



## A CRITICAL INVESTIGATION INTO AI ART

WHERE DOES MATCHA COME FROM?

## Talent Show

Medical Myths

戦場に花はない

JUST A PASSERBY

FAIR OR SELFISH

THE ULTIMATE GAME EXPLAINED

# TANGO





# YUZU LEMON SODA

## Bity's Drink Review

Back by popular demand, Tango's intrepid soft drink reporter Xi "Bity" Gong returns with another hard-hitting drink review. READ THIS before you hit the conbini for refreshment.

**Appearance:** The appearance is nice and simple. The coloring also gives a refreshing fruit soda feeling. A plus.

**Scent:** A fresh smell of yuzu whooshed out at once when the lid was opened. This is certainly a great plus to the whole experience of tasting the drink. The sweet aroma lingered in the air, creating a sense that you have been surrounded by fresh citric fruits, and cannot wait to take a swig. It's also amazing to think how Seven-Eleven manages to achieve that with adding only 1 percent of real juice in it.

**Taste:** A strong taste of soda will wash over your mouth after the first gulp, and that's when you fully realize you are drinking soda, not soft fruit drink. Then, the soft sweetness and sourness from the yuzu and the lemon will take over little by little, soothing your taste buds from the shock of the soda. This fruit flavor will stay in your mouth for a period of time before disappearing. A decent time length for you to relish over your taste journey through this drink.

### Attention Please!

This fruit soda drink does have a really strong soda taste. I was, to be frank, quite caught off guard by it when I took my first gulp. Although it did get better and better after the first gulp, it is still my humble recommendation to avoid it if you are not good with strong soda drinks.



# TANGO

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## SOURCES

### GOAT?

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### VOLLYBALL

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### MYTHS

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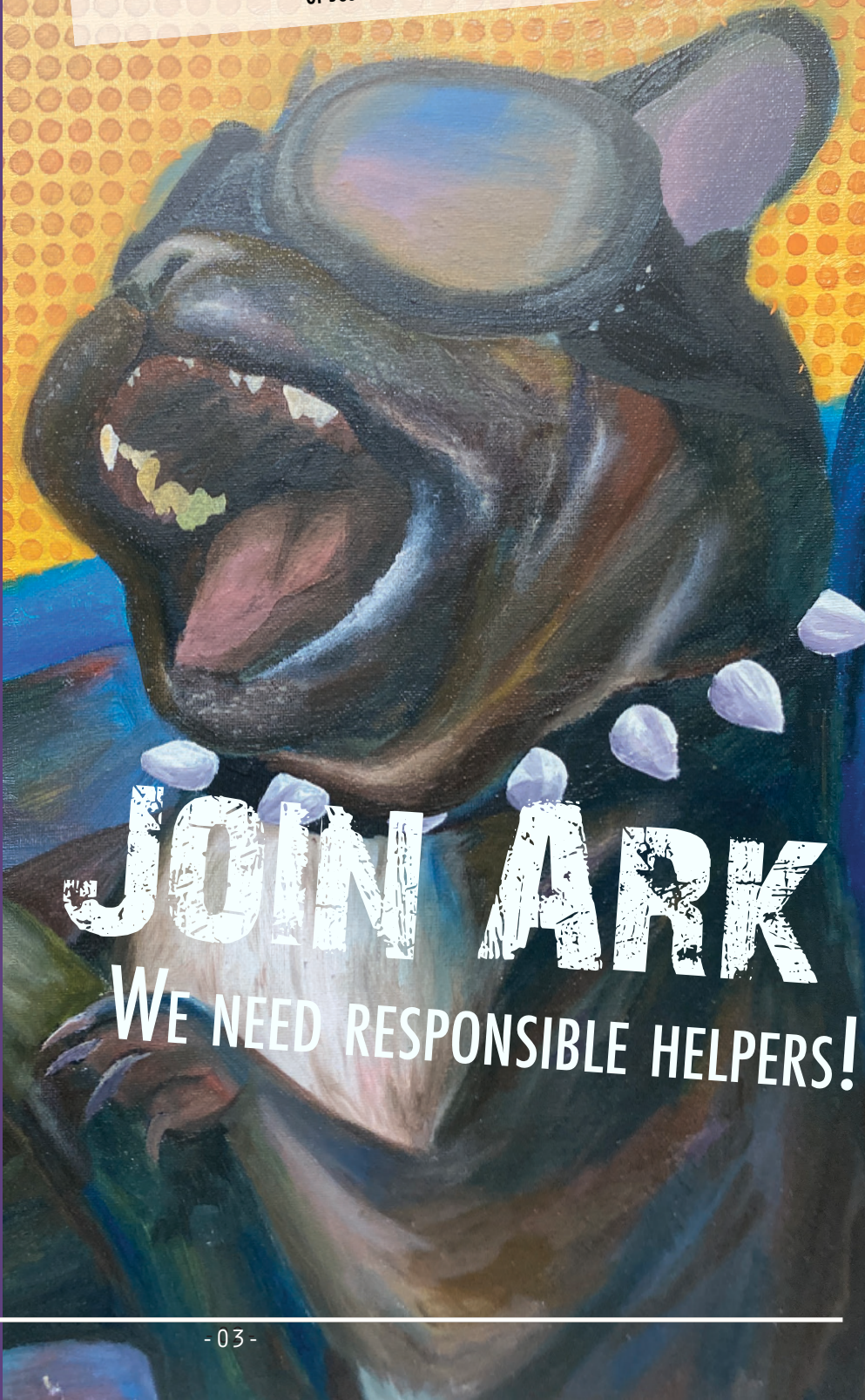
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## TANGO

Animal Day this year was on October 4th! Speaking of which, are you interested in saving animals? Are you in need of a service? If you said yes to any of these questions, then you should join ARK. ARK, which stands for Animal Refuge Kansai, is a non-profit organisation where you vouch for animal welfare through the use of posters and sales of products. All profits will be donated to The ARK Foundation. The refuge itself takes care of stray or abandoned dogs or cats until they can be adopted by a new owner. We occasionally visit the refuge. It was mentioned earlier that we create posters and hold sales of products. The posters that we create are to raise awareness about various issues relating to animals. The products that we sell include vegan baked goods, toys for pets, postcards, and calendars. If you are interested or have questions, email the student representative, Jean Nishiwaki, at [252025@soismail.jp](mailto:252025@soismail.jp), or Jessica Chen, [252039@soismail.jp](mailto:252039@soismail.jp)





This was an indescribable experience for me. I will never forget the happiness that came rushing to me that day...

This is about the long journey I took in organizing the Music and Dance Show as my CAS Project alongside my friend, a former classmate from Doshisha International School Kyoto (DISK), Mau Tsujimura. This event took place at the SOIS Theater on June 24th where we had students from DISK and SOIS have the opportunity to perform dances, singing, and playing of instruments. We also had a bake sale where audience members of the show were able to buy baked goods and money raised was directly sent to an organization, Kids Earth Fund.

