## From Creation to Caution: The Effect of Generative AI on Online Arts Market

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Motivation: Copyright Concerns Cause Pushback Against Generative AI

- The power of generative AI lies in its extensive training on a substantial volume of data, much of which consists of copyrighted materials.
- Multiple copyright lawsuits across different industries:
  - 1. Andersen v. Stability AI Ltd.: Artists against AI companies
  - 2. Doe v. GitHub: Programmers against GitHub
  - 3. Authors Guild v. OpenAI: Authors including George Martin (Game of Thrones) sue OpenAI
- Anti-Al protests on online art platforms: DeviantArt, ArtStation, LOFTER

How do copyright concerns impact the decision of creators?

### Motivation: Why Is This Question Important?

- 1. Relevant to knowledge spillover
  - May discourage future human innovation due to restricted access to existing content (Murray&Stern 2007, Williams 2013, Galasso&Schankerman 2015, Nagaraj 2018, Biasi&Moser 2021)
  - Could harm future productivity of AI: AI models can collapse if it is trained on AI-generated content (Shumailov, Shumaylov, Zhao, Gal, Papernot, Anderson 2023)
- 2. Contribution to literature:
  - ► Existing literature: IP protection↓, incentive for innovation↓, trade secrecy↑
    - Arrow 1962, Moser 2012, Giorcelli&Moser 2020
  - ► This paper: IP protection↓, incentive for innovation unchanged, trade secrecy↑



#### This Paper

How do copyright concerns impact the decision of creators?

Find an empirical setting to answer this question

- DeviantArt, a leading online arts platform
  - Artists display and sell artworks
  - Companies (ad, games, etc) recruit employees
  - One of the largest platforms
- ▶ Nov 11, 2022: DeviantArt introduced DreamUp, an AI image generator

"Confused artists discover their work will be used for AI training by default."

—— Ars Technica, Nov 11, 2022

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Why choose this platform?

- 1. Earliest copyright concerns on online art platform
- 2. Much attention on ongoing lawsuit (Andersen v. Stability AI Ltd.)

- 1. Diff-in-diff: 22% decline in publication volume of non-AI digital artists
- 2. Multi-homing artists: only withhold artworks on DeviantArt, not on Instagram
- 3. No evidence of quality change in published artworks

#### Timeline

There are 3 other well-known AI image generators: Stable Diffusion, Midjourney and DALL-E 2.

- 1. 12 July 2022: Midjourney image generation platform first entered open beta
- 2. 22 August 2022: Stability AI announced the public release of stable diffusion
- 3. 28 September 2022: DALL-E 2 was opened to anyone, and the waitlist requirement was removed
- 4. **11 November 2022**: DreamUp (based on Stability AI) was introduced on DeviantArt
- 5. 30 November 2022: ChatGPT released

## Features of AI Image Generators

- Can specify style of a particular artist
- Time-efficient
  - 60 seconds for 3 artworks
- Cheap
  - < 10 cents per prompt



#### Data

#### Data

6835 artists from daily featured section on DeviantArt

- 1. Information on DeviantArt
  - Artists demographics
  - History of publication: publish date; number of views, downloads, favorites, comments; description and tags
  - Other platforms they are using
- 2. Information on Instagram
  - Obtain data of professional/business accounts
  - History of publication: publish date; number of likes, comments; description and tags

Dbn of Multi-homing Artists	Artists%
Instagram	63.7%
Twitter	48.4%
Facebook	36.4%
YouTube	21.3%
Tumblr	18.1%
Fraction of Multi-homing artists	77%

#### Data: Identify AI Artworks Title, Tags, Description

Support my work and get exclusive perks	View Subscription	<u>IS</u>
☆ Add to Favourites 🗸 🖓 Comment	\$7 \$	Dc
Midjourney 4967 by Javier-LLuesma 📼 + Watch A 14 Favourites 🛡 2 Comments 🎯 1.7K Views		
ai digitalart digitalartwork digitalillustration digitalpaint	ing exclusive	
premium prompt superior Iluesma aiart artworke	digital midjourr	ney
midjourneyart midjourneyartwork Less		

#### Data: Time Trends

Al artists increase publication, while Non-Al artists decrease



#### Identification Strategy

## Identification Strategy: Difference-in-Differences

#### Control Group:

Non-Al Artists specialize in Artisan Crafts

- Usually hand-made
- Jewelries, dolls, cross stitch, etc.
- Less exposed to AI



#### Treatment Group:

Non-Al Artists specialize in **Digital Arts** 

- Usually made with Adobe Photoshop, Procreate on drawing tablets or iPad
- Dragons, fantasy, wallpapers, etc.
- More exposed to AI



