



CREATIVE PORTFOLIO

Photography, Graphic
Design,
Proofreader/Editor, Artist,
and Writer

Zoë Ward

ABOUT ME



Zoë Ward recently finished her final semester of college and graduated December of 2026 with a degree in English as well as a double minor in Art and Marketing. She also graduated with a certification in Publishing and Editing. She has always had a passion for creating whether it be drawing, painting, taking photos, etc. She enjoys reading and has worked with her college's Undergraduate Research Journal from 2023-25. The first year she was a volunteer staff editor and the second she was granted the internship position of Editor-in-Chief. She aspires to find a position that will allow her to use both her creative skills as well as her reading and editing abilities.

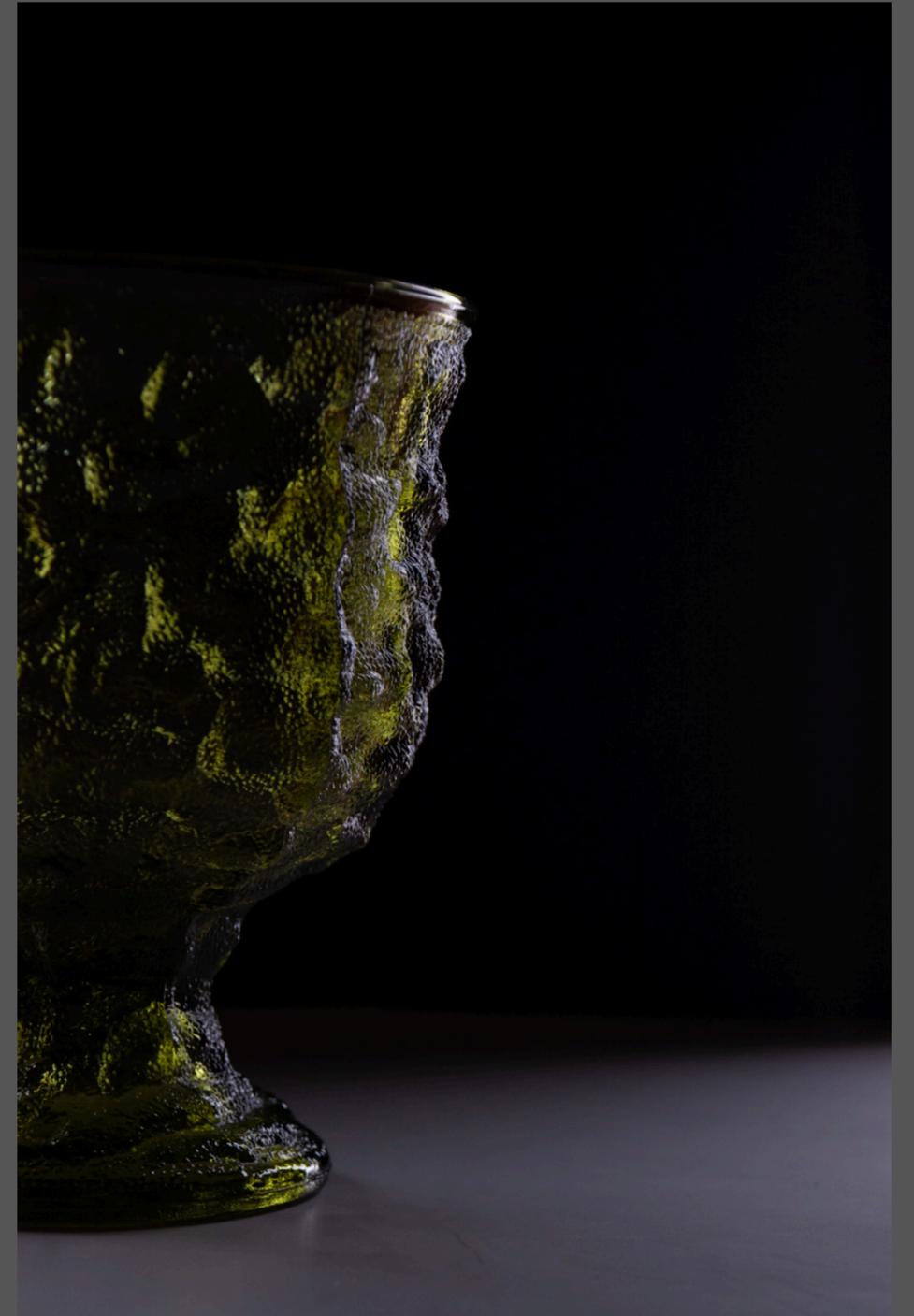
PHOTOGRAPHIC WORKS



2023 – Untitled



2023 – Untitled



2023 – Untitled



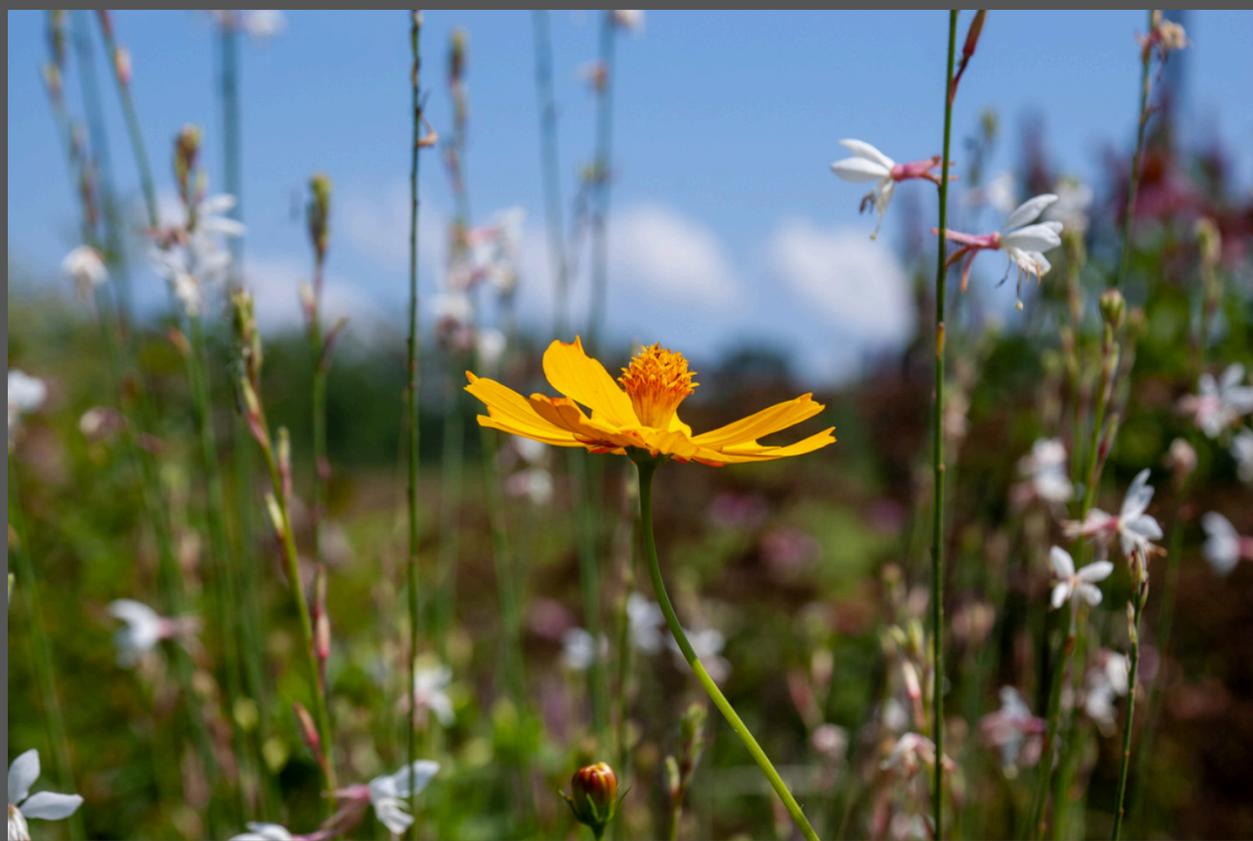
2023 – Rust

PHOTOGRAPHIC WORKS CONTINUED



2023 – Gummy Bear Murderers

PHOTOGRAPHIC WORKS CONTINUED



2025 – The Simple Things



2024 – Crossing Paths



2023 – An Apple a Day



2024 – Golden Boy



2025 – In the Meadow



2023 – Beauty Standards



2025 – Rusted Liberty

GRAPHIC DESIGN

Zoë Ward's biggest project using Graphic Design was a combination of editing, writing, and designing. The final product was a magazine on the harmful uses of AI and how it can or cannot be used ethically. This project was created as a capstone final project in Publishing and Editing, the last class in Zoë's work towards getting her Publishing and Editing certification. This project consists of a black and white version as well as a teal version.

THE VOID

MAGAZINE



THIS ISSUES FOCUS:
AI AND IT'S IMPACT
ON SOCIETY

ISSUE NO.02

Showcasing articles written by scholars

Featuring student opinion pieces

Submit your work today for a chance to be featured in our next publication



THE VOID

Editor-in-Chief
Content Director
Art Direction
Zoë Ward

Featured Student Writers

Emma Eady
Tyler Fincher
Emily Frischmann
Adam Olivieri
Kailee Poss
Zoë Ward

Featured Opinion Piece Authors

Michael Buckley
Al Stubblefield
Shelly Tan
Pranshu Verma

Table of Contents

03 **MISSION STATEMENT**

04 **AI: THE DANGERS AND HARSH REALITY ARTISTS FACE**

10 **AI: HOW TO USE IT WITH CAUTION**

15 **AI: BENEFIT OR DETRIMENT?**

21 **CONCLUSION**



MISSION STATEMENT:

UNIQUE. THOUGHT PROVOKING. ATTENTION GRABBING.
IN EACH ISSUE OF THE VOID YOU WILL FIND MOVING, CREATIVE, DIVERSE PIECES THAT COMPEL YOU TO READ MORE. OUR MISSION IS TO PROVIDE UNIQUE, DIVERSE WRITING WITH A DIFFERENT TOPIC EACH ISSUE. EACH SECTION PAIRS ORIGINAL PHOTOGRAPHS WITH EACH WRITTEN PIECE TO CREATE A ONE OF A KIND EXPERIENCE. WE ARE ENTIRELY AD FREE, WHICH MEANS READING WHATEVER, WHENEVER, WITH NO DISTRACTIONS.