We have been friends since we were in the third grade when the only thing we knew was coming was the PYP Exhibition in fifth grade and never imagined that we would be the ones starting the DP. After starting middle school, both of us were considered a pair that would always work together to work on organizing school events and take on leadership roles in the school. We have worked on countless projects together such as organizing a Halloween party, and Christmas party, creating an umbrella borrowing and returning system, creating a library

system for an English Classroom, leading the Yearbook club, and creating a wall full of photos of students and the school history. We were so used to working together that when I decided to transfer to OIS, we were both saddened that we would not have the opportunity to work together anymore. However, we did make one promise together. It was to collaborate once again to produce something large in scale that we had never challenged before, but we couldn't find a way to make this happen.

The summer before the DP started, Mau and I were talking at the usual cafe. We were endlessly talking about all the scary things that were coming up such as the awful amount of assessments, IAs, exams, and lastly, CAS. Just when we were talking about CAS, Mau had said to me that she had an idea and asked me if I had remembered THE promise. I wasn't sure what she was on to when she said that, but anyway she suggested that we work on a CAS Project together. She said, "I think we are the perfect combination to do this". Without any hesitation, I was completely on board with this idea. This was when we thought about what we could do

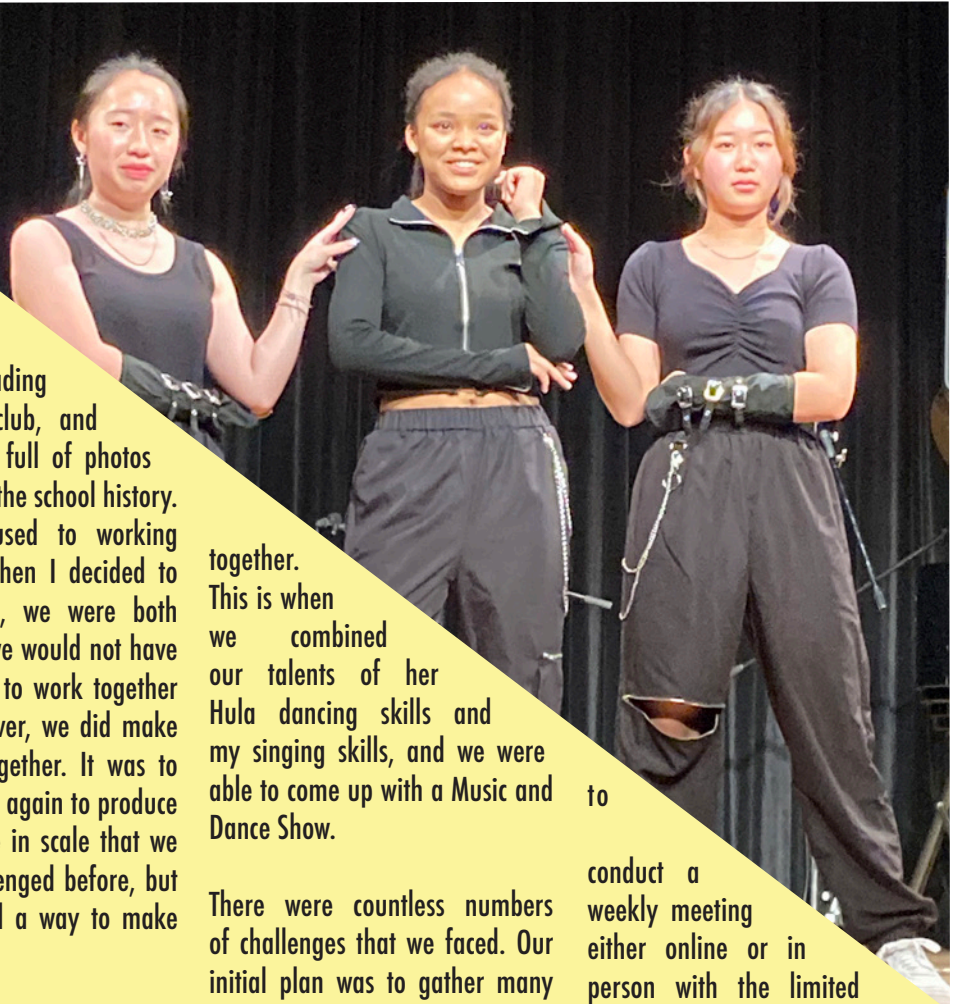
together. This is when we combined our talents of her Hula dancing skills and my singing skills, and we were able to come up with a Music and Dance Show.

There were countless numbers of challenges that we faced. Our initial plan was to gather many international school students in the Kansai region and make this a large-scale event. However as we were both extremely busy and communicating with different schools simultaneously was challenging, we decided to work with only the schools we are from. Another struggle we faced was conducting our regular meetings to keep each other updated about the progress we were making. This was when I learned the importance of knowing my limits and my capability under time strains.

Also, given that we are in different schools that are geographically quite far apart, communication was yet again one of the challenges. We aimed

to conduct a weekly meeting either online or in person with the limited free time we had. However, we were able to work our schedules out and tried to meet on Friday and Saturday nights where we would talk about the progress and updates over dinner. Throughout the week, I would have my regular Wednesday morning meetings with Mr. Eric to get the event organized and Mau would have her meetings with her supervisor. Then we would try and divide up the work we had such as creating audition forms, sending out emails to the school community, and recruiting people to help out with the event.

However... The most challenging part of planning this show was the actual day of the event. When I had at least 20 students in front of me, waiting for me to give





“It was nerve-wracking to a whole new level”

“I am thankful for all the people who helped this event in any way at any point”



# Talent Show

by Nao Noguchi

instructions about the day, it was nerve-wracking to a whole new level. Having to take on the leadership role of conducting the rehearsal was simply a petrifying experience for me in the sense that I am not so good with talking to a group of people when they have all eyes on me. As I got used to the people there, I was slowly able to lead the people in what they should be doing where I got a hang of what I was doing.

this event in different ways and got them to describe their experience of taking part in this event.