#### Identification Strategy: Difference-in-Differences Similar Trends Before Shock



#### Results

#### Result 1: 22% Decline of Publication Volume on DeviantArt

 $Artwork_{it} = \beta_0 + \frac{\beta_1 Post_t}{Post_t} \times Treated_i + \delta_i + \delta_t + \epsilon_{it}$ 

#### Table 1: Effect on Artist Publication Volume

Sample:	All	Users	Instagr	am Users	Instagram Users		
Dep Var:	Artworks o	Artworks on DeviantArt		n DeviantArt	Artworks on Instagram		
	(1)	(2)	(3)	(4)	(5)	(6)	
	PPML	OLS	PPML	OLS	PPML	OLS	
$Post_t \times Treated_j$	-0.25***	-0.21*	-0.29**	-0.31	-0.09	-0.04	
	(0.09)	(0.12)	(0.15)	(0.20)	(0.08)	(0.41)	
Pre-Treatment Mean		1.50		1.70		3.65	
Artist FE	Y	Y	Y	Y	Y	Y	
Month FE	Y	Y	Y	Y	Y	Y	
N(Artist-Month)	109,800	109,800	31,968	31,968	31,968	31,968	
N(Artists)	3,050	3,050	888	888	888	888	
Adjusted R <sup>2</sup>	0.53	0.58	0.44	0.33	0.49	0.59	

Notes: \*\*\* denotes significance at 1 percent, \*\* at 5 percent, and \* at 10 percent. Standard errors are clustered at artist level.

Likely to be an **underestimation**: By the time I started collecting the data, some artists have already deactivated their accounts. robustness check

## Result 1: 22% Decline of Publication Volume on DeviantArt $_{\mbox{Pre-Trend}}$



Artwork<sub>it</sub> =  $\sum_{t} \beta_{t}$  Treated<sub>i</sub> × Month<sub>t</sub> +  $\delta_{i}$  +  $\delta_{t}$  +  $\epsilon_{it}$ 

#### Not Producing or Not Disclosing? Example of hermit-homeboy









Gian hadnim

(Shem thorreboy

Layout Artist | Game Artist Vancouver <> Toronto A: @chomporado d<sup>1</sup> store steampowered.com/app/505460/Foxhole





I POSTS

O REELS HI TAGGED



#### Result 2: No Reduction on Instagram, Only on DeviantArt

 $Artwork_{it} = \beta_0 + \frac{\beta_1}{Post_t} \times Treated_i + \delta_i + \delta_t + \epsilon_{it}$ 

#### Table 2: Effect on Artist Publication Volume

Sample:	All	Users	ers Instagra		Instag	Instagram Users		
Dep Var:	Artworks or	n DeviantArt	Artworks o	n DeviantArt	Artworks	Artworks on Instagram		
	(1) PPML	(2) OLS	(3) PPML	(4) OLS	(5) PPML	(6) OLS		
$Post_t \times Treated_i$	-0.25***	-0.21*	-0.29**	-0.31	-0.09	-0.04		
,	(0.09)	(0.12)	(0.15)	(0.20)	(0.08)	(0.41)		
Pre-Treatment Mean		1.50		1.70		3.65		
Artist FE	Y	Y	Y	Y	Y	Y		
Month FE	Y	Y	Y	Y	Y	Y		
N(Artist-Month)	109,800	109,800	31,968	31,968	31,968	31,968		
N(Artists)	3,050	3,050	888	888	888	888		
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#### Recap

Are artists withholding high-quality artworks from DeviantArt?