INTRO:

THIS ISSUE FOCUSES ON THE TOPIC OF ARTIFICIAL INTELLIGENCE AND HOW IT IMPACTS OUR SOCIETY. THE DANGERS IT HOLDS AND HOW TO USE IT CAREFULLY WITHOUT INFRINGING ON CREATIVES LIFESTYLES AND JOB OPPORTUNITIES. WE ENCOURAGE OUR READERS TO KEEP AN OPEN MIND WITH THIS ISSUE AND TO ALLOW THE PIECES TO DRIVE THEM TO THINK MORE ABOUT THE IMPACT OF AI; BOTH ENVIRONMENTALLY AND HOW IT IMPACTS OUR SOCIETY AND JOB POSITIONS. THIS ISSUE IS MEANT TO BRING ALL ASPECTS OF THE TOPIC TO LIGHT, NOT EVERYONE HAS THE SAME VIEWPOINT BUT WE HOPE THAT EVERYONE IS ABLE TO PUT ASIDE THEIR BIASES SO THEY CAN UNDERSTAND MULTIPLE VIEWPOINTS OF AI AND WHAT IT ENTAILS IN THE FUTURE.

AI: THE DANGERS AND HARSH REALITY ARTISTS FACE

Featuring: Emma Eady, Adam Olivieri, and Zoë Ward

This section discusses the harsh truths of AI, the dangers, and how it negatively impacts artist communities. These pieces are opinion pieces, however, they all make very good points about the dangers of AI and how to proceed with caution.

As you read this section take into consideration how AI is impacting your day to day life. Is it a threat to your job, or a job of someone you know? Is it leading to less artists being able to find a job due to companies being able to get free "labor" from AI? All of these things are important to consider as you choose to use, or not to use AI.



Emma Eady - Art (Painting) major, Creative Writing minor

I am very against AI, and I think it is very detrimental for our society. Sure, there is some convenience that it gives, but as someone who is an artist and creates things from scratch, it is a threat to me and anyone who is creative. Artificial intelligence is being trained on our work. And we cannot even stop that. Even putting our work online to share to gain any sort of traction, it is being stolen the second it enters a digital space.

It is already commonplace at this point. It's following us everywhere to the point where I'm trying to order at the Taco Bell drive through, and I have an AI talking to me. It makes me a little sadder about the world. And each time I look up information online, it gives me AI's overview rather than an article by a human being. This is not only harmful to humanity but the environment we live in as well. We don't need AI doing the jobs that human beings should be doing. The last thing AI needs to do is take away more jobs.

Realistically, there are some things that AI helps out with. Humanity wants things quickly. We want instant gratification. Things like image generators, auto correct, and so on just add to the instant gratification we are so used to. I know I'm a terrible speller, so it is nice when something can immediately fix my mistakes. At this point, I don't see people wanting to take a step back in that regard. I, myself, don't see myself wanting to go back to having to look up something in the dictionary. Regardless, I do not support further progression. Once people started calling themselves artists [because] they plugged a series of words into an image generator, it crossed a line.



A clip from Coca-Cola's Christmas Ad, using AI. Not in original Color.

AI Stubblefield, Arts Reporter. Featured in *Trinitonian*

Unfortunately generative AI doesn't suck anymore. Before, I was easily able to spot AI images by counting fingers or teeth, but now, more data has been collected and the algorithms are more refined, making the images more realistic. Newer models grow more and more convincing to me by the day, and I'm second guessing every image I see now. I struggle to find genuine references for my art and not hastily prompted generative AI art that dominates nearly every website now. Try as I may to pretend that generative AI art is just a phase that people will get over, I'm blasted with news of artist layoffs and new generative AI animation projects. Generative AI has taken over the artist's world, and it won't be going away.

While I'd like to believe that generative AI can serve to benefit the art community in some way, it only seems to be pushing down artists. Generative AI gives instant gratification to those seeking art, and now artists are being shoved to the side by corporations to save time and money. Artists have never been fairly respected even before AI, and finding a lucrative career is rare. Contemporary artists that do make names for themselves and appear in galleries are mocked online. At many animation studios, animators are paid near minimum wage and overworked. With the rise of generative AI art, I've seen a growing disrespect for art, with many trolls online commenting on artists' posts that they'd be losing their jobs, or that artists were becoming obsolete and unnecessary. Even companies have been taking this stance. Coca-Cola released an AI generated Christmas commercial, and just recently I saw an ad for a game, AFK Arena, which used generative AI art instead of its own distinctive art that it's used for years. It's clear that corporations are looking to save money by using AI, even if it requires cutting off the artist. So ... is all hope lost for artists? Is art going to be taken over by machines?

Although I have no doubt that companies will use generative AI to save money by replacing more artists, non-AI, human-made art isn't replaceable. People will still value human art and pay for it, and not all corporations are eager to switch over to AI. For example, Wizards of the Coast, which owns both Dungeons and Dragons and Magic: The Gathering, banned the use of generative AI in their artwork.

"The core of our policy is this: Magic and D&D have been built on the innovation, ingenuity, and hard work of talented people who sculpt these beautiful, creative games. As such, we require artists, writers, and creatives contributing to the Magic TCG and the D&D TTRPG to refrain from using AI generative tools to create final Magic or D&D products," Magic the Gathering stated on their website.

For many artists such as myself, art isn't just about making money, but about the joy that comes from creating art. Although AI will most likely continue to grow and develop, artists will still continue to create. After all, many artists make art to express themselves, and generative AI will never be able to recreate the joy that it gives you.

Adam Olivieri - CFI

I strongly believe that the widespread use of Language Learning Models, commonly referred to as AI, is actively harming society as we know it. Although the negative effects have yet to be fully understood, I believe that most of the issues it causes can be categorized in three ways.

AI initially made its popular debut with image generator programs. These programs allowed users to generate images or videos of their desired content based on a simple prompt. These generated images were almost nonsensical at first, but as the technology was more widely utilized, they became better and better. As a result, some companies began using AI content for advertising purposes due to the extremely low cost. Unsurprisingly, the willingness of large companies to sacrifice soul and meaning in exchange for happier shareholders has resulted in dwindling opportunities for artists and graphic designers.

Secondly, and arguably more severe, is the extreme negative impact that AI tools present in the educational field. AI is not bound to facts, as demonstrated by internet users during the rollout period of search engine AI assistants. Many grade school and college students have begun to use AI to complete classwork for them, which is causing both a lack of meaningful learning and an often incorrect view of the material. It is for this very reason that I personally avoid AI usage.

My final point is more speculative than the first two, but I sincerely believe it holds water. The influence of tech giants such as Google and Meta over our world increases as AI spreads in mission and popularity. Using AI as the basis for a societal trend or industry effectively ties that entity to the whim of the company that owns the AI model. I'm sure I don't need to spell out why allowing corporations to control even more facets of daily life is a fundamentally flawed idea.

In conclusion, I see AI as an impediment to progress rather than a tool of it. I believe that AI can be compared to the use of asbestos in housing development. Both started off as innovations meant to make life easier, but came with serious and initially unseen long-term consequences. My hope is that people may realize that AI is not, and will never be, a substitute for human spirit and ingenuity.



Issue No.02 | AI and it's Impact

Zoë Ward - English major with a double minor in Art and Marketing

The Artist's Plight

I think that the use of AI has become much more prevalent in today's society. Although you would think that this generation would have learned the harsh realities and dangers of Artificial Intelligence from all of the Sci-Fi movies, such as The Matrix and The Terminator, it appears that they are more than willing to - mostly - accept AI with open arms. However, it's mostly non-creators that are embracing AI, such as businesses, corporations, etc. As for the artists and writers, it is mainly a detriment to us. AI threatens our jobs and careers, sure it can be useful in the sense of autocorrect and things of that nature, but actually relying on AI to create images and texts for us deprives people of learning how to do these tasks as well as being able to get a job within a creative field. Although many of my classes have now incorporated some form of AI, in order to learn how to use it, I do my best to avoid it. In one of my art classes we were encouraged to use AI to create an image for us to paint. However, why would I use AI to provide me an image when I can just set up props and take one myself? Although many around me are beginning to accept AI, I still do my best to avoid it because I feel like it stunts creativity, impacts our ability to think and form ideas, as well as tamper with our abilities to learn.

Among artists, there has recently been a huge debate to whether or not AI "artists" are actually artists at all. These so-called artists merely plug in a prompt into an AI image generator and claim the work as their own, even though they did not draw, paint, or photograph the so-called art themselves. This is a genuine insult to those of us who work hard and have practiced and learned for years in order to become the artists we are today. However, the fact that those that use AI to create "art", negatively impacts those who legitimately do create their own work. It has led to real artists being called out for using AI, although it isn't true, merely because their artwork is so good. While on the flip side of that, many popular "artists" are using AI and somehow getting away with it by convincing most of their audience that they created it themselves although it was really generated with a program. The ability to decipher real art from fake has begun to get harder and harder, most of it has that glossy, smooth quality to it that is eerily wrong, while other AI pieces have too many fingers, or other aspects of the image that are confusing and don't make sense.

As for the writing aspect of AI, many students in today's society have begun using AI to write papers and do homework for them. This not only goes against code of conduct but it also stifles growth and learning, and at times is even encouraged by professors. Unfortunately, many professors have begun having assignments based around AI in order for students to understand how it can be beneficial. However, oftentimes than not this is encouraging students to cheat and take the easy way out of their work. If they are

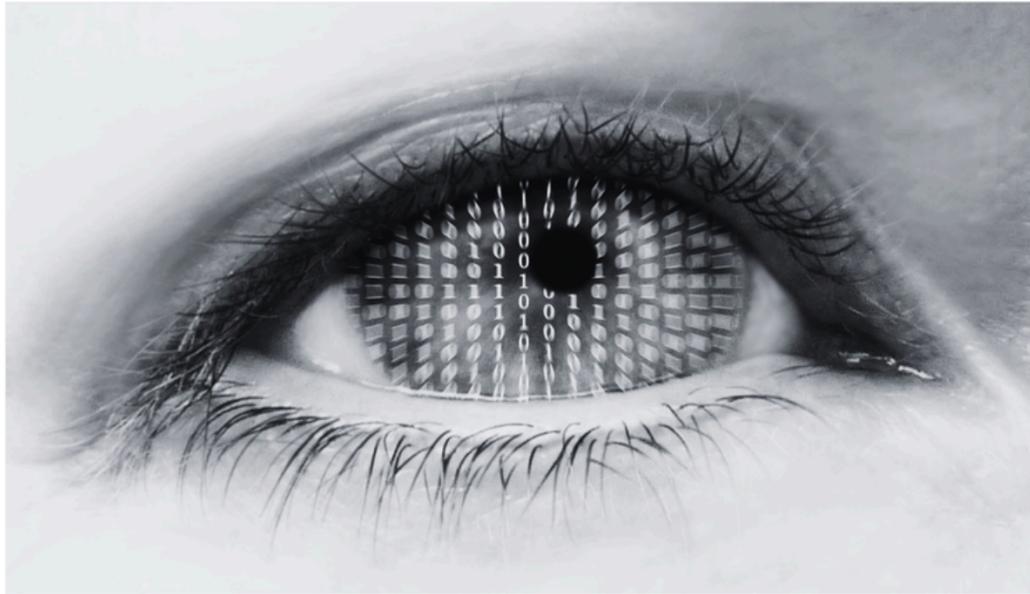
being encouraged to use AI to do things for them, how are they going to learn those abilities themselves? Isn't that creating a generation that will be less intelligible due to the fact that most things that could have benefited them in their careers were actually created through AI programs that they were encouraged to use, rather than learning how to do it themselves? Unfortunately, I have heard that in the job field it is becoming more and more common for people to apply to jobs claiming they can write, but when it comes down to it all of their writing is actually the work of AI and they actually don't know how to do any of those things themselves.