Mau-the partner I worked together in making this event come true  
“As I reflect on the unforgettable experience, one cannot ignore the efforts of the dedicated backstage crew members. Within the short time period, all the members carried seamless cooperation and coordination, despite the difference

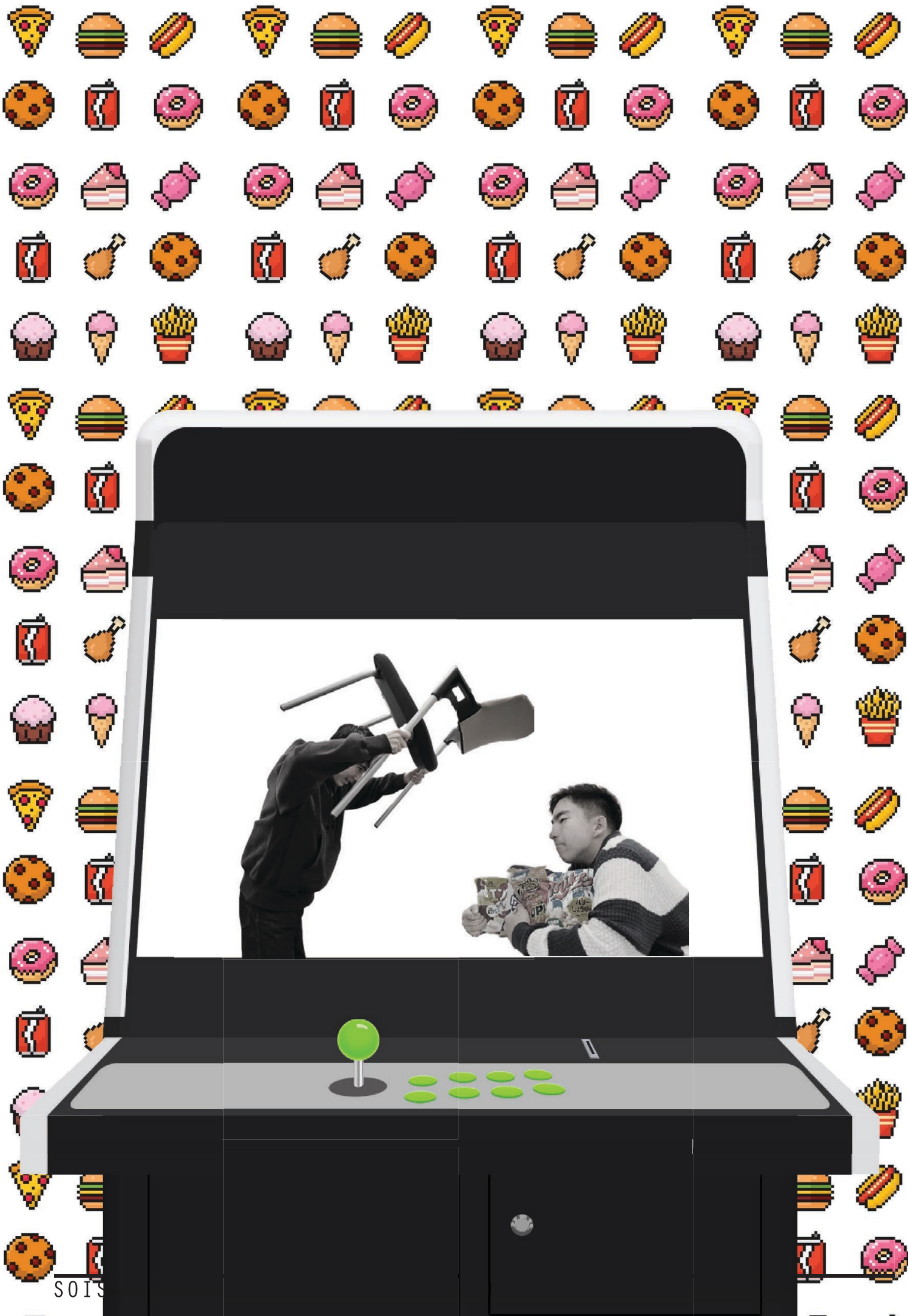
in age and school. While I was backstage, I noticed members cheering each other, supporting each other, and motivating each other. As the host of the event, I was pleased to see all the members trying their best to satisfy their

assigned roles while enjoying the moment with each other. I also

Continued on page 21







SOIS



Are people always rational? The well-known economic experiment, the ultimatum game is a game played by two people, one who is the proposer, and the other the responder. The two people who play the game and the two roles are chosen at random. The proposer is given a sum of money and is told to split the money with the responder. Once the proposer makes his decision, the responder can either accept or reject the offer. If the offer is accepted, the money is split as said in the offer. However, if the offer is rejected, neither players get anything. Both the proposer and responder know the outcomes of accepting and rejecting the offer.

In my club, SOIS Econ, we performed two different variations of this game where we used 10 candies instead of money for both. The first one was the exact same variant as the original game, just using different mediums of prizes. Then we regrouped and played one which was a little different as the roles were chosen via rock scissors paper, where the winner became the proposer. Just a week before the experiment, we studied Homo economicus assumptions that humans are usually self-interested and rational. Using the Homo economicus logic, for people to be rational and self-interested in the ultimatum game they should always accept as long as they benefit in any way. In theory, this even includes situations when they only benefit from 1 candy. By performing this experiment, I aimed to prove this portrayal does not always hold.

The results of the first game where the proposer and responders were chosen randomly were very interesting. From a range of 4:6 to 10:0 (Offer where Proposer:Responder), it was clear there were lots of variances in the proposers' offers. A good place to start analyzing some noteworthy trials was the offer and outcome between Monica and Elina. Monica offered Elina a 6:4 split which was agreed. This result was the most common in our experiment and it is also consistent with many other studies that experimented with the ultimatum game. An outlier of the experiment

was the trial between Dan and Aksa. Dan proposed Aksa a 10:0 split which Aksa, like any other person, rejected. This proposal was nothing more than a purely irrational decision by Dan as it was obvious for Aksa to reject it because he would not benefit in any way. I examined this with a grain of salt, under the assumption that he was just fooling around. The most interesting split, however, was the split Annabelle offered me. She offered me a 4:6 split where she would receive less and give me more. When asked the reasoning for this split, she answered that she believed I would only accept the offer if I was on the receiving end that got more. Perhaps, this was a decision created not because of her altruism, but because she wanted to be sure that her picky friend (me) would accept the offer. Surely, I accepted this offer.

In the second game where the roles were chosen via rock scissors paper, the results had changed. To begin, people offered similar splits so most accepted. Take a look at the splits offered by Annabelle, Michael, and Ken. They all offered a 6:4 split which their partners all agreed to. Moving on, both Kyosuke and Monica offered a 7:3 split, a little more severe than the previous offers. Although Kyosuke's partner Fahmid accepted the offer, Monica's partner Aksa did not. Coming to our final trial, Dan offered me a 9:1 split which I declined.

So, how do these results help me in proving that the Homo economicus portrayal does not always stand? As I said previously, in theory, a Homo economicus person should accept any offer as long as they benefit in some way. However, from the results of my first game, it is clear that although people could benefit, they choose not to because they prioritize fairness over self-interest. From the second experiment's results, I noticed

a pattern that even when the proposer offered a split where he benefited more, the responders usually agreed to it. I predict that this is because, in the responders' minds, they believed that the proposers were entitled to taking more candy because they won against them in rock scissors paper. This result is also similar to that of other studies.

From a narrow view, we can clearly see that most people consider fairness sometimes more important than self-interest, thus being irrational from a Homo economicus perspective. However, from a broader perspective, it can be argued that prioritizing fairness over self-interest is a rational decision for society as a whole. Some see this so-called "irrational" decision as a rational evolutionary adaptation that has allowed humans to live and cooperate in groups. Society can even benefit from this decision as there will be better social cohesion among people with a common sense of trust and fairness. If groups or societies compete or fight each other, probably a more cooperative group or society will win.

