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(Original Signature of Member)

118TH CONGRESS  
2D SESSION

**H. R.** \_\_\_\_\_

To prohibit the distribution of materially deceptive AI-generated audio or visual media relating to candidates for Federal office, and for other purposes.

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IN THE HOUSE OF REPRESENTATIVES

Mr. KILMER introduced the following bill; which was referred to the Committee on \_\_\_\_\_

\_\_\_\_\_  
**A BILL**

To prohibit the distribution of materially deceptive AI-generated audio or visual media relating to candidates for Federal office, and for other purposes.

1 *Be it enacted by the Senate and House of Representa-*  
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “Protect Elections from  
5 Deceptive AI Act”.

1 **SEC. 2. PROHIBITION ON DISTRIBUTION OF MATERIALLY**  
2 **DECEPTIVE AI-GENERATED AUDIO OR VIS-**  
3 **UAL MEDIA PRIOR TO ELECTION.**

4 (a) IN GENERAL.—Title III of the Federal Election  
5 Campaign Act of 1971 (52 U.S.C. 30101 et seq.) is  
6 amended by adding at the end the following new section:

7 **“SEC. 325. PROHIBITION ON DISTRIBUTION OF MATERI-**  
8 **ALLY DECEPTIVE AI-GENERATED AUDIO OR**  
9 **VISUAL MEDIA.**

10 “(a) DEFINITIONS.—In this section:

11 “(1) COVERED INDIVIDUAL.—The term ‘cov-  
12 ered individual’ means a candidate for Federal of-  
13 fice.

14 “(2) DECEPTIVE AI-GENERATED AUDIO OR VIS-  
15 UAL MEDIA.—The term ‘deceptive AI-generated  
16 audio or visual media’ means an image, audio, or  
17 video that—

18 “(A) is the product of artificial intelligence  
19 or machine learning, including deep learning  
20 techniques, that—

21 “(i) merges, combines, replaces, or su-  
22 perimposes content onto an image, audio,  
23 or video, creating an image, audio, or video  
24 that appears authentic; or

25 “(ii) generates an inauthentic image,  
26 audio, or video that appears authentic; and

1           “(B) a reasonable person, having consid-  
2           ered the qualities of the image, audio, or video  
3           and the nature of the distribution channel in  
4           which the image, audio, or video appears—

5                   “(i) would have a fundamentally dif-  
6                   ferent understanding or impression of the  
7                   appearance, speech, or expressive conduct  
8                   exhibited in the image, audio, or video  
9                   than that person would have if that person  
10                  were hearing or seeing the unaltered, origi-  
11                  nal version of the image, audio, or video;  
12                  or

13                   “(ii) would believe that the image,  
14                   audio, or video accurately exhibits any ap-  
15                   pearance, speech, or expressive conduct of  
16                   a person who did not actually exhibit such  
17                   appearance, speech, or expressive conduct.

18                  “(3) FEDERAL ELECTION ACTIVITY.—The term  
19                  ‘Federal election activity’ has the meaning given the  
20                  term in section 301(20)(A)(iii).

21                  “(b) PROHIBITION.—Except as provided in sub-  
22                  section (c), a person, political committee, or other entity  
23                  may not knowingly distribute materially deceptive AI-gen-  
24                  erated audio or visual media of a covered individual, or

1 in carrying out a Federal election activity, with the intent  
2 to—

3 “(1) influence an election; or

4 “(2) solicit funds.

5 “(c) INAPPLICABILITY TO CERTAIN ENTITIES.—This  
6 section shall not apply to the following:

7 “(1) A radio or television broadcasting station,  
8 including a cable or satellite television operator, pro-  
9 grammer, or producer, or a streaming service that  
10 broadcasts materially deceptive AI-generated audio  
11 or visual media prohibited by this section as part of  
12 a bona fide newscast, news interview, news documen-  
13 tary, or on-the-spot coverage of bona fide news  
14 events, if the broadcast clearly acknowledges through  
15 content or a disclosure, in a manner that can be eas-  
16 ily heard or read by the average listener or viewer,  
17 that there are questions about the authenticity of  
18 the materially deceptive AI-generated audio or visual  
19 media.

20 “(2) A regularly published newspaper, maga-  
21 zine, or other periodical of general circulation, in-  
22 cluding an internet or electronic publication, that  
23 routinely carries news and commentary of general  
24 interest, and that publishes materially deceptive AI-  
25 generated audio or visual media prohibited under

1 this section, if the publication clearly states that the  
2 materially deceptive AI-generated audio or visual  
3 media does not accurately represent the speech or  
4 conduct of the covered individual.

5 “(3) Materially deceptive AI-generated audio or  
6 visual media that constitutes satire or parody.

7 “(d) CIVIL ACTION.—

8 “(1) INJUNCTIVE OR OTHER EQUITABLE RE-  
9 LIEF.—

10 “(A) IN GENERAL.—A covered individual  
11 whose voice or likeness appears in, or who is  
12 the subject of, a materially deceptive AI-gen-  
13 erated audio or visual media, including content  
14 distributed as part of a Federal election activ-  
15 ity, distributed in violation of this section may  
16 seek injunctive or other equitable relief prohib-  
17 iting the distribution of materially deceptive AI-  
18 generated audio or visual media in violation of  
19 this section.

20 “(B) PRECEDENCE.—An action under this  
21 paragraph shall be entitled to precedence in ac-  
22 cordance with the Federal Rules of Civil Proce-  
23 dure.

24 “(2) DAMAGES.—

1           “(A) IN GENERAL.—A covered individual  
2 whose voice or likeness appears in, or who is  
3 the subject of, a materially deceptive AI-gen-  
4 erated audio or visual media, including content  
5 distributed as part of a Federal election activ-  
6 ity, distributed in violation of this section may  
7 bring an action for general or special damages  
8 against the person, committee, or other entity  
9 that distributed the materially deceptive AI-gen-  
10 erated audio or visual media.

11           “(B) ATTORNEY’S FEES AND COSTS.—In  
12 addition to any damages awarded under sub-  
13 paragraph (A), the court may also award a pre-  
14 vailing party reasonable attorney’s fees and  
15 costs.

16           “(C) RULE OF CONSTRUCTION.—Nothing  
17 in this paragraph shall be construed to limit or  
18 preclude a plaintiff from securing or recovering  
19 any other available remedy.

20           “(3) BURDEN OF PROOF.—In any civil action  
21 alleging a violation of this section, the plaintiff shall  
22 bear the burden of establishing the violation through  
23 clear and convincing evidence.”.

24           (b) EFFECT ON DEFAMATION ACTION.—For pur-  
25 poses of an action for defamation, a violation of section

1 325 of the Federal Election Campaign Act of 1971, as  
2 added by subsection (a), shall constitute defamation per  
3 se.

4 (c) SEVERABILITY.—If any provision of this Act, or  
5 an amendment made by this Act, or the application of  
6 such provision to any person or circumstance, is held to  
7 be invalid, the remainder of this Act, or an amendment  
8 made by this Act, or the application of such provision to  
9 other persons or circumstances, shall not be affected.