TOPIC : Al in sports entertainment and music are machines replacing or improving music and sports

THESIS STATEMENT : Al have had a great impact in entertainment sports and music by both improving and replacing other aspects, improving sports by making training process competitive and more efficient and in near future replacing others but both depend upon how it is handled socially, politically, and ECONOMICALLY. In music the complete replacement of human workers is unlikely in the near future.

BODY PARAGRAPH

Artificial intelligence is the simulation of human intelligence processes by machines, especially computer systems. Specific applications of AI include expert systems, natural language processing, speech recognition and machine vision.

In recent years, artificial intelligence has made significant advances and is now being used in various industries, including sports.

AI is transforming the sports industry in many ways. It is making the training process competitive and more efficient. It is also helping to analyze and predict athletes’ performance.

## **Al in sports entertainment**

There are many potential applications of AI in the sports industry. It is becoming so ubiquitous that statistics shoe the AI segment in the sports industry will reach a value of 19.2 billion dollars by 2030.

As far as practical applications are concerned, here is an example – AI can be used to analyze large amounts of data to identify patterns and trends. This information can be used to improve player performance, make strategic decisions, and better understand the game.

AI can also be used to create virtual reality environments that can be used for training and player development. It is already being used by some of the biggest names in sports.

For example, the National Football League (NFL) has been using this technology to analyze game films and improve player performance. Major League Baseball (MLB) is using AI to help teams make better decisions about player personnel. And the National Basketball Association (NBA) is using AI to improve its scouting process.

There are many potential benefits of using artificial intelligence in the sports industry. It can help teams save time and money while also improving performance.

For example, AI can be used to reduce the amount of film that needs to be reviewed by coaches. AI can also be used to create custom training programs for athletes based on their specific needs.

An unexpected benefit is that it also has the potential to help smaller teams compete against larger teams by providing them with access to the same data and tools that the more prominent teams have.

The use of AI in the sports industry is still in its early stages, but the potential applications are endless. As it continues to develop, the sports industry will continue to find new and innovative ways to use it.

AI might very well replace a few key jobs in sports. For example, umpires, referees and even coaches may certainly get replaced one day. But definitely not the players. I mean, is it really fun watching a bunch of machines running around in a stadium? In such a case, matches would get more and more predictable, losing the spontaneity and entertainment in them. Which is why, humans would play sports, compete with each other and win cash prizes. This is how the future of earning would be.

Al is now displacing jobs that many considered driven by creativity. Artists are not actively fighting back against AI art produced by diffusion models like Stable Diffusion and MidJourney, especially when they can be prompted with the names of artists you want them to mimic. I do think that as this displacement happens, human artists will still be needed to inject new forms of creativity into these models, but the art ecosystem will look dramatically different from what it used to be.

**Al in music industry**

The likelihood of machines and big business replacing workers in the entertainment industry is a complex and multifaceted issue. While technological advancements have already had a significant impact on various aspects of the industry, the complete replacement of human workers is unlikely in the near future.

The music industry is no stranger to technological innovation. From the introduction of vinyl records in the early 20th century to the advent of digital streaming services in the 21st, technology has played a significant role in shaping the way we listen to and create music. Now, with the emergence of artificial intelligence (AI), the industry is once again poised for significant transformation.

Another benefit of AI in music production is the ability to personalize the listening experience. Streaming services like Spotify and Apple Music already use AI algorithms to suggest songs based on a user’s listening habits, but the technology can go even further. With AI-generated music, the software can create customized tracks based on a user’s preferences, mood, and even biometric data. Imagine a world where a song adapts to your heart rate or changes tempo based on your mood.

Automation and technology have revolutionized certain areas of entertainment, such as digital effects in movies, computer-generated imagery, and automated music composition. These advancements have improved efficiency and expanded creative possibilities. However, they have not completely replaced the need for human involvement, as creativity, emotional depth, and human connection remain essential elements of entertainment.

In industries where creativity and human expression are highly valued, such as acting, writing, and directing, it is challenging for machines to replicate the nuances and depth of human performance. Human actors bring unique interpretations and emotions to their roles, and their ability to connect with audiences on an emotional level is a crucial aspect of entertainment.

Additionally, the entertainment industry relies heavily on audience preferences and trends, which are constantly evolving. Human creators, artists, and producers are often at the forefront of understanding these shifts and tailoring content accordingly. While data-driven approaches can provide insights, human intuition and creativity remain invaluable in predicting and shaping audience tastes.

However, it is important to note that the entertainment industry, like many others, is not immune to technological advancements and the potential for automation. Some routine tasks, administrative functions, or repetitive jobs could be susceptible to automation, leading to changes in the nature of employment in the industry.

Furthermore, the influence of big business in the entertainment industry has been increasing over the years, with large corporations acquiring studios, production companies, and streaming platforms. This consolidation can affect the distribution and promotion of content, potentially altering the landscape for creators and workers.

In summary, while automation and big business have already had an impact on certain aspects of the entertainment industry, the complete replacement of human workers is unlikely in the foreseeable future. Human creativity, emotional depth, and the ability to adapt to changing audience preferences are vital elements that make human involvement indispensable in the entertainment world.

AI, AI driven robots, and human driven robots have been having an effect on the entertainment industry for a long time. They will have an increasing effect as technology advances and whether that is a good, bad or mix of both good and bad will depend upon how it is handled socially, politically, and economically.

Artificial intelligence in music We do not know how the human brain recognizes music and distinguishes good music from bad. If we did have a model, then generating music would be reduced to an iterative search algorithm. But for now, music and art are still one of the few remaining areas where humans still beat computers.

**References**

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Alex Garland’s film Ex Machina (2015)