Although many think that everyone needs to accept AI, because it's the next step towards the future, I don't believe that it should become as commonplace as people are trying to make it. By incorporating AI into all apps, programs, businesses, jobs, etc. it is stripping away the human identity of life, as well as robbing real people of jobs that could make all the difference in their lives. At this point, AI is definitely here to stay, but that does not mean it should take over, instead we as a society should join together and decide that AI needs limitations, not free reign. It should be used minorly and as needed, rather than being used because people are lazy, not creative, or merely want to avoid paying real artists. I could go on and on about this topic, however, I feel like this is a good starting point that highlights the dangers of overreliance on AI - how that impacts artists and careers - as well as hopefully highlighting the importance of finding a good medium. AI won't go away at this point but it's crucial to make sure it is used only when needed rather than as a way to cheap out on labor.



Issue No.02 | AI and it's Impact

The piece I wrote for my Magazine/Final Project



AI: HOW TO USE IT WITH CAUTION

Featuring: Kailee Poss

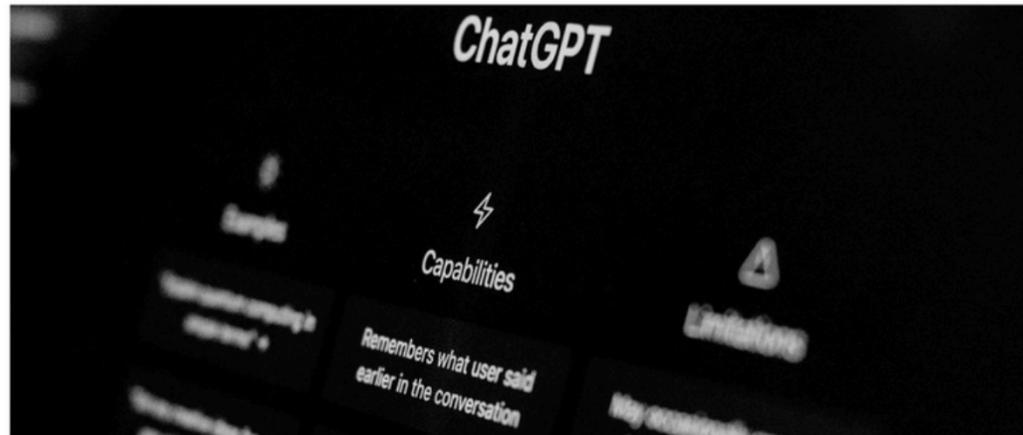
This section discusses the limitations of AI, its downsides, as well as how to use it positively without infringing on creators. As the title suggests this section highlights the importance of using AI carefully by understanding its limitations, as well as being aware of how to use it in a manner that does not deprive creative people of their jobs. Although AI might seem like the easy solution, it's important to proceed with caution and realize that all things are double-sided; it might seem helpful but there are downsides to that helpfulness.

Kailee Poss - Major in Business Administration

The Rise of AI

My name is Kailee Poss, and I am currently a senior at the University of North Georgia (UNG) in Dahlonega, working towards my Bachelor of Business Administration. In my opinion, artificial intelligence (AI) undoubtedly holds a significant place in 21st-century society, bringing both substantial benefits and notable drawbacks. I think AI can be particularly useful in streamlining processes and improving decision-making in various business operations. In fact, many Fortune 500 companies have already begun leveraging AI to enhance efficiency and productivity. On the other hand, there's a legitimate concern that increased reliance on AI might diminish human creativity. Surprisingly, I've been encouraged to use AI tools such as ChatGPT in my coursework to refine my writing and brainstorm project ideas. This initially shocked me, as it directly contradicts UNG's Code of Conduct. Yet, this encouragement from professors has opened doors for me, even helping me discover ways to spend my free time productively outside of work and school.

While I personally try to limit my dependence on AI, I recognize its potential to enhance writing quality, provided it preserves a distinctly human element. Creativity is inherently human, and excessive use of AI could lead to a decline in our ability to think critically and maintain originality. Maintaining an authentic human connection is essential, art needs humans. From a business perspective, AI is undoubtedly beneficial for optimizing operational efficiency. However, I don't foresee AI completely replacing humans anytime soon, as significant advancements are still needed to truly mimic human intelligence and emotional understanding.



As a student at UNG, I've felt firsthand the frustration shared by my peers regarding the recent decision to use an AI "host" for our commencement ceremonies. There's widespread disappointment about removing the human element from this important milestone, and despite considerable student outcry, the university is proceeding with AI, further fueling resentment towards artificial intelligence. When I think of AI, I immediately consider platforms like ChatGPT and Microsoft's CoPilot. These particular tools, in my opinion, are relatively benign compared to potentially more intrusive future developments. While platforms such as Grammarly, Meta AI, and various translators are not inherently harmful, their increasing use may erode the uniquely human connection found in creative writing and artistic expression. Ultimately, if we overly rely on AI, we risk a future where our innate creativity and free-thinking diminish significantly, qualities that define and differentiate humanity. Moving forward, we must balance technological innovation with the preservation of our irreplaceable human essence.

Stop the University of North Georgia from using an AI speaker for graduation



Recent signers

Abby Enright • 1 week ago Kenny Champion • 1 week ago Darrin Waldrep • 2 weeks ago Alexis Sanchez

2,045

Verified signatures

Sign this petition

First name

Last name

Email

Carrollton, 30117
United States

Display my name and comment on this petition

Sign petition

“Every name announced at Commencement is recorded using Tassel’s industry-leading name announcement technology, which features real human voiceover artists skilled in announcing names from around the world. The technology generates a personalized audio clip using these human voices —ensuring that each graduate’s name is pronounced accurately and confidently”
- UNG’s Response, *Fox News*

Michael Buckley, Featured in *Medium*

They say AI isn't a threat to a designer's job. It's just a tool. It can't replace refined design skills such as taste, strategy, and vision.

On the surface, this is a valid argument. But it's also a paradox.

Gaining those skills requires experience wrestling with the very tasks AI now makes unnecessary — cranking out layouts, grinding through late-night revisions, and sketching idea after idea to find the right solution. I know this because I was forged through these arduous processes — most veteran designers were.

The question today is — how do entry-level designers in the age of AI develop high-level skills — like creative judgment — when the traditional path that once honed our abilities is now being paved over by machines?

As a young designer, I had a natural eye for aesthetics and I was fast. That made me valuable. And while design is more than making things look pretty, back then, if you had the talent to solve problems quickly with strong visual appeal, you found a job easily. But that early recognition did more than validate my talent—it gave me a foundation to grow from.

Over the past 18 years, I've worked as a creative director, brand strategist, UX engineer, and university professor. These roles go far beyond raw talent or speed — they demand critical thinking, adaptability, and strategic clarity. But all of it traces back to those formative moments as an entry-level designer performing those tedious tasks.

Lately, I've been thinking about how rare those moments are becoming.

The creative industry has shifted — especially for those just starting out. AI tools like ChatGPT and Midjourney, and automation tools like Figma plugins can now generate polished, professional work in minutes.

The initial talent and speed that once helped novice designers like me propel ourselves forward are becoming irrelevant.

The rise of AI has created a strange kind of disruption. For new designers, the challenge isn't just developing their talents — it's being forced to skip the part where ability is tempered and tested, and jump straight into a career without the climb.

I'm not against AI technology. I use it daily. But I do feel a kind of grief for the creative world that once allowed you to earn your place through a natural process. I worry that newcomers won't get to feel that evolution — the pride that comes from struggle, from failing, iterating, and finally watching something fall into place.

As a university design instructor, I see the gap widening. Students believe talent will set them apart. But talent now is not enough. The qualities that truly matter — the ones AI can't mimic — don't come baked in. They come with experience.

Issue No.02 | AI and its Impact

You don't develop taste by hitting "generate." You don't build vision without seeing your ideas fall flat in public. You don't learn strategy by watching a machine solve problems you never got to grapple with yourself.

That's the paradox.

AI removes the climb. But the climb is where the growth happens. And when you skip the struggle, you skip the transformation.

Which brings us back to the real question — how do new designers grow when the first steps are being erased?

You'll have to create your own friction. Resist the shortcuts. Slow down. Try it the hard way — not because it's efficient, but because it's formative.

It means building from scratch, even when a template or AI is faster — wrestling with problems instead of googling quick answers — and sitting with imperfect work longer than feels comfortable, finding your own solutions. It means writing your own case studies, sketching by hand before refining, and designing something real for someone you know — something imperfect, not something polished to impress.

I could list a thousand examples of what to do — but it wouldn't matter. Real creative judgment isn't something you follow step-by-step. It's something you discover by wrestling with problems that don't have clear answers. It's built by experimenting, by getting it wrong, by chasing ideas that don't come from a prompt or a tutorial.

Because mastery can be mimicked. A portfolio can be polished. A brand can be templated. But becoming — that inner shift forged through failure, persistence, and self-discovery — cannot be faked.

Remember, friction isn't the enemy. It's the forge.

If you're just starting out, you're not behind. You're in a system that forgot how to train you.

So train yourself. Embrace the mess. Get it wrong. Share it anyway.

That's how you build what AI can't. That's how the work starts to feel like it's yours. That's how you grow.

