

We used to get excited about technology. What happened? | MIT Technology Review

By Shannon Vallor

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I had blinked at the aesthetic poverty of the [most recent pitch](#) for Meta’s Horizon Worlds VR game, featuring Mark Zuckerberg’s dead-eyed cartoon avatar against a visual background that one Twitter wag charitably compared to “the painted walls of an abandoned day-care center.” I had let out a quiet sigh at the [news of Ring Nation](#), an Amazon-produced TV show featuring “lighthearted viral content” captured from the Ring surveillance empire. I had clenched my jaw [at a screenshot](#) of the [Stable Diffusion text-to-image model](#) offering up AI artworks in the styles of dozens of unpaid human artists, whose collective labor had been poured into the model’s training data, ground up, and spit back out.

[...]

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