#### Are They Withholding High-Quality Artworks from DeviantArt? Compare Quality of "Only-Instagram" and "Also-DeviantArt"



$$y_{ijt}^{\textit{lns}} = eta_1 \textit{Post}_t imes \textit{Matched}_j + eta_2 \textit{Matched}_j + \mu_i + \mu_t + \epsilon_{ijt}$$

#### Match Artworks Across Platforms

- For a given artist, each pair (*Artwork<sup>Ins</sup>*, *Artwork<sup>DA</sup>*), calculate similarity score based on title, date, description, tags
- 2.  $m \times n$  matrix of similarity scores
- 3. Match artworks using Hungarian Algorithm
- 4. Randomly sample 150 artworks and manually check: 85% correct

#### Result 3: No Evidence of Withholding High-Quality Artworks Compare Quality of "Only-Instagram" and "Also-DeviantArt"

$$y_{ijt}^{lns} = \beta_1 Post_t \times Matched_j + \beta_2 Matched_j + \mu_i + \mu_t + \epsilon_{ijt}$$

Dep Var	Lik	kes <sup>Ins</sup>	Comme	Comments <sup>Ins</sup>		
	(1)	(2)	(3)	(4)		
	PPML	OLS	PPML	OLS		
$Post_t \times Matched_j$	0.08	164.11	-0.04	-0.55		
	(0.06)	(139.15)	(0.05)	(1.10)		
Matched <sub>i</sub>	-0.03	-48.88	0.08***	1.33*		
, ,	(0.03)	(86.03)	(0.03)	(0.68)		
Pre-Treatment Mean		2058.08		15.06		
Artist FE	Y	Y	Y	Y		
Month FE	Y	Y	Y	Y		
N(Artworks)	87,769	87,840	87,836	87,840		
Adjusted R <sup>2</sup>	0.77	0.34	0.61	0.17		

Notes: \*\*\* denotes significance at 1 percent, \*\* at 5 percent, and \* at 10 percent. Standard errors are clustered at artist level.

### Summary

How do copyright concerns related to AI training data impact the decisions of content creators?

- 1. How do copyright concerns disincentivize artists from disclosing their artwork?
  - Diff-in-Diff: 22% reduction in publication volume
- 2. Reduce production or reduce disclosure?
  - Using data of multi-homing artists: only reduce publication on DeviantArt, not on Instagram
- 3. Are artists withholding high-quality artworks?
  - Compare "only-Instagram" and "also-DeviantArt" artworks
  - Find no evidence of artists withholding high-quality artworks

## Thank You!

# All comments and suggestions are welcomed! sijie.lin@mail.utoronto.ca

#### Literature

- 1. Copyright concerns associated with generative AI
  - Theory: \$\propto monopoly profits of original creators, welfare implication under different copyright regimes, data availability (Gans 2024; Yang&Zhang 2024)
  - Empirical: \$\prod availability of training data
    (Huang, Fu&Ghose 2023; Peukert, Abeillon, Haese, Kaiser&Staub 2024)
  - This paper:  $\downarrow$  disclosure, not in production; AI adopters  $\uparrow$  publication volume by 55%-60%
- 2. Effect of piracy on revenue of information products
  - $\blacktriangleright$   $\downarrow$  sales due to displacement

(Hui&Png 2003; Rob&Waldfogel 2006, 2007; Zentner 2006)

#### $\blacktriangleright$ $\uparrow$ sales due to word-of-mouth

(Aguiar&Martens 2016; Givon, Mahajan&Muller 1995; Peukert, Claussen&Kretschmer 2007; Oberholzer-Gee&Strumpf 2007; Blackburn 2004)

- This paper: even if AI art does not divert consumers' attention away from them, non-AI artists still withhold artworks
- 3. Impact of copyright protection on innovation and knowledge diffusion
  - ↑ prices, ↓ knowledge diffusion (Reimers 2019)
  - ↑ quantity, ↑ quality of new products (Giorcelli&Moser 2020)
  - $\blacktriangleright$  This paper: volume of innovation remains unchanged, knowledge diffusion  $\downarrow$

#### Appendix: Difference in Differences Summary Statistics

Panel A: Artists Used in Difference-in-Differences									
		Artisan	Crafts Artists		Digital Art Artists				
	Mean	Min	Max	sd	Mean	Min	Max	sd	
Monthly Pre-Period Artworks	1.97	0	369	11	1.50	0	474	5.26	
Profile Pageviews	1.04e+05	639	3.25e+06	2.30e+05	3.23e+05	799	5.38e+07	1.69e+06	
Followers	1964	11	6.31e+04	4724	7053	11	6.76e+05	2.32e+04	
<i>Views<sup>DA</sup></i> per Artwork	5598	15	1.09e+06	4.06e+04	1.81e+04	14	5.49e+06	7.41e+04	
<i>Downloads<sup>DA</sup></i> per Artwork	5.85	0	1253	34	18	0	2.25e+04	118	
<i>Favourites<sup>DA</sup> per Artwork</i>	39	0	2486	89	189	0	1.09e+04	432	
Comments <sup>DA</sup> per Artwork	2.40	0	151	6.49	6.21	0	2887	15	
N(Artist)			558		:	2492			

Notes: Use panel from January 2021 to December 2023.