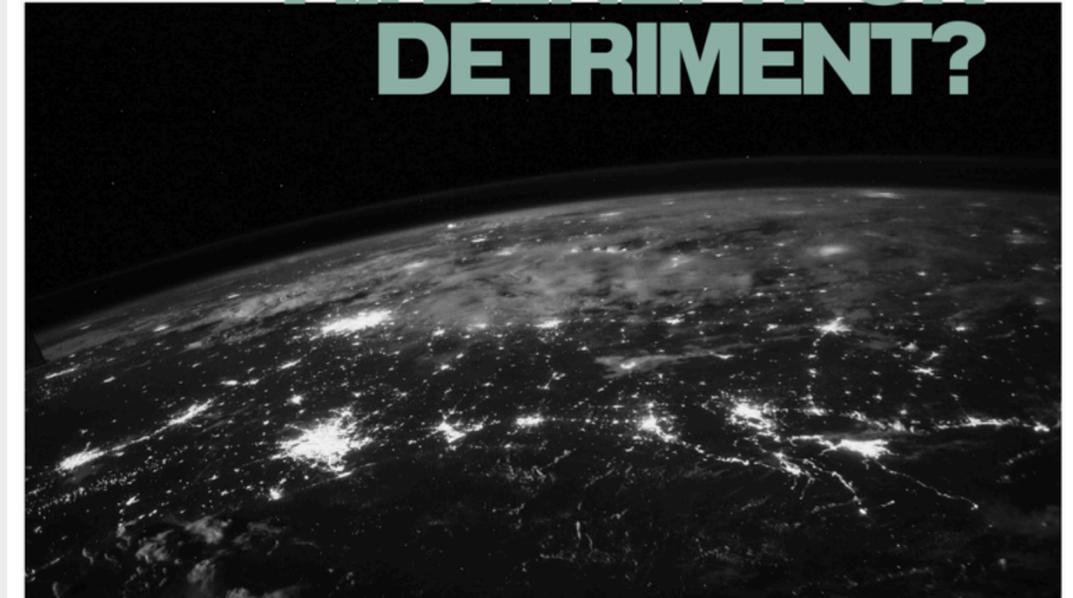


14

Featuring: Tyler Fincher and Emily Frischmann

This section discusses the benefits of AI, and to what extent it should be used. These articles also discuss how AI can be used, how it can be a help rather than a hinderance, but also what limitations should be placed on AI. While reading this section consider to what extent AI should be acceptable and how although it might be here to stay, it should not be advanced to the point of costing people jobs. As a reader think about what you can do to use it consciously and only when needed.

AI: BENEFIT OR DETRIMENT?



Tyler Fincher - Finance Major

Artificial Intelligence, also known as AI, has recently started to become a popular topic for various debates. This is because of the multiple different ethical, environmental, and societal concerns that are involved with the use of AI. My name is Tyler Fincher and even though I am a Finance major, I do have plenty of my own opinions on if AI positively or negatively affects society and where in society it should be used at.

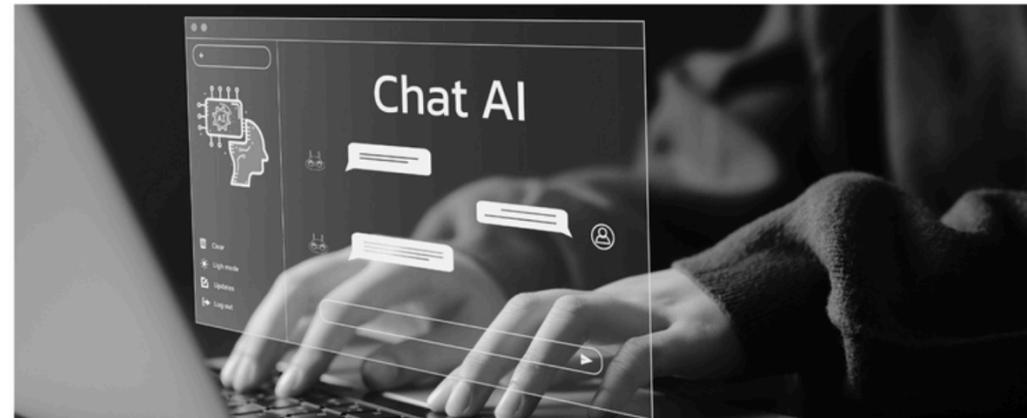
I ultimately believe that AI is a benefit for society but there are ways where it can be a detriment. I believe that it's a benefit because through the use of web search engines (such as Google), recommendation systems (such as systems that Amazon uses), and virtual assistants (such as Alexa) all make the lives of people more convenient. All of the previously mentioned systems are technically a form of AI, because they are all computational systems that perform tasks that mimic human intelligence. Although society has not drastically benefited from AI in the same way that electricity has benefited us, I do believe that the convenience that AI adds to our everyday lives is nonetheless a benefit to us. AI is, at the very least, a benefit to me because I use web search engines multiple times everyday. Despite the benefits that it provides, I believe that it could negatively affect creative forms such as art. By using an AI creative tool (such as DALL-E) anyone can bypass copyright laws and create art that would mimic or even



reproduce a different person's work. Since this could reduce or even eliminate the financial value of pieces of art, this could cause a decrease of interest in art as a whole. Another way that AI can be a detriment to us is that some forms of AI do take job opportunities from people. Some of these job opportunities are artists, authors, factory workers, and even more that I can't even imagine. Replacing jobs with AI not only removes the human factor from those fields, but it also negatively impacts communities. Overall, I believe that AI ultimately has a positive impact on us, but there are some negative aspects to it.

I believe that AI should not be used in more places and that its usage was perfect at where it was five years ago. This is because back then there were no AI hosts, there was no AI art, and the factory jobs that did utilize AI did so because it was a necessity. There should be no human jobs replaced by AI. As previously mentioned, I believe that web search engines, recommendation systems, and virtual assistants all benefit society. This is because these are ways where AI can be used while not taking human jobs. I do believe that AI creative tools are negative but I have mixed opinions on AI generative tools (such as ChatGPT). This is because despite the name, these AI tools don't actually generate anything new. They are simply regurgitating information that has already been compiled by a human. I believe that if it is used as an alternative method to find information then it is fine, however I believe that it should not be used to generate websites or some other way of taking jobs. All in all, I believe that AI should not be used in more places even though there are good and bad AI systems.

In conclusion, I find AI to be a complicated topic. I truly believe that some AI tools are beneficial, however there are also some tools that do more harm than good.



Pranshu Verma and Shelly Tan - Featured in the *Washington Post*

A Bottle of Water Per Email: the Hidden Environmental Costs of Using AI Chatbots

Roughly a quarter of Americans have used ChatGPT since the chatbot's 2022 release, according to the Pew Research Center — and every query exacts a cost.

Chatbots use an immense amount of power to respond to user questions, and simply keeping the bot's servers cool enough to function in data centers takes a toll on the environment. While the exact burden is nearly impossible to quantify, The Washington Post worked with researchers at the University of California, Riverside to understand how much water and power OpenAI's ChatGPT, using the GPT-4 language model released in March 2023, consumes to write the average 100-word email.

Let's look first at water.

Each prompt on ChatGPT flows through a server that runs thousands of calculations to determine the best words to use in a response.

In completing those calculations, these servers, typically housed in data centers, generate heat. Often, water systems are used to cool the equipment and keep it functioning. Water transports the heat generated in the data centers into cooling towers to help it escape the building, similar to how the human body uses sweat to keep cool, according to Shaolei Ren, an associate professor at UC Riverside.

Where electricity is cheaper, or water comparatively scarce, electricity is often used to cool these warehouses with large units resembling air-conditioners, he said. That means the amount of water and electricity an individual query requires can depend on a data center's location and vary widely.

Even in ideal conditions, data centers are often among the heaviest users of water in the towns where they are located, environmental advocates said. But data centers with electrical cooling systems also are raising concerns by driving up residents' power bills and taxing the electric grid.

Data centers also require massive amounts of energy to support other activities, such as cloud computing, and artificial intelligence has only increased that load, Ren said. If a data center is located in a hot region — and relies on air conditioning for cooling — it takes a lot of electricity to keep the servers at a low temperature. If data centers relying on water cooling are located in drought-prone areas, they risk depleting the area of a precious natural resource.

In Northern Virginia, home to the world's highest concentration of data centers, citizen groups have protested construction of these buildings, saying they are not only loud energy hogs that don't bring in enough long-term jobs, but also eyesores

that kill home values. In West Des Moines, Iowa, an emerging hotbed of data centers, water department records showed that facilities run by companies like Microsoft used around 6 percent of all the district's water. After a lengthy court battle, the Oregonian newspaper forced Google to disclose how much its data centers were using in The Dalles, about 80 miles east of Portland; it turned out to be nearly a quarter of all the water available in the town, the documents revealed.

Before chatbots can even fulfill a request, a huge amount of energy is spent training them. The large language models that allow chatbots like ChatGPT to generate lifelike responses all require servers to analyze millions of pieces of data. (The Post has created a tool, Climate Answers, that asks ChatGPT to summarize Post climate coverage. Because it searches a limited universe of information, its queries are designed to be less resource-intensive.)

It can take months to train these advanced computer models, according to AI experts and research papers, and tech companies such as Google, Meta and Microsoft are scrambling to build data centers.

Each one continuously churns out heat.

Big tech companies have made numerous pledges to make their data centers greener by using new cooling methods. Those climate pledges are often not met.

In July, Google released its most recent environmental report, showing its carbon emission footprint rose by 48 percent, largely due to AI and data centers. It also replenished only 18 percent of the water it consumed — a far cry from the 120 percent it has set as a goal by 2030. "Google has a long-standing commitment to sustainability, guided by our ambitious goals—which includes achieving net-zero emissions by 2030," said Mara Harris, a spokesperson for Google.

"AI can be energy-intensive and that's why we are constantly working to improve efficiency," said Kayla Wood, an OpenAI spokesperson. Ashley Settle, a Meta spokesperson, said in a statement that the company prioritizes "operating our data centers sustainably and efficiently, while ensuring that people can depend on our services." Craig Cincotta, a general manager at Microsoft, said the company "remains committed to reducing the intensity with which we withdraw resources," and added that Microsoft is working towards installing data center cooling methods that "will eliminate water consumption completely."

Tech companies such as Nvidia will keep creating computer chips that generate more kilowatts of power per server to do more computations, experts said. AI is creating unprecedented demands on data centers that far outpace any in recent history, Ren said.

