, Mistral, ...)

Remember that AI systems are a tool and can be both biased and wrong. They cannot think, ...)



Thank you

[Aphra.kerr@ucd.ie](mailto:Aphra.kerr@ucd.ie)

@aphrak@bsky.social

### Algo Game Dev Team

Aphra Kerr  
Jean Finley  
Faebitha Rahiman  
Yekta Hormozi

### Co-creation & Testing Team

Emma Clarke  
Cara Greene  
Aphra Kerr  
Jean Finley  
Faebitha Rahiman

### Translation Team

ISCTE, Portugal  
DKMK, Croatia  
Savoir Devenir, France  
ADAPT, Ireland



University College Dublin  
An Coláiste Ollscoile, Baile Átha Cliath



**Engaging Content**  
Engaging People

See toolkit at [www.algowatch.eu](http://www.algowatch.eu)



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