

## Statement on the use of Artificial Intelligence to support archaeological work and research

The term Artificial Intelligence (AI) refers to a wide range of technologies, techniques and approaches that facilitate machines (computers etc) to perform or solve tasks that ordinarily would require human intelligence. For example, looking for patterns in data types, solving problems or creating, altering or enhancing content.

The Chartered Institute for Archaeologists (CIfA) is aware that AI is increasingly being used by individuals and organisations to support archaeological work/research across the historic environment sector, and further afield in other related sectors and disciplines. As the development of AI technologies continues to advance and its use becomes more every-day, the ethics of its application needs to be carefully and continually considered by users. This is especially relevant for accredited CIfA members and Registered Organisations working in accordance with the *Code of conduct* and Standards and guidance (see - <u>CIfA Codes, regulations and Standards, and guidance | CIfA</u>).

Transparency in the application of any AI technology and validation of any AI generated outputs/content is essential. If you or your organisation uses AI to create, alter or enhance data types in whatever form that may take (eg text, images, audio, video and other data types etc), you should

- as a minimum include information that makes it clear which systems, tools and technologies have been used
- indicate where information has been created or enhanced and if it has been validated for accuracy

This is important for audiences accessing the information to better understand and appreciate its origins and the checks that have taken place to validate its accuracy.

CIfA supports the guidance set by the UK Planning Inspectorate (outlined below) and encourages all members, Registered organisations and any person(s) working across the historic environment sector to read and apply it to the work you undertake. You should also be mindful of any guidance, policy or legislation that exists in the country or jurisdiction you're working within. See <u>Use of artificial intelligence in casework evidence - GOV.UK</u>

- Clearly label where you have used AI in the body of the content that AI has created or altered and clearly state that AI has been used in that content in any references to it elsewhere in your documentation.
- Tell us whether any images or video of people, property, objects or places have been created or altered using AI.
- Tell us whether any images or video using AI has changed, augmented, or removed parts of the original image or video, and identify which parts of the image or video has been changed (such as adding or removing buildings or infrastructure within an image).
- Tell us the date that you used the AI.

- Declare your responsibility for the factual accuracy of the content.
- Declare your use of AI is responsible and lawful.
- Declare that you have appropriate permissions to disclose and share any personal information and that its use complies with data protection and copyright legislation.

The use of AI and its application across the historic environment sector is a rapidly developing areathis document is subject to regular review and will be updated, as necessary. If you have any questions or queries, please contact <a href="mailto:jen.parkerwooding@archaeologists.net">jen.parkerwooding@archaeologists.net</a>

## Further information and links -

<u>Understanding artificial intelligence ethics and safety - GOV.UK</u>

Use of artificial intelligence in casework evidence - GOV.UK

<u>Launching the Artificial Intelligence Playbook for the UK Government – Government Digital Service</u>

The Scottish AI Playbook - GOV.UK

https://www.gov.ie/en/department-of-public-expenditure-infrastructure-public-service-reform-and-digitalisation/publications/guidelines-for-the-responsible-use-of-ai-in-the-public-service/

Research and Artificial Intelligence - European Commission

Al Act enters into force - European Commission