"The rapid rise of AI has dramatically changed this trajectory," Ren said, "and presented new challenges the industry has never met before."



Emily Frischmann - Art Education

I used to have very negative feelings about artificial intelligence. I was skeptical about it because I had never seen anything like it before. What made me more open to it was hearing about the Three Laws of Robotics by Isaac Asimov. I figured that if those laws influenced actual discussions about AI, then it can't be that bad of a thing. In my current life, I do use AI a lot, most of the time I use it as a search engine. As an Art major, I use ChatGPT to help me with projects. It's also proved to be beneficial to me when I am writing an essay, and I can't think of a synonym for a word, or how I can better phrase a sentence. I think that AI should be more common in the workplace as well as in schools. However, it should not be at the expense of human jobs. There must be a way to find a compromise. Lastly, I classify AI as any computer program that can perform at a near or above-average human intelligence.

CONCLUSION



After reading these various viewpoints on Artificial Intelligence we encourage our readers to be cautious when using AI in the future. Although it may be beneficial in some aspects, as a society we need to ensure that it does not steal jobs from those who already have a hard time finding positions, as well as ensuring that art belongs in the hands of people who can genuinely create art rather than those who use AI products that scrape and steal others hard learned skillsets and art styles. Remember that AI might seem environmentally conscious but as Verma and Tan stated, the growing use of AI is actually detrimental as it raises carbon emissions and requires tons of water in order to keep the systems from overheating. At The Void we encourage everyone to think freely and stay true to their beliefs, but it is also important to learn as much as you can about a subject before coming to a conclusion if it is inherently good or bad. We greatly appreciate our loyal customers and we hope that you were able to learn more about the topic of AI, it's consequences, and it's purpose. As you go forward we encourage you to consider how to use AI as ethically as possible and consider how it impacts those around you.

WORKS CITED

Buckley, Michael F. "Ai Is Stripping Away the Forging Process That Shapes Designers." Medium, UX Collective, 26 Apr. 2025.

Calhoun, Tripp. "Stop the University of North Georgia from Using an AI Speaker for Graduation." Change.Org, 4 Apr. 2025.

Hutchins, Bob. "Ai and the Creative Industry: A Paradox of Disruption and Empowerment." Medium, Medium, 24 May 2024.

King, Christopher. "Ung Students Petition against AI Name Announcements at Graduation." FOX 5 Atlanta, FOX 5 Atlanta, 10 Apr. 2025.

Stubblefield, Al. "Generative AI Vs. Artists." Trinitonian, 31 Jan. 2025.

Tan, Shelly. Verma, Prashnu. "A Bottle of Water Per Email: The Hidden Environmental Costs of Using AI Chatbots." *Washington Post*, September 18, 2024.



NEXT:
HIGHLIGHTS
FROM THE
TEAL
VERSION



THE VOID

MAGAZINE



THIS ISSUES FOCUS:
AI AND IT'S IMPACT ON
CREATIVE FIELDS

ISSUE NO.02

Showcasing articles written by scholars

Featuring student opinion pieces

Submit your work today for a chance to be featured in our next publication

THE VOID



Editor-in-Chief
Content Director
Art Direction

Zoë Ward

Featured Student Writers

Emma Eady
Tyler Fincher
Emily Frischmann
Adam Olivieri
Kailee Poss
Zoë Ward

Featured Opinion Piece Authors

Michael Buckley
Al Stubblefield
Shelly Tan
Pranshu Verma

AI: THE DANGERS AND HARSH REALITY ARTISTS FACE

Featuring: Emma Eady, Adam Olivieri, and Zoë Ward

This section discusses the harsh truths of AI, the dangers, and how it negatively impacts artist communities. These pieces are opinion pieces, however, they all make very good points about the dangers of AI and how to proceed with caution.

As you read this section take into consideration how AI is impacting your day to day life. Is it a threat to your job, or a job of someone you know? Is it leading to less artists being able to find a job due to companies being able to get free "labor" from AI? All of these things are important to consider as you choose to use, or not to use AI.





Emma Eady - Art (Painting) major, Creative Writing minor

I am very against AI, and I think it is very detrimental for our society. Sure, there is some convenience that it gives, but as someone who is an artist and creates things from scratch, it is a threat to me and anyone who is creative. Artificial intelligence is being trained on our work. And we cannot even stop that. Even putting our work online to share to gain any sort of traction, it is being stolen the second it enters a digital space.

It is already commonplace at this point. It's following us everywhere to the point where I'm trying to order at the Taco Bell drive through, and I have an AI talking to me. It makes me a little sadder about the world. And each time I look up information online, it gives me AI's overview rather than an article by a human being. This is not only harmful to humanity but the environment we live in as well. We don't need AI doing the jobs that human beings should be doing. The last thing AI needs to do is take away more jobs.

Realistically, there are some things that AI helps out with. Humanity wants things quickly. We want instant gratification. Things like image generators, auto correct, and so on just add to the instant gratification we are so used to. I know I'm a terrible speller, so it is nice when something can immediately fix my mistakes. At this point, I don't see people wanting to take a step back in that regard. I, myself, don't see myself wanting to go back to having to look up something in the dictionary. Regardless, I do not support further progression. Once people started calling themselves artists [because] they plugged a series of words into an image generator, it crossed a line.



A clip from Coca-Cola's Christmas Ad, using AI. Not in original Color.

AI Stubblefield, Arts Reporter. Featured in *Trinitonian*

Unfortunately generative AI doesn't suck anymore. Before, I was easily able to spot AI images by counting fingers or teeth, but now, more data has been collected and the algorithms are more refined, making the images more realistic. Newer models grow more and more convincing to me by the day, and I'm second guessing every image I see now. I struggle to find genuine references for my art and not hastily prompted generative AI art that dominates nearly every website now. Try as I may to pretend that generative AI art is just a phase that people will get over, I'm blasted with news of artist layoffs and new generative AI animation projects. Generative AI has taken over the artist's world, and it won't be going away.

While I'd like to believe that generative AI can serve to benefit the art community in some way, it only seems to be pushing down artists. Generative AI gives instant gratification to those seeking art, and now artists are being shoved to the side by corporations to save time and money. Artists have never been fairly respected even before AI, and finding a lucrative career is rare. Contemporary artists that do make names for themselves and appear in galleries are mocked online. At many animation studios, animators are paid near minimum wage and overworked. With the rise of generative AI art, I've seen a growing disrespect for art, with many trolls online commenting on artists' posts that they'd be losing their jobs, or that artists were becoming obsolete and unnecessary. Even companies have been taking this stance. Coca-Cola released an AI generated Christmas commercial, and just recently I saw an ad for a game, AFK Arena, which used generative AI art instead of its own distinctive art that it's used for years. It's clear that corporations are looking to save money by using AI, even if it requires cutting off the artist. So ... is all hope lost for artists? Is art going to be taken over by machines?

Although I have no doubt that companies will use generative AI to save money by replacing more artists, non-AI, human-made art isn't replaceable. People will still value human art and pay for it, and not all corporations are eager to switch over to AI. For example, Wizards of the Coast, which owns both Dungeons and Dragons and Magic: The Gathering, banned the use of generative AI in their artwork.

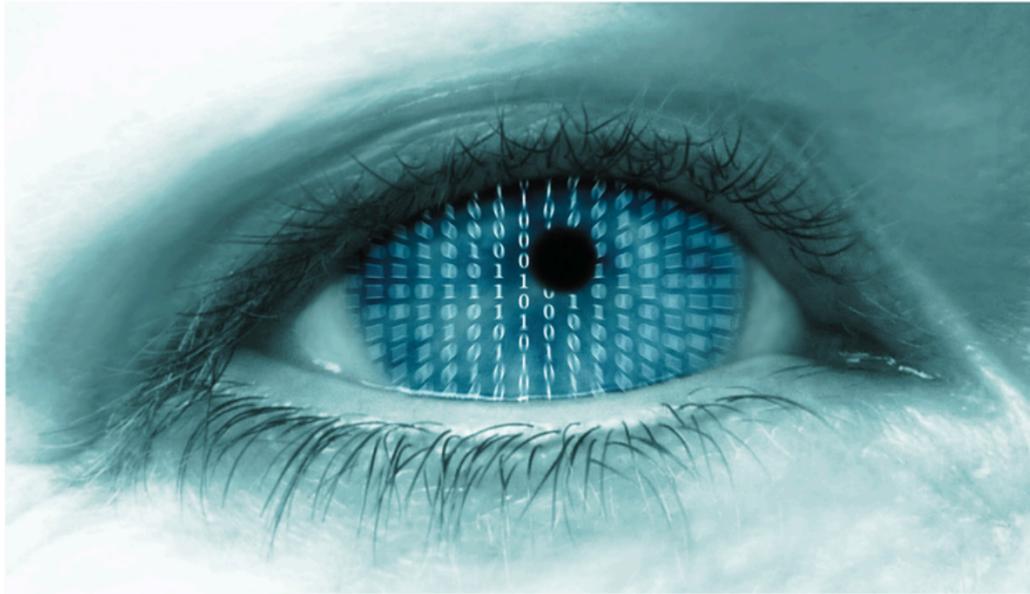
"The core of our policy is this: Magic and D&D have been built on the innovation, ingenuity, and hard work of talented people who sculpt these beautiful, creative games. As such, we require artists, writers, and creatives contributing to the Magic TCG and the D&D TTRPG to refrain from using AI generative tools to create final Magic or D&D products," Magic the Gathering stated on their website.

For many artists such as myself, art isn't just about making money, but about the joy that comes from creating art. Although AI will most likely continue to grow and develop, artists will still continue to create. After all, many artists make art to express themselves, and generative AI will never be able to recreate the joy that it gives you.

being encouraged to use AI to do things for them, how are they going to learn those abilities themselves? Isn't that creating a generation that will be less intelligible due to the fact that most things that could have benefited them in their careers were actually created through AI programs that they were encouraged to use, rather than learning how to do it themselves? Unfortunately, I have heard that in the job field it is becoming more and more common for people to apply to jobs claiming they can write, but when it comes down to it all of their writing is actually the work of AI and they actually don't know how to do any of those things themselves.

