

Addictive Design Act

Current Endorsements: American Foundation for Suicide Prevention, The American Psychiatric Association The Center for Health and Democracy, National Association of Social Workers, and Public Citizen.

Overview: This legislation addresses the mental health risks associated with AI chatbot use in youth. This bill would ban AI chatbot companies from letting minors access an AI chatbot with addictive design features. It would create an interagency task force to evaluate, conduct research, and provide recommendations regarding AI chatbot addictive design features. This bill also authorizes grant funding to conduct research and parent/educator outreach about the mental health harms of AI chatbots in youth.

Section by Section

SECTION 1. Short Title

SECTION 2. Findings

Section 3. Interagency Taskforce

- Establishes an interagency task force to review and conduct research, as well as provide recommendations regarding the impact of AI chatbot addictive design features on youth mental health.

Section 4. HHS Research and Outreach Grants

- Authorizes HHS to fund \$3,000,000 to conduct research on the impact of AI chatbots on youth mental health.
- Authorizes HHS to fund \$5,000,000 to develop parent and educator outreach programs promoting strategies for identifying and talking to kids about mental health risks of AI chatbots.

Section 5. Requirements to Covered Entities

- AI chatbot companies must provide necessary and relevant data to grant-approved researchers for the purposes of fulfilling the grants in Section 4.
 - Researchers will ensure their ability to safely store any provided data.
 - The Attorney General can assess a civil penalty of up to \$10,000,000 to a covered entity who refuses to provide the necessary data.
- Makes it unlawful for a covered entity to make available to youth a chatbot with addictive design features (as defined in Section 6).

- The Attorney General can assess a civil penalty of up to \$5,000 per youth impacted.
- Should covered entities deploy any age verification, they are required to minimize any data collected and delete that data within 24 hours.

Section 6. Definitions

- **ADDICTIVE DESIGN FEATURES.** – The term “addictive design features” means elements of a chatbot that are designed with the intention of mimicking human behaviors, building or engaging in an emotional relationship with the user, or keeping the user returning to the chatbot such as:
 - Typing bubbles;
 - Avatars;
 - Storing and using personal information from previous conversations;
 - Requiring additional engagement or pay to continue conversing;
 - Maintaining a conversation lasting longer than two hours;
 - Impersonating a real person, living or dead.
- **AI CHATBOT** — The term ‘chatbot’ means a generative artificial intelligence system that engages in interactive conversation with a user through a text, audio, or visual medium that is not predetermined or scripted.
- **COVERED ENTITY** -- The term “covered entity” means any person who owns, operates, or otherwise makes available a chatbot to youth.
- **YOUTH** -- The term “youth” means an individual under the age of 18 in the United States.