## **Teaching Journalism & Mass Communication**

A journal published by the AEJMC Small Programs Interest Group

Vol. 15 #2 (2025), pp. 70-72 https://community.aejmc.org/smallprogramsinterestgroup/publications/journals

## Preparing Students for the Marketplace and Connections to the AI Revolution

Rachel Kaplan
Seton Hill University

I am exploring a lesson about Artificial Intelligence that is relevant to mass communication. In this short teaching article, I will comment on an issue affecting the professoriate in and out of the classroom. Many organizations are encouraging humans to think with AI and lean into efficiencies that Artificial Intelligence brings. A recent article published by Forbes cited a memo sent to Microsoft employees, and using AI is no longer optional in the company. The company noted GitHub and Copilot are embedded into daily workflows. Microsoft wants employees to use AI to boost productivity, generate ideas, and problem-solve at speed. Most notably "Microsoft wants its people to treat AI not as a future concept or a tech curiosity but as an everyday co-worker" (Marr, 2025).

As an instructor in the classroom, I struggle with strategies for students to create original work and still consult with AI as a tool to make their work better. To confront this challenge, I created an assignment that is intended for students to first learn about how AI tools are creating efficiencies in organizations then explore AI tools. My goal is to highlight the human creative inputs that design AI applications.

I lecture about both the positives of AI and challenges of AI including ethical implications, environmental implications, hallucinations (Van Wynsberghe, 2021). AI powered systems can hallucinate and provide inaccurate, misleading, or nonsense output (Tilili and Burgos, 2025). Understanding AI hallucinations focuses in on the need for humans to think critically when working with AI tools. Lastly, and most important, the assignment asks students to suggest and creatively think about AI applications for ex-

isting organizations. More specifically, I ask students how do they envision working with AI once they graduate and enter the workplace?

My lecture begins with exploring the downfall of the Kodak company. Senior leaders at the Kodak company decided against investing in the digital photography revolution (Prenatt et al., 2015). The inability to adapt to innovation and technological changes are often cited for the main reason the company filed for bankruptcy (Gershon, 2013). This serves as a call to understand new technological innovations and adapt business processes to remain relevant and efficient