Although many think that everyone needs to accept AI, because it's the next step towards the future, I don't believe that it should become as commonplace as people are trying to make it. By incorporating AI into all apps, programs, businesses, jobs, etc. it is stripping away the human identity of life, as well as robbing real people of jobs that could make all the difference in their lives. At this point, AI is definitely here to stay, but that does not mean it should take over, instead we as a society should join together and decide that AI needs limitations, not free reign. It should be used minorly and as needed, rather than being used because people are lazy, not creative, or merely want to avoid paying real artists. I could go on and on about this topic, however, I feel like this is a good starting point that highlights the dangers of overreliance on AI - how that impacts artists and careers - as well as hopefully highlighting the importance of finding a good medium. AI won't go away at this point but it's crucial to make sure it is used only when needed rather than as a way to cheap out on labor.





AI: HOW TO USE IT WITH CAUTION

Featuring: Kailee Poss

This section discusses the limitations of AI, its downsides, as well as how to use it positively without infringing on creators. As the title suggests this section highlights the importance of using AI carefully by understanding its limitations, as well as being aware of how to use it in a manner that does not deprive creative people of their jobs. Although AI might seem like the easy solution, it's important to proceed with caution and realize that all things are double-sided; it might seem helpful but there are downsides to that helpfulness.

You don't develop taste by hitting "generate." You don't build vision without seeing your ideas fall flat in public. You don't learn strategy by watching a machine solve problems you never got to grapple with yourself.

That's the paradox.

AI removes the climb. But the climb is where the growth happens. And when you skip the struggle, you skip the transformation.

Which brings us back to the real question — how do new designers grow when the first steps are being erased?

You'll have to create your own friction. Resist the shortcuts. Slow down. Try it the hard way — not because it's efficient, but because it's formative.

It means building from scratch, even when a template or AI is faster — wrestling with problems instead of googling quick answers — and sitting with imperfect work longer than feels comfortable, finding your own solutions. It means writing your own case studies, sketching by hand before refining, and designing something real for someone you know — something imperfect, not something polished to impress.

I could list a thousand examples of what to do — but it wouldn't matter. Real creative judgment isn't something you follow step-by-step. It's something you discover by wrestling with problems that don't have clear answers. It's built by experimenting, by getting it wrong, by chasing ideas that don't come from a prompt or a tutorial.

Because mastery can be mimicked. A portfolio can be polished. A brand can be templated. But becoming — that inner shift forged through failure, persistence, and self-discovery — cannot be faked.

Remember, friction isn't the enemy. It's the forge.

If you're just starting out, you're not behind. You're in a system that forgot how to train you.

So train yourself. Embrace the mess. Get it wrong. Share it anyway.

That's how you build what AI can't. That's how the work starts to feel like it's yours. That's how you grow.



Featuring: Tyler Fincher and Emily Frischmann

This section discusses the benefits of AI, and to what extent it should be used. These articles also discuss how AI can be used, how it can be a help rather than a hinderance, but also what limitations should be placed on AI. While reading this section consider to what extent AI should be acceptable and how although it might be here to stay, it should not be advanced to the point of costing people jobs. As a reader think about what you can do to use it consciously and only when needed.

AI: BENEFIT OR DETRIMENT?



Tyler Fincher - Finance Major

Artificial Intelligence, also known as AI, has recently started to become a popular topic for various debates. This is because of the multiple different ethical, environmental, and societal concerns that are involved with the use of AI. My name is Tyler Fincher and even though I am a Finance major, I do have plenty of my own opinions on if AI positively or negatively affects society and where in society it should be used at.

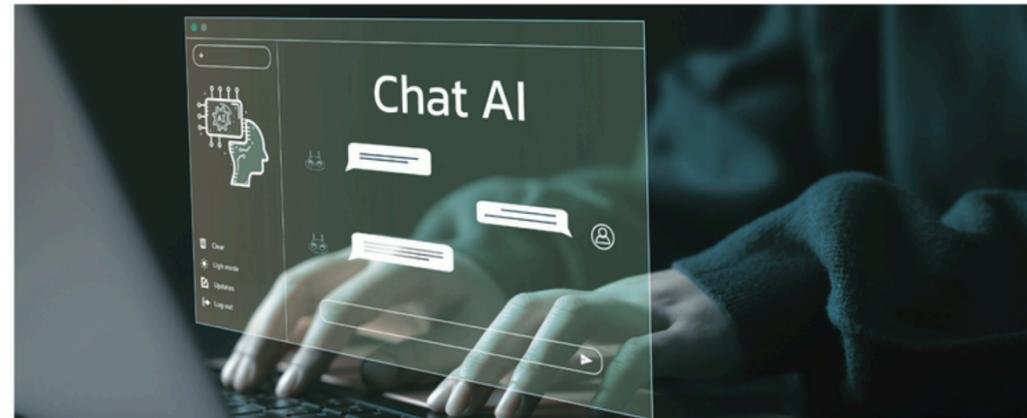
I ultimately believe that AI is a benefit for society but there are ways where it can be a detriment. I believe that it's a benefit because through the use of web search engines (such as Google), recommendation systems (such as systems that Amazon uses), and virtual assistants (such as Alexa) all make the lives of people more convenient. All of the previously mentioned systems are technically a form of AI, because they are all computational systems that perform tasks that mimic human intelligence. Although society has not drastically benefited from AI in the same way that electricity has benefited us, I do believe that the convenience that AI adds to our everyday lives is nonetheless a benefit to us. AI is, at the very least, a benefit to me because I use web search engines multiple times everyday. Despite the benefits that it provides, I believe that it could negatively affect creative forms such as art. By using an AI creative tool (such as DALL-E) anyone can bypass copyright laws and create art that would mimic or even



reproduce a different person's work. Since this could reduce or even eliminate the financial value of pieces of art, this could cause a decrease of interest in art as a whole. Another way that AI can be a detriment to us is that some forms of AI do take job opportunities from people. Some of these job opportunities are artists, authors, factory workers, and even more that I can't even imagine. Replacing jobs with AI not only removes the human factor from those fields, but it also negatively impacts communities. Overall, I believe that AI ultimately has a positive impact on us, but there are some negative aspects to it.

I believe that AI should not be used in more places and that its usage was perfect at where it was five years ago. This is because back then there were no AI hosts, there was no AI art, and the factory jobs that did utilize AI did so because it was a necessity. There should be no human jobs replaced by AI. As previously mentioned, I believe that web search engines, recommendation systems, and virtual assistants all benefit society. This is because these are ways where AI can be used while not taking human jobs. I do believe that AI creative tools are negative but I have mixed opinions on AI generative tools (such as ChatGPT). This is because despite the name, these AI tools don't actually generate anything new. They are simply regurgitating information that has already been compiled by a human. I believe that if it is used as an alternative method to find information then it is fine, however I believe that it should not be used to generate websites or some other way of taking jobs. All in all, I believe that AI should not be used in more places even though there are good and bad AI systems.

In conclusion, I find AI to be a complicated topic. I truly believe that some AI tools are beneficial, however there are also some tools that do more harm than good.



that kill home values. In West Des Moines, Iowa, an emerging hotbed of data centers, water department records showed that facilities run by companies like Microsoft used around 6 percent of all the district's water. After a lengthy court battle, the Oregonian newspaper forced Google to disclose how much its data centers were using in The Dalles, about 80 miles east of Portland; it turned out to be nearly a quarter of all the water available in the town, the documents revealed.

Before chatbots can even fulfill a request, a huge amount of energy is spent training them. The large language models that allow chatbots like ChatGPT to generate lifelike responses all require servers to analyze millions of pieces of data. (The Post has created a tool, Climate Answers, that asks ChatGPT to summarize Post climate coverage. Because it searches a limited universe of information, its queries are designed to be less resource-intensive.)

It can take months to train these advanced computer models, according to AI experts and research papers, and tech companies such as Google, Meta and Microsoft are scrambling to build data centers.

Each one continuously churns out heat.

Big tech companies have made numerous pledges to make their data centers greener by using new cooling methods. Those climate pledges are often not met.

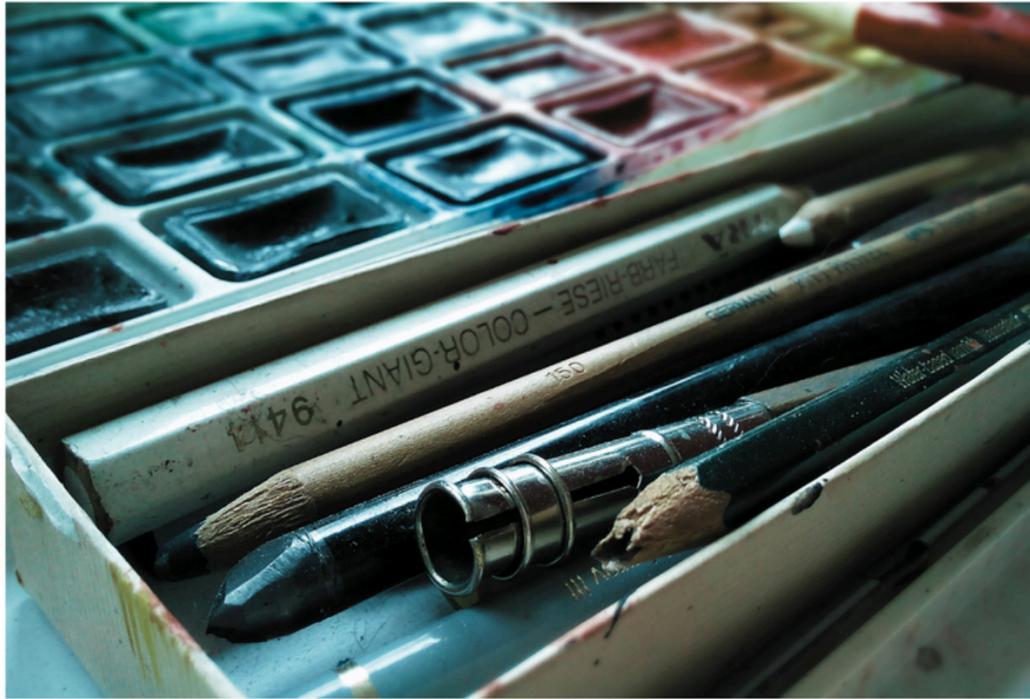
In July, Google released its most recent environmental report, showing its carbon emission footprint rose by 48 percent, largely due to AI and data centers. It also replenished only 18 percent of the water it consumed — a far cry from the 120 percent it has set as a goal by 2030. "Google has a long-standing commitment to sustainability, guided by our ambitious goals—which includes achieving net-zero emissions by 2030," said Mara Harris, a spokesperson for Google.