I'd like to end with a reflection on my experiment. I believe that I was successful in replicating the ultimatum game with the resources I had. However, there were many flaws in my experiment. The sample size of the experiment was too small so it was hard to generalize my findings and apply them to society. The subjects of my experiment already knew each other, which went against the randomization of participants. Some participants didn't like candy so they didn't mind taking less. Nevertheless, special thanks to the members of SOIS Econ Club for their participation. This experiment helped us in understanding human behavior and our club plans on doing similar experiments in the future, hopefully on a bigger scale.

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SEE THAT MOST  
PEOPLE CONSIDER  
FAIRNESS  
SOMETIMES MORE  
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SELF-INTEREST,**

# FAIR OR SELFISH

## THE ULTIMATUM GAME EXPLAINED

BY YOONJAE LEE



“most types of rhinoviruses, the cause for around half of all colds and cold-like illnesses (Balingit), replicate to the greatest extent in the nasal passages (Armas)”

# Medical

by Yi An Hah

# Myths

## Chapter I

Welcome to the first chapter of the Medical Myths, where we discuss and evaluate common medical myths and misconceptions. This first installment is on the relationship between cold weather and being sick.

**H**ave you ever been told not to go outside during cold weather as it would make you sick? I can't even count how many times I've been told that, or have heard people say that.

Believe it or not, this common “fact” (as many people believe to be) is not true. While cold weather can make it easier for you to get sick, the coldness itself isn't a direct cause. Here's why:

### 1. Cold weather creates optimal conditions for viruses' spread and survival

No one likes to go outdoors when it's cold outside. What we need is a cup of hot chocolate, a television, and a blanket. Through a sneeze, cough, or even just by talking, viruses can move from one to another. Being indoors, where the space is enclosed, allows viruses to stay put in one place and infect those in the area. In addition, research has found that some viruses responsible for colds and flu survive more easily in cold, dry

conditions because it allows droplets that contain the viruses, called aerosols (Balingit), to stay in the air for a longer time. However, the CDC said flu activity from 2020-21 was "unusually low", which would have been thanks to the COVID-19 measures (Armas). Fortunately, the COVID-19 cases have now dropped significantly compared to then, but it would still be a good idea to make sure to cover your mouth when you cough or sneeze for the sake of viral illness prevention.

### 2. Cold weather weakens your immune system

Our immune systems protect us from diseases, but cold and dry weather makes it harder for them to battle viruses. Our nose and airways are lined with mucus and tiny, hair-like structures called cilia, which trap viruses that we breathe in and move them out of the airways. Our mucuses also contain antimicrobial substances that protect us from diseases. But breathing in cold, dry air makes these functions less efficient. So, if you encounter a virus during cold weather, your body may not be able to fight



it off. Furthermore, most types of rhinoviruses, the cause for around half of all colds and cold-like illnesses (Balingit), replicate to the greatest extent in the nasal passages (Armas). This explains why we usually get runny noses during the winter—because our bodies try to produce more mucus to destroy the viruses.

For these reasons, viral illnesses are more common in the winter. But no worries! Just going outside during cold times won't automatically get you sick. As long as we maintain good hygiene, practice a healthy lifestyle and maintain a healthy diet, we're safe. Either way, it's always good to be more careful during the cooler times. Speaking of which, the weather's getting colder these days, so make sure to stay warm, hydrated, and healthy!

If you have any medical myth or misconception that you want to be discussed, you can contact me at [252012@soismail.jp](mailto:252012@soismail.jp).





By Nao Noguchi

At least once in your life if you are like me, you might wonder where matcha has come from and its history. I have always loved traveling to Kyoto, and what I love aside from the beautiful architecture and scenery is the matcha there. I visited many areas of Kyoto, and one of the most famous places for green tea is Uji.

I went to Uji with my friend last summer who loves matcha. We both stopped by many cafes to drink green tea and have matcha desserts. While we were chatting about many things, we somehow ended up with a conversation about where matcha originated from. We were both very interested, so we started to search for articles and journals.

According to what we read, matcha can be traced back to the Tang Dynasty in China during the 7th to 10th centuries (Matchafu). We were both in awe of the fact that it dates back so many years in the past and we were also fascinated by the fact that even after a long time has passed, people still drink and eat in their daily lives. Back in the day, it seems like they also steamed tea leaves and roasted and mashed the leaves to make tea powder with water and salt (Matchafu).

During the Song Dynasty during the 10th to 13th centuries, tea was growing more popular in China. There was a Japanese Buddhist monk during this period in China named Myōan Eisai. When Eisai decided to come back to Japan, he brought some tea seeds with him to Japan and planted these seeds on the grounds of Kyoto (Matchafu).

After Eisai returned to Japan, he wrote a book, "How to Stay Healthy by Drinking Tea" in which he explained the medicinal effects matcha has on humans (Shohokuen). These effects included: remedy for hangover, keeping you awake, reliving digestion, boosting energy levels, and relaxing mental state (Sagawa).

The first tea planted in Uji is said to be done by a priest called Myoe from the Kozanji Temple, where Eisai shared some of his seeds with him, and Myoe planted the seeds in a place called Toganoo Fukase (Shohokuen).

After researching this, my friend and I were very much surprised at how matcha eventually came to Uji. As a person who loves matcha, it was extremely intriguing to learn about the history of the food I love, so if there are any more foods that I would like to know the history of, I will share them with you! So keep up with my food history articles that may come up again!





# Students and Teachers Volleyball Tournament A Major Success!



The school gym recently transformed into a battleground of flying volleyballs, laughter, and perhaps a few questionable dance moves. What sparked this sudden uprising of sportsmanship, you ask? None other than the Student and Teacher Volleyball Tournament!

As a CAS activity, Kia and Lisa from grade 11 organized this tournament on December 12th 2023 which saw an impressive turnout of about 60 students and 12 teachers who were enthusiastically willing to play. 12 teams were created by the students themselves with several rules given: each team had to have students from at least 3 different grade levels (from grade 9 to 12), OIS and SIS students, mixed gendered and an OIS teacher for a team when the majority is SIS students vice versa. As the whistle blew, it was game on, and the battle lines were drawn.

The unexpected highlight of the event was the surprise and astonishment on the faces of both students and teachers. The teachers, who had perhaps underestimated the potential of the young students, found themselves diving for balls and executing moves they hadn't attempted since their highschool years. Some of the teachers who fell short in the epic tournament, looked as if they wanted to play more. It seems that the taste of defeat has only fueled their desire for redemption on the volleyball court. From the students, there was overwhelming support and enthusiasm, as they were cheering on watching in disbelief as an unexpected teacher played like a professional athlete.