Table 3: Summary Statistics

#### Appendix: Difference in Differences Summary Statistics

Panel B: Artists Used in Instagram Difference-in-Differences										
		Artisan	Crafts Artists			Digital Art Artists				
	Mean	Min	Max	sd	Mean	Min	Max	sd		
Monthly Pre-Period Artworks	1.78	0	67	4.88	1.70	0	271	5.04		
Profile Pageviews	1.37e+05	1668	3.25e+06	3.35e+05	3.64e+05	799	1.04e+07	9.98e+05		
Followers	2853	24	6.31e+04	7200	1.00e+04	33	3.43e+05	2.66e+04		
<i>Views<sup>DA</sup></i> per Artwork	1.18e+04	35	1.09e+06	5.40e+04	2.72e+04	34	1.64e+06	9.30e+04		
<i>Downloads<sup>DA</sup></i> per Artwork	19	0	955	60	25	0	4089	128		
<i>Favourites<sup>DA</sup> per Artwork</i>	90	0	2486	144	263	0	1.09e+04	523		
Comments <sup>DA</sup> per Artwork	2.49	0	90	4.57	7.88	0	348	16		
<i>Likes<sup>Ins</sup></i> per Artwork	787	0	2.23e+05	4315	2015	0	1.29e+06	8985		
<i>Comments<sup>Ins</sup></i> per Artwork	13	0	1.17e+04	73	14	0	7906	63		
N(Artist)			170				718			

Notes: Use panel from January 2021 to December 2023.

Table 4: Summary Statistics

#### Appendix: Difference in Differences Robustness Check

	Baseline E	stimation	Winsorize 9	99% of Dep Var	Drop 1% La	Drop 1% Largest SD. Artists		
	(1)	(2)	(3)	(4)	(5)	(6)		
	PPML	OLS	PPML	OLS	PPML	OLS		
$\overline{Post_t \times Treated_i}$	-0.25***	-0.21*	-0.17**	-0.17**	-0.27***	-0.30***		
	(0.09)	(0.12)	(0.07)	(0.07)	(0.09)	(0.11)		
Pre-Treatment Mean		1.50		1.34		1.48		
Artist FE	Y	Y	Y	Y	Y	Y		
Month FE	Y	Y	Y	Y	Y	Y		
N(Artist-Month)	109,800	109,800	109,800	109,800	108,936	108,936		
N(Artists)	3,050	3,050	3,050	3,050	3,027	3,027		
Adjusted R <sup>2</sup>	0.53	0.58	0.46	0.50	0.49	0.37		
Notes: *** denot	es significar	nce at 1 per	cent, ** at 5 p	percent, and * at	10 percent. St	andard errors are		

#### Table 5: Effect on Artist Publication Volume

clustered at artist level.



#### Appendix: Difference in Differences Robustness Check



(a) Winsorize PPML





(d) Drop 1% largest SD OLS

#### Are They Withholding High-Quality Artworks from DeviantArt? High Performance Correlation Across Platforms

$$y_{ijt}^{lns} = \beta y_{ijt}^{DA} + \delta_i + \delta_t + \epsilon_{ijt}$$

Dep Var		Likes		Comme	ents <sup>Ins</sup>			
	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
Favorites <sup>DA</sup>	2.73***				0.01***			
	(0.56)				(0.00)			
Comments <sup>DA</sup>		74.76***				0.50***		
		(13.32)				(0.06)		
Downloads <sup>DA</sup>			1.75				0.01	
			(1.08)				(0.01)	
Views <sup>DA</sup>				0.01***				0.00***
				(0.00)				(0.00)
Artists FE	Y	Y	Y	Y	Y	Y	Y	Y
Month FE	Y	Y	Y	Y	Y	Y	Y	Y
N(Artworks)	22,690	22,690	22,690	22,690	22,690	22,690	22,690	22,690
Adjusted R <sup>2</sup>	0.46	0.46	0.44	0.45	0.50	0.51	0.48	0.49

Notes: \*\*\* denotes significance at 1 percent, \*\* at 5 percent, and \* at 10 percent. Standard errors are clustered at artist level.