"AI can be energy-intensive and that's why we are constantly working to improve efficiency," said Kayla Wood, an OpenAI spokesperson. Ashley Settle, a Meta spokesperson, said in a statement that the company prioritizes "operating our data centers sustainably and efficiently, while ensuring that people can depend on our services." Craig Cincotta, a general manager at Microsoft, said the company "remains committed to reducing the intensity with which we withdraw resources," and added that Microsoft is working towards installing data center cooling methods that "will eliminate water consumption completely."

Tech companies such as Nvidia will keep creating computer chips that generate more kilowatts of power per server to do more computations, experts said. AI is creating unprecedented demands on data centers that far outpace any in recent history, Ren said.

"The rapid rise of AI has dramatically changed this trajectory," Ren said, "and presented new challenges the industry has never met before."

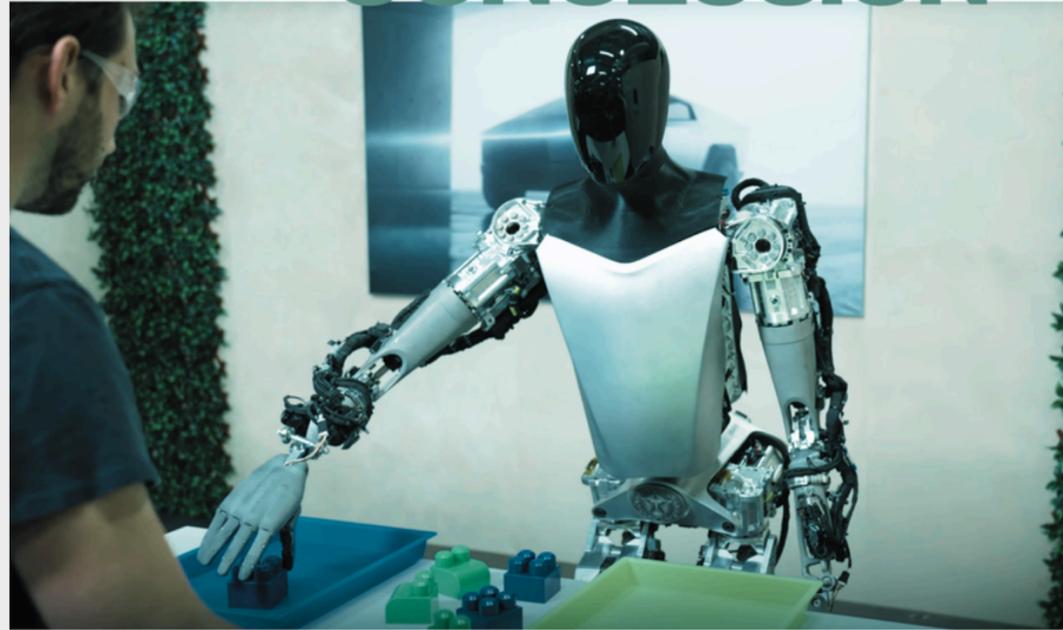




Emily Frischmann - Art Education

I used to have very negative feelings about artificial intelligence. I was skeptical about it because I had never seen anything like it before. What made me more open to it was hearing about the Three Laws of Robotics by Isaac Asimov. I figured that if those laws influenced actual discussions about AI, then it can't be that bad of a thing. In my current life, I do use AI a lot, most of the time I use it as a search engine. As an Art major, I use ChatGPT to help me with projects. It's also proved to be beneficial to me when I am writing an essay, and I can't think of a synonym for a word, or how I can better phrase a sentence. I think that AI should be more common in the workplace as well as in schools. However, it should not be at the expense of human jobs. There must be a way to find a compromise. Lastly, I classify AI as any computer program that can perform at a near or above-average human intelligence.

CONCLUSION



After reading these various viewpoints on Artificial Intelligence we encourage our readers to be cautious when using AI in the future. Although it may be beneficial in some aspects, as a society we need to ensure that it does not steal jobs from those who already have a hard time finding positions, as well as ensuring that art belongs in the hands of people who can genuinely create art rather than those who use AI products that scrape and steal others hard learned skillsets and art styles. Remember that AI might seem environmentally conscious but as Verma and Tan stated, the growing use of AI is actually detrimental as it raises carbon emissions and requires tons of water in order to keep the systems from overheating. At The Void we encourage everyone to think freely and stay true to their beliefs, but it is also important to learn as much as you can about a subject before coming to a conclusion if it is inherently good or bad. We greatly appreciate our loyal customers and we hope that you were able to learn more about the topic of AI, it's consequences, and it's purpose. As you go forward we encourage you to consider how to use AI as ethically as possible and consider how it impacts those around you.



GRAPHIC DESIGN CONTINUED



the VOID
MAGAZINE

Featuring student opinion pieces
Submit your work today for a chance to be featured in our next publication

THIS ISSUES FOCUS:
AI AND IT'S IMPACT ON SOCIETY

ISSUE NO.02



THE VOID

MAGAZINE

ISSUE NO.02 **SPRING 2026**



THE VOID

MAGAZINE

ISSUE NO.02 **SPRING 2026**



THE VOID
MAGAZINE

SPRING 2026

THE VOID

MAGAZINE



ISSUE NO.01

THE VOID

MAGAZINE



THIS ISSUES TOPIC:
IS AI SENDING US
BACKWARDS?

ISSUE NO.02

THE VOID

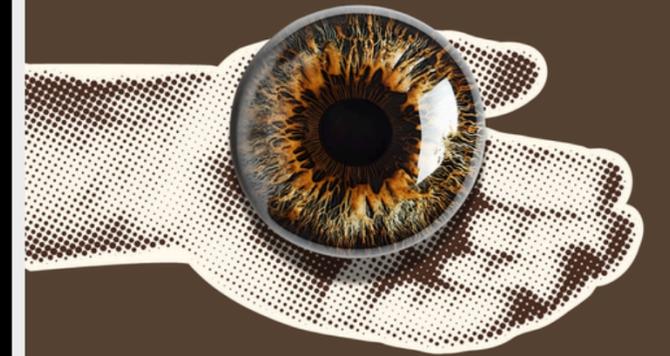
MAGAZINE



ISSUE NO.01

THE VOID

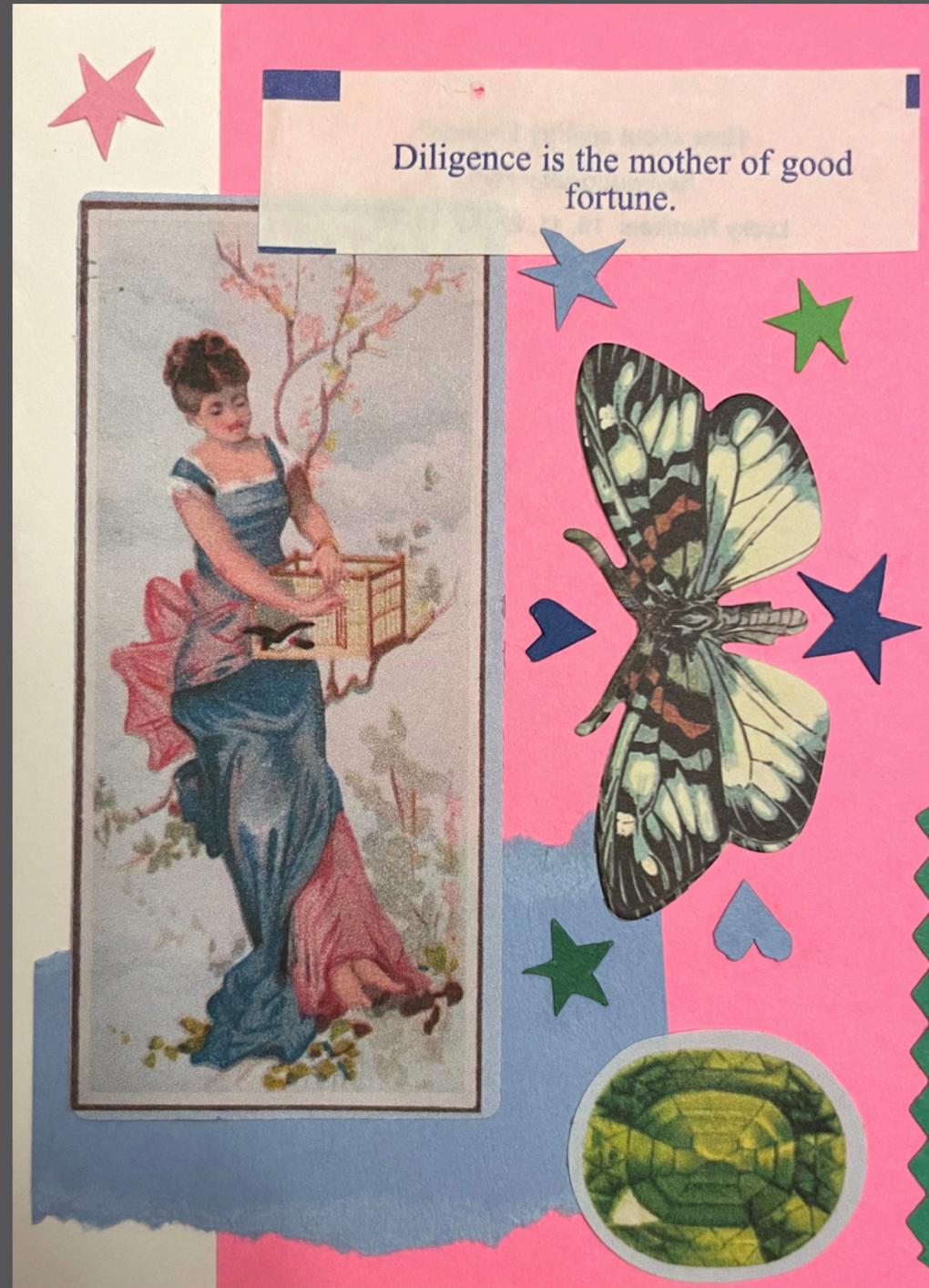
MAGAZINE



THIS ISSUES TOPIC:
IS AI SENDING US
BACKWARDS?

ISSUE NO.02

PAPER TECHNIQUES: CARDS



PAPER TECHNIQUES: BOOKMARKS



PRINTMAKING

Fall of '24 I took my first printmaking class and was pushed to try new creative techniques and different artistic methods. I thoroughly enjoyed that class and it also allowed me to think of composition differently since the image will print opposite of how you carve it. In the Spring of 2025, I was accepted into an art show and was able to display my piece "The Illusion of Choice" as pictured to the left.