The winners of the tournament, who defied the odds and defeated their esteemed teachers, were awarded not just with Mister Donuts but with personally made certificates by Kia and Lisa. On the other side of the net, the defeated teachers and students took the loss in stride, laughing about their joint venture. Some teachers laughed about how their bodies couldn't keep up with the energetic young students, while others marveled at the talents of their students.

In the end, the volleyball tournament proved to be a smash hit, leaving the school buzzing with laughter and a newfound appreciation from the teachers for the chance to let loose, and for the students to realize the teachers aren't just educators but individuals with playful spirits. Overall, the tournament's success illustrates how a little bit of friendly competition can foster stronger bonds between students and teachers.





The NBA has been going through some of the most revolutionary events in basketball history. From the rise of newer generational players dominating in court to the story of an underdog team winning the 2022 NBA Championship. However, one event still struck amongst basketball fans is LeBron James' ground-breaking records of becoming the all time leading scorer in the NBA.

## PER GAME

**30.1 Point**

**6.2 Rebounds**

**5.3 Assists**

**2.3 Steals**

**0.8 Blocks**

**2.7 Turnovers**

**38.3 Minutes**

**49.7 Field goals**

**32.7 3 Point (%)**

**83.5 Free throw (%)**



# REEVALUATING GREATEST

**MVP**



**CHAMPION**





For us basketball fans, LeBron James hitting the milestone is as equivalent as Ronaldo surpassing Pele in goals or Shohei Ohtani beating Berry bonds in home run. It is an achievement that many players have strived to achieve. Coming to the court in 2003, LeBron had always been seen as a prodigy even to the point of being called "the chosen one". As Michael Jordan retired, the league has been looking for a spot to fill in the empty gap. LeBron fits those gaps as flash forward to 20 years later, LeBron, now nicknamed, "King James" reign over the league with his achievement and records. The comparison of LeBron vs Jordan has been a widely discussed topic amongst the community and recent events further fuelled the debate of who is considered the greatest of all time.

## PER GAME

<b>Point</b>	<b>27.2</b>
<b>Rebounds</b>	<b>7.5</b>
<b>Assists</b>	<b>7.3</b>
<b>Steals</b>	<b>1.5</b>
<b>Blocks</b>	<b>0.8</b>
<b>Turnovers</b>	<b>3.5</b>
<b>Minutes</b>	<b>38.1</b>
<b>Field goals</b>	<b>50.5</b>
<b>3 Point (%)</b>	<b>34.4</b>
<b>Free throw (%)</b>	<b>73.5</b>

# THE OF ALL TIME

by Pramudya Wahid (Irfan)



**MVP**



**CHAMPION**



# 戦場に花はない

by the Japanese Literature Club

僕は視界の端に少女を見て、歩みを止めた。先程まで感じていた背中の重荷が嘘であったかのように、軽くなっていた。僕は彼女から目を離せなかった。彼女は真っ白のワンピースを身に纏(まと)い、その腰まで伸びた黒色の髪が風に靡(なび)いていた。その澄んだ瞳は申し訳なさそうに僕を見ていた。誰かに渡そうと白い手に握られた青い花を上げたと思えばまた下げていた。僕は彼女に近寄り、視線を同じ高さにした。

「……どうしたんだい？ そんな顔をして」

彼女は何かを呟いた。だが、僕は聞きとれず、彼女にもう一度尋ねた。

「何？ 教えて頂戴」

彼女は更に悲しそうな瞳を僕に向けた。

「ごめんなさい、兵士さん！」

僕が反応する間もなく、視界が真っ白になったかと思えば、全身に切り裂くような痛みを感じた。しかし、その次には何も感じられなくなった。

僕は彼女に殺されたことを知った。一番典型的な未成年児による自爆テロに巻き込まれた。唯一、救われたこととしたら、彼女が孤独に死ななくて済んだことだ。僕の死に意味があったのなら、僕はそれだけで嬉しかった。

「貴方は馬鹿ですか？ 阿呆ですか？ 人以下ですか？ 貴方が死ぬことで国民が何人も死ぬのです。その命の価値を貴方は微塵も、理解していないでしょうね」

僕が意識を取り戻した瞬間に、試験官からかけ

られたコメントは何とも冷たかった。戦争シミュレーションをしている時に爆死するなど、みっともないのだろう。でも、僕はそんな自尊心よりもあの死んだ瞬間

を忘れられなかった。あの彼女の最期は幾ら機械が作り上げたものであるとしても、あの時僕はそれが本物に見えた。彼女は実際に苦しんでいた。その苦しみを誰も理解していなかった。僕が共に死んだことで、そんな偽りの彼女にも意味があった。そう僕は納得することにした。

「すみませんでした」

と、僕は謝罪した。

挑発するような試験官の口調から、僕は言い返すことを求められるのだと分かっていた。しかし、その言い返し方も失敗すれば、殴られる可能性があった。

試験官はふんと鼻を鳴らした。

「謝れば良いと本気で思っているのですか？ 貴方は本当に馬鹿ですね。私が思っていた通りです。亡くなった命が生き返る訳がないのです。だから、我々はそんな赤子のような候補生を戦士へと育成するのです。何も知らなければ今回のようにすぐにでも死ぬのです。それも熱い鉄を熱いと知らずに触り、怪我をするように。ただこれらは直接的な死を意味するでしょうが。」

そんな出来損ないの貴方のためにも、我々国軍の開発部は画期的な発明をしました。制作期間十年をかけた、努力の結晶とも言える素晴らしい発明品です。そ





の名も、『ナンパ装置』!」

「え?」

僕はその機械の名前を聞き、卒倒しそうになった。十年の年月をかけ、何を作ったかと思えばろくなものではなかった。本当にここにいて良いのか、不安になってきた。

すると試験官は論外というような顔を僕にした。

「何ですか、その顔は? 貴方にはこの素晴らしいさが理解出来ないようです。まあ、良いです。ナンパ装置にはAIが搭載され、どのような発言に対しても『あんた馬鹿なの? そんな安っぽい男を好きになる訳ないじゃん。早くどっかに行っで。……行ってって言ったでしょ!』と冷たい瞳で吐き捨てるように言います。何もせずに突っ立っていると、その人の温かさを持った手が貴方の頬を、思いっきり叩きます。それはもう本物のようにくっきりと跡が残し、痛みを伴います。全ては戦士を萎えさせるために、もう二度と女性に声をかけたり、戦士が戦場で死んだりしないために開発されました」

僕は何も言えなかった。折角の戦争シミュレーションの後に、国軍がこのような発明を進めていたとは思わなかった。

「本気ですか? 本当にこんな物が役に、立つ

のです……か?」

試験官は僕を直視した。

「ええ、そうです。ですが、貴方は信じられないようです。その瞳の奥に疑いを感じます。国軍に疑いを持つなど言語道断。この開発の真価が分からないなど、開発部を冒涇(ぼうとく)していますよ!」

