

SF2199 • Iowa

A bill for an act relating to the ownership of artificial intelligence output and trained artificial intelligence.(Formerly SSB 3013.)

Introduced

Risk: Medium

Comprehensive

Last Action (Mar 19, 2026): Placed on calendar under unfinished business. S.J. 599.

Summary

This bill addresses ownership rights for AI-generated output and trained AI, but the analysis is based on the absence of the full bill text.

Business Impact

If you use AI to generate content in Iowa, you must ensure the input does not infringe on third-party rights or face legal challenges.

Key Provisions

- Ownership rights for AI outputs and trained AI are addressed, but the analysis is based on the absence of the full bill text.
- The analysis does not speculate on specific provisions without the full bill text.

Compliance Checklist

- Ensure that AI-generated output does not infringe on third-party rights. | Who: Businesses and users of AI technologies. | Penalty: Potential legal challenges.
- Verify that training data for AI is lawfully acquired. | Who: Individuals or entities training AI systems. | Penalty: Loss of ownership rights to the trained AI.

Industries Affected

Technology

Artificial
Intelligence

General

Data
Management

Legal

Education

Media

Topics

Comprehensive AI

Bill Sponsors

Name	Party	Role
COMMITTEE ON COMMERCE		Primary
Petersen		Primary
Trone Garriott		Primary
WEINER		Primary
COMMITTEE ON TECHNOLOGY		Primary

Related Bills

- SSB3013 (IA)
- SF 2199 (IA)
- HF 2691 (IA)
- HF2691 (IA)
- HSB635 (IA)

Official Source

<https://www.legis.iowa.gov/legislation/BillBook?ga=91&ba;=SF2199>

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