3/8 "THE ILLUSION OF CHOICE" 7/2024



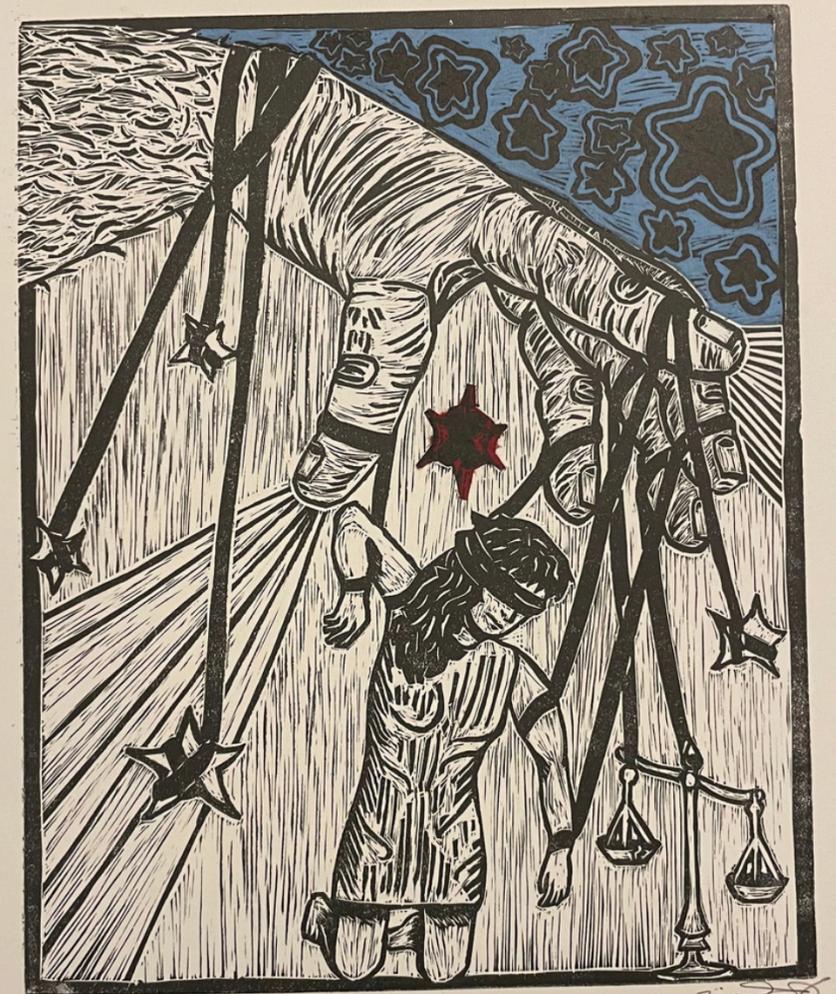
2024 – "The Illusion of Choice"



4/6 "WHO'S IN CONTROL" 10/2024



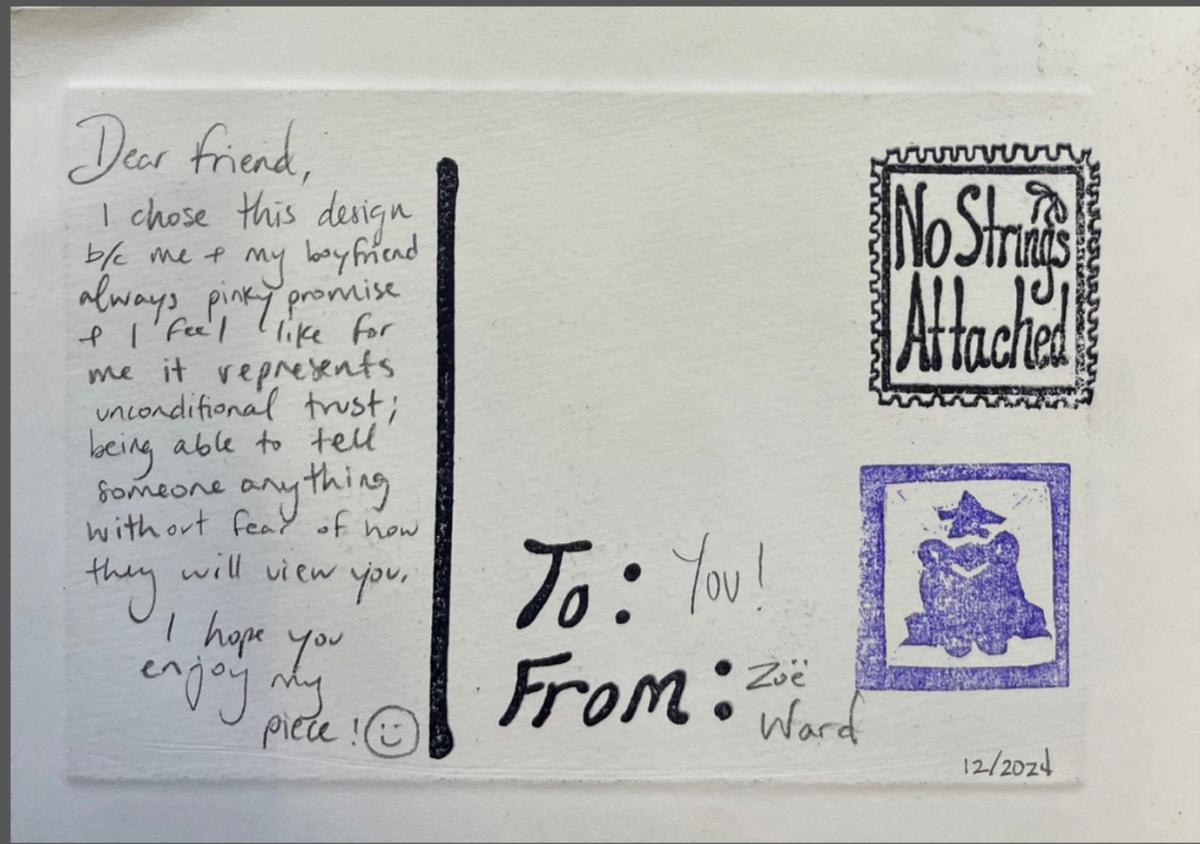
2024 – "Who's in Control"



2/6 "WHO'S IN CONTROL" 10/2024

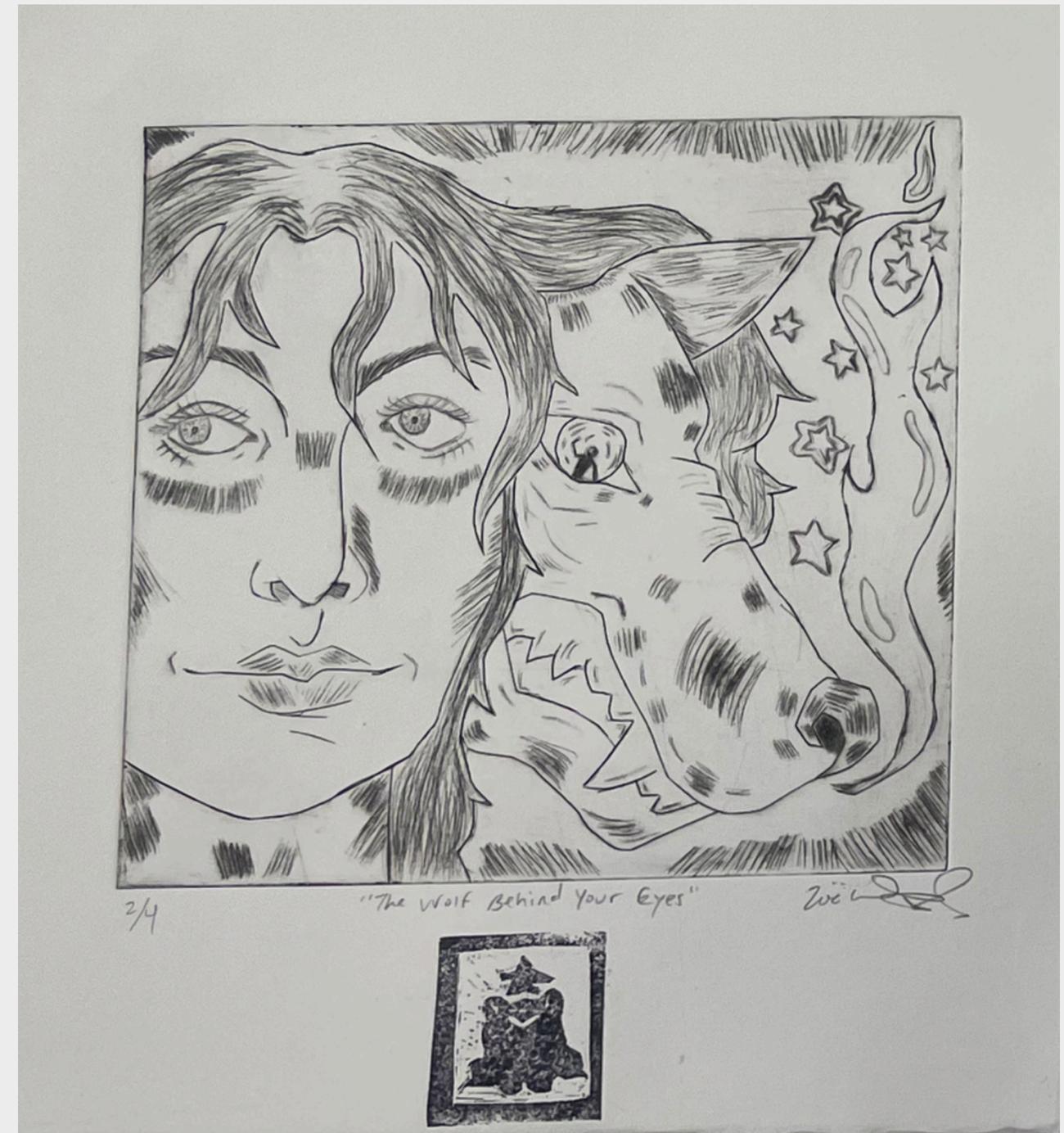


2024 – "Who's in Control" with Chine Collé



2024 – “Unconditional Trust”

For this series I made 15 prints for a trade my college, the University of West Georgia, was doing between the different Printmaking classes. The theme was to create an image of something special to us and make it in a post card form as if it was for a friend.



2024 - "The Wolf Behind Your Eyes"

For this project we had to choose an idiom to translate into an image. I decided to combine two and I chose, "wolf in sheeps clothing" and "apple of my eye."