僕はゆっくりと試験官を見つめた。

「試験官は開発部に心酔しているように見えますが……」

「それは当然でしょう。この機械を世に出したのは、間違いなく彼らなのです。分からない人は出て行って下さい。ただその分はその代償を払って貰いますが、貴方には自尊心が粉々に碎かれる覚悟がありますか? それにより、社会に出られなくなったとしても、全て貴方の責任となりますよ」

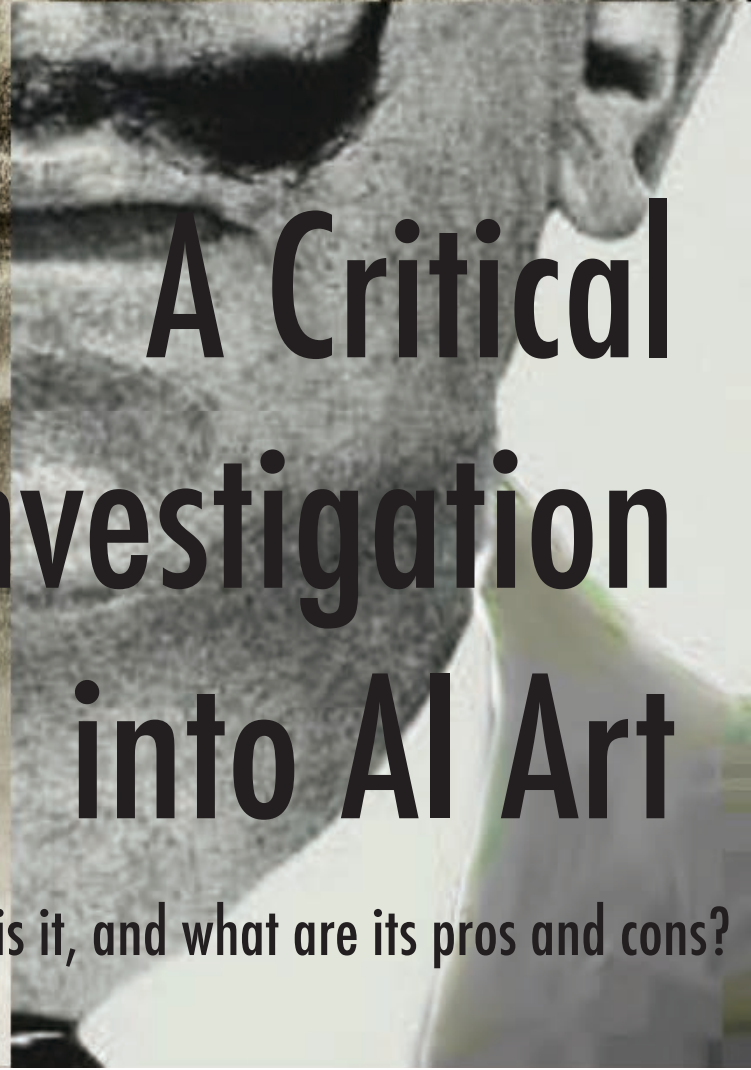
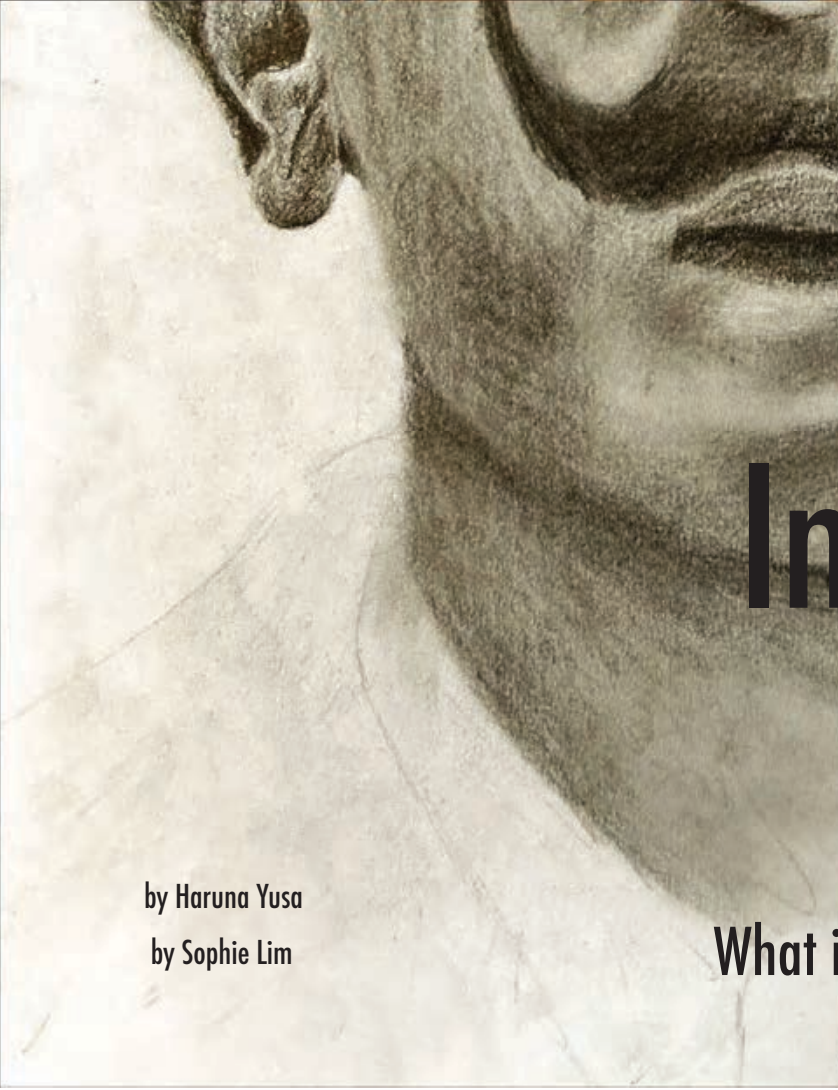
僕は試験官を力強く見つめた。

「だから、どうしたというのですか? 僕には自尊心よりも大切な物があります。自尊心が粉々になり、社会に出れなくなったとしても、僕には明日があります。それに支えてくれる家族がいるのです」

試験官は一度目を閉じると、頷いた。

「なるほど、分かりました。では、貴方を





# A Critical Investigation into AI Art

by Haruna Yusa  
by Sophie Lim

What is it, and what are its pros and cons?



One of the most talked about developments in technology within 2023 has been that of artificial intelligence, and more specifically what is called “AI art”. Though the development of AI has been a long-spanning journey, and is still in its infancy, within this year, the use of AI generation has increased dramatically. This is largely due to public interest spiking — according to Google Trends, searches for the term “AI art” have increased significantly over the past 5 years, and saw a huge increase in December of 2022. But what is AI art, and why does it matter?

The term AI art, though includes text and music, usually refers to the creation of images that are made to look like man-made illustrations or paintings through machine learning (Wall). This is done through diffusion — the synthesizing of images. AI image generation programs, such as Midjourney, DALL-E and Stable Diffusion, use a large database, or collection, of images to generate new images based on user-submitted prompts (Edwards). Machine learning teaches the AI to notice patterns that appear in the supplied images, which is then correlated with appropriate terms, such as genres, artists’ names and the names of objects. These databases use images sourced from the internet, for example Stable Diffusion’s AI uses images from sites such as Pinterest, DeviantArt and Getty Images, which are used to share and upload photography and artwork (Gibbs).

Most often these programs are used to generate images through written prompts, however AI art also includes turning photography, or images of real life, into something more illustrative-seeming. Apps such as CapCut and PicsArt, a video and photo editing software respectively, have settings that allow their users to transform their footage or photographs through filters (“Free AI Generator.”) (“AI Photo Editor.”). Even social media apps like TikTok, a video sharing platform, have filters that can turn a singular frame into an AI generated artwork, in any style of the users choosing (Smith).

These prompt-based-image-generators and AI art filters may seem like two completely separate things, but they are both trained on similar databases and conduct similar actions. There are even in-betweens, as some filter-programs allow the user to insert prompts to get particular results. Additionally, though they may appear to be two different things, the style of the image does not matter to these programs. Realistic image generation, along with AI generated illustrations are made through the same process. Regardless of the format and style, AI-image programs use large

## IF IT CANNOT BE USED ETHICALLY AND AS A HELP TO ARTISTS RATHER THAN A HINDRANCE, IT SHOULD NOT BE ACKNOWLEDGED AS A WAY TO CREATE ART.

collections of images, from a variety of online sources, to generate images.

As a member of the general public, it is easy to recognize that AI art is a groundbreaking advancement in technology that is bound to bring change to the world of art and entertainment. Despite this, the fear and frustration of artists that comes from the prospect of images that are sourced from human-made art being accepted as “real” art is just as important to consider. Trying to define AI art as merely “good” or “bad” requires numerous factors to be taken into account, and it is crucial to note that the primary consideration when it comes to whether AI art is positive or negative should come from its ethicality rather than its potential uses.

The pros of AI art are mostly regarding its

accessibility and convenience, as well as its uses in industries such as the film industry. Through utilizing AI art, it is possible for any person with access to technology to create detailed and professional looking art in almost no time, regardless of skill level or experience. This allows for art to be quickly produced and used, saving time in the creative process. Utilizing AI art is also often free, depending on the program used, and by making art accessible to people with no art training, it opens up the ability for any individual to channel their self-expression into art. (Cansino) Another benefit to using AI art is that it is time efficient. Putting a prompt into an AI program and refining the prompt until the desired artwork is created is far less time consuming than going through the lengthy process of creating an original piece of art. (Cansino) It also allows for people to explore different styles of art and complete repetitive tasks such as character design. AI art can also be utilized by original artists in order to create quick backgrounds or be used as inspiration for original human made artwork.

On the other hand, the cons of AI art are mostly regarding its ethicality, and its impact on modern artists. As mentioned previously, AI utilizes previously existing images in order to generate “new” artworks. These images that are fed into these AI art programs are often art that has been created by humans and is the original work of an existing artist. (Nanou) By using these images in order to create “original” AI art, these programs effectively create a blend of artworks that have been created by human artists in order to make a new work. These artists are not compensated or credited in any way for their works, as the art itself is just taken from the internet by the program’s algorithm. (Nanou) This blatant theft of artists’ hard work is only part of the ethical issue with AI art. In one instance, a lawsuit was filed against the companies Stability Ai, DeviantArt, and Midjourney for their use of Stable Diffusion. Put simply, Stable Diffusion is an AI software product that contains billions of copyrighted images and artworks. This software is then used in multiple AI art programs as a data source in order to generate AI art. (Butterick) This lawsuit was filed against these companies

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The little boy was all alone in the park when he caught a glimpse of a beautiful woman across the street. "Mom?" he thought. But his mother had died a year prior. Without thinking, the boy sprinted across the road. On the other side, there was his mom, and the boy ran to hug her.

Ro

### REUNITED



### JUST A LITTLE ACCIDENT



My father and I were searching for the scariest roller coaster, but amusement park. He found a mind-blowing roller coaster, but being so tall, he exceeded the height limit. However, he didn't care and decided to sneak on the ride anyway. We went through a low tunnel and now, he's just the perfect height.

Alvin Ozark

### THE BIG BANG



My good friend Jimmy suddenly started screaming at me, saying that the big bang never actually happened. I thought this was a piece of nonsense, so I made a machine that can recreate the big bang. I pressed the button and I sent him to the big bang realm. We never saw him again.

Kento Zabo

### NO NO



Mark decided his pasta was ready but this Australian can't cook. His noodles are never eldente. He adds tomato sauce, mushrooms, and pepper. He pours his pasta into a plate, and goes to his balcony with his hot pot and immediately drops it. It rolls off. Before Mark can even react, he hears a scream.

Akira Atsuta

## 55 Word Stories

School was tough with an iPhone 6. I was made fun of., I was criticized. Start a new paragraph here because it's a new part of the story. I demanded an iPhone 13. "My sister has one, why can't I too!" My patience has run out, I was left with no choice. I went to my sister's room with a shiny fork and left with an iPhone 13.

Taki Miyake

### RED IPHONE 13



Yoshiaki Sumiyoshi

A woman lost her bag when she was with her boyfriend. She reported it to the police but got nothing. On another day with a different man, her bag disappeared again. She reported it but still nothing. The third time her bag's gone again. She didn't report as there was her ex's flesh in it.

Yueyue Zhu

### A WOMAN'S HANDBAG



### CAT

John is a big animal lover. He always goes outside to look at some stray animals. Today he decided to walk around in the park next to the forest. When he arrived at the park, he saw a cat sitting near the forest. "Meow!" the cat cried. "Roar!" How cute he thought. "Roar!" How cute he thought. "Roar!" How cute he thought. "Roar!"

Yoshiaki Sumiyoshi





# JUST A PASSERBY

by Oswald Mtshali

I saw them clobber him with *kieries*,  
I heard him scream with pain  
like a victim of slaughter;  
I smelt fresh blood gush  
from his nostrils,  
and flow on the street.

I walked into the church,  
and knelt in the pew  
"Lord! I love you,  
I also love my neighbour, Amen."  
I came out  
my heart as light as an angel's kiss  
on the cheek of a saintly soul.

Back home I strutted  
past a crowd of onlookers.  
Then she came in -  
my woman neighbour:  
"Have you heard? They've killed your brother."  
"O! No! I heard nothing. I've been to church."

From *Sounds of a Cowhide Drum* (1971)



Before we take a dive at comparing those two, the term "greatest of all time" can be interpreted differently according to different perspectives. Common misconceptions when referring to the greatest of all time are the measures of how good a player is based on their skills. When mentioning the idea of "greatest" it is obvious that the players have already reached the maximum potential in terms of ability when compared to the other. Instead, we focus more on the winning and accomplishment of a player that coincide with the whole objectives of basketball.

