



Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

TWENTIETH CONGRESS
FIRST REGULAR SESSION

HOUSE BILL NO. 3905



Introduced by Representative
ZIAUR-RAHMAN "ZIA" ALONTO ADIONG

EXPLANATORY NOTE

The rapid advancement of artificial intelligence (AI), machine learning, and generative technologies has significantly transformed various sectors of society, bringing about economic, educational, and technological benefits. However, these same innovations have also introduced new and complex challenges in the realm of criminality. Recent developments have shown how AI-generated media, such as deepfakes, synthetic voices, and auto-generated malicious code, can be weaponized to commit fraud, identity theft, cyberattacks, and even manipulate public discourse.

At present, the Philippine legal framework lacks sufficient tools to address the misuse of these technologies when employed to facilitate or conceal criminal acts. Although several special laws exist, including the Cybercrime Prevention Act of 2012, the Anti-Photo and Video Voyeurism Act, and the Anti-Child Pornography Act, none explicitly recognize the use of artificial intelligence or generative media tools as an aggravating factor in the commission of crimes. This gap in legislation creates a dangerous incentive structure where perpetrators can exploit emerging tools with minimal added liability.

The **AI-Aided Criminality Liability Act** seeks to address this urgent need by establishing that the use of AI or generative technologies in the commission of crimes shall be considered an aggravating circumstance. In doing so, it reinforces the State's commitment to uphold justice and the rule of law in the face of technological misuse. The measure ensures that where existing special laws provide higher penalties, such penalties will prevail. In cases where parity exists, an additional penalty will be imposed to reflect the increased danger posed by AI-aided criminality.

Moreover, this bill penalizes corporations, developers, and platforms that knowingly or negligently allow their AI systems to be used for illicit purposes. It holds accountable not just the end-users of these technologies but also those who fail to exercise due diligence in their development and deployment.

Approval of this bill is earnestly sought.



REP. ZIAUR-RAHMAN ALONTO ADIONG
1st District, Lanao del Sur



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**AN ACT RECOGNIZING THE USE OF ARTIFICIAL
INTELLIGENCE AND GENERATIVE TECHNOLOGIES IN THE
COMMISSION OF A CRIME AS AN AGGRAVATING
CIRCUMSTANCE, AND PROVIDING FOR THE LIABILITY OF
DEVELOPERS AND PLATFORMS THEREOF**

*Be it enacted by the Senate and House of Representatives of the Philippines
in Congress assembled:*

SECTION 1. Short Title.

This Act shall be known as the "AI-Aided Criminality Liability Act."

SECTION 2. Declaration of Policy.

It is the policy of the State to ensure that technological developments, particularly artificial intelligence and generative media tools, are not misused in the commission of crimes. The State recognizes the growing threat posed by the use of such technologies to deceive, manipulate, or commit acts in violation of law, and deems it necessary to establish corresponding penalties and safeguards.

SECTION 3. Use of Artificial Intelligence or Generative Technology in the Commission of a Crime.

All crimes defined and penalized by the Revised Penal Code, as amended, and by special laws, if committed by, through and with the use of artificial intelligence, machine learning systems, large language models, and generative technologies including but not limited to synthetic audio, video, image, text, or code, when inherent in the commission of such crime shall be considered as an aggravating circumstance and the penalty to be imposed shall be one (1) degree higher than that provided by the RPC as amended and special laws, as the case may be.

If the use of artificial intelligence or generative technologies is in furtherance of, or incident to, or in connection with the crime of rebellion, insurrection, or attempted coup d'état, such use shall be absorbed as an element of the crime of rebellion, insurrection, or attempted coup d'état.

SECTION 4. Liability of Legal Entities and Developers.

Corporations, organizations, or platforms that knowingly or negligently enable the use of their AI technologies or infrastructures for the commission of crimes shall be held civilly or criminally liable with a penalty two degrees higher, subject to the provisions of the Revised Penal Code, the Cybercrime Prevention Act of 2012, and other applicable laws.

If the juridical entity or natural person is a foreigner, the foreign stockholders shall immediately be deported.

SECTION 5. Non-Impairment of Existing Laws.

The provisions of this Act shall be without prejudice to the liabilities and penalties imposed under the Revised Penal Code, as amended, and special laws.

SECTION 6. Implementing Rules and Regulations.

Within ninety (90) days from the effectivity of this Act, the Department of Justice (DOJ), in consultation with the Department of Information and Communications Technology (DICT) shall promulgate the necessary implementing rules and regulations (IRR).

SECTION 7. Separability Clause.

If any provision of this Act is declared invalid or unconstitutional, the remaining provisions not affected thereby shall remain in full force and effect.

SECTION 8. Repealing Clause.

All laws, presidential decrees, executive orders, rules and regulations, or parts thereof inconsistent with this Act are hereby repealed or modified accordingly.

SECTION 9. Effectivity.

This Act shall take effect fifteen (15) days after its complete publication in the Official Gazette or in a newspaper of general circulation.