To start off, let's compare both of their regular season stats. The data in figure 1 shows a similarity between LeBron and Jordan in terms of their overall stats for the regular season however, figure 2 shows LeBron outscoring Jordan in every aspect except for steals. In fact, LeBron at the age of 38 proves to still be one of the most dominant players on the court and the gap will widen as long as he stays healthy. Points to LeBron!

MJ	Accolades	LeBron	MJ	Totals	LeBron
6	Championships	4	1,072	Games	1,413
5	MVPs	4	32,292	Points	38,450
6	Finals MVPs	4	6,672	Rebounds	10,606
11	All-NBA	18	5,633	Assists	10,371
9	All-Defense	6	2,514	Steals	2,180
14	All-Star	19	893	Blocks	1,067
10	Scoring titles	1	2,924	Turnovers	4,935
			41,011	Minutes	53,834

In the end, Michael Jordan and LeBron James are tied when compared based on their statistics and achievements they've made during their NBA careers. While longevity wise, LeBron James is deemed more effective as he doesn't appear slowing down while Michael Jordan impacted the league more with his achievements made within a short period of time. However, it is unanimously agreed on that they are considered to be among the best of the best and ultimately, Both players are considered to be the greatest of all time each in their own respective eras and generations, Michael Jordan (1980s-2000) and LeBron James (2005s-20s).

**IT IS UNANIMOUSLY AGREED ON THAT THEY ARE  
CONSIDERED TO BE AMONG THE BEST OF THE BEST**

除隊処分とします。機械が人の代わりになるこのご時世に、この機械を理解出来ない者は不要です」

僕は最後に拳を強く握り締めた。あの少女にも気持ちはあった。そして、きっとこの名のないナンパ装置に搭載されているAIにも、感情はあるのだった。ただそれを人が理解しようとしなかった。だが、僕に何かをする力はなかった。ただ思ったことを考え、この苦い思いを抱き続けるだけだった。

除隊して数週間後、僕は以前の日常を取り戻していた。何事もなかったかのような平和な日々が続いた。ただテレビでは連日、壊れた機械の数が淡々と読み上げられた。日常生活からかけ離れたどこかで、戦争が起きていた。だが、誰も気にかけてなどいなかった。自分の生活に関係することがなく、ましてや自分が死ぬことなどあり得ないからだった。

だが、この時も機械は人間からの命令に従い、敵を武力で排除していた。死を知らない者は朽ちる最期まで、その行為を続けていた。

僕はコーヒーを飲んでいてマグカップをテーブルに置くと、窓のブラインドの隙間から外を眺めた。眼下に広がる公園では子供達が無邪気に遊び回り、それを大人達が温かい目で見守っていた。僕はそこにミサイルが落ちる場面を想像した。人は血と肉片と化し、地面は抉(えぐ)られ、見ている僕も瓦礫の山に身を投げ出すこととなる。そこに逃げる時間はあるのか？ ミサイルに気付く者はいるのか？ 本当の戦場を知らなければ、動けない。そして、知っていたとしても、生身の人間ではミサイルなど止められなかった。素直にお陀仏になるだけだった。もし、そんな憐れな僕達の死が、本当は敵国のミサイルによるものなのに、母国が引き起こした工作だと報じられれば、母は更に嘆き苦しむのだった。

携帯の通知音が鳴り、僕は思考を断ち切った。テーブルに戻り、僕は携帯を手を取った。通知が来ていたグループチャットを開くと、「可愛い」の文字が大量に溢れていた。僕は急いでチャットを辿り、原因のコメントを見つけた。知らぬ間に自分の赤子の時の写真が、グループチャットに送信されていた。

僕は携帯を押さえると、恥ずかしさで顔が真っ赤にし、思わずにその場に

want to recognize my appreciation towards my co-host, Nao. Every time we had issues to face, every time we were discouraged, we managed to support each other and encourage each other to reach our expectations. Honestly, I cannot imagine accomplishing this event without her. After completing the event, I feel like we have built more synergy and trust between each other. I will never forget every moment of this treasured journey."

Ayami- my helper at the bakesale

"A phrase that I would choose that best describes my experience in this show was "meet new people". My reasoning for the choice is that through this talent show, I was able to meet a lot of new people. For instance, the other volunteers who helped run this talent show were from DISK, which allowed me to meet students from other schools and get to know them! I also met various performers with different skills, from singers, dancers, and pianists, to students who helped as the backstage crew. Overall, it was such a great experience!"

Mr. Myers- my CAS Supervisor

"Extremely well organized and impressed with many of the people on stage. It was a shame that there wasn't as much audience. More people filling the audience seats would have been more nice and made more people aware of the event."

I am thankful for all the people who helped this event in any way at any point. This event has made me realize how far I have come in my academic career and how it allowed me to recognize my capabilities of taking initiative and taking on leadership roles. I was always scared to be the one taking action and the first step, but this event helped me grow as a person to not fear being the one starting something new and being a risk taker. This was an experience that no other subject can supply, where it encouraged me to interact with many people, both within and outside the school community, and to use various communication methods to build relationships between people. This event helped me appreciate the different people surrounding me and also helped me become more confident in myself that I can do anything if I wanted to if I commit and give everything I have.

At the end, Mau and I both looked at the audience and performers from backstage and we nearly

teared up. I was just so happy that the event turned out successful and lastly, I was able to work on this event with my childhood friend who made this day special for me. Once again, I would like to thank all people from the DISK and SOIS community who took part in this event in any shape or form that allowed us to make this event happen.

This is a valuable experience I will never forget...

ensure the ethicality of the programs that used this software, and to protect the artists' intellectual property. AI art additionally has a negative impact on the livelihood of artists. By taking away even the most menial of jobs from artists and replacing them with AI, business is taken away from artists in the already growing competitiveness of the industry, merely for the employers to save money or time. (Nanou) Another argument against AI art is that it lacks the personal emotion and expressiveness of human-made art. Artists often incorporate their personal experiences into their art, and the nuance and emotion that comes from this would be difficult, if not impossible to express in AI art. (Cansino)

The final conclusion that can be drawn from this critical investigation is that despite the revolutionary nature of AI as a development in technology, if it cannot be used ethically and as a help to artists rather than a hindrance, it should not be acknowledged as a way to create art. It should be utilized as a tool for artists to make their jobs easier, rather than as a way for people who have not put in the effort to improve their artistic skills to create "art" that is essentially a collage of the works of other artists passed off as original. Art is not a naturally gifted talent nor is it something that people require many resources beyond a piece of paper and a pencil to create. By putting in hard work, practice and effort, it is possible for anyone to create genuine and meaningful art.

**"EXTREMELY WELL ORGANIZED AND IMPRESSED WITH MANY OF THE PEOPLE ON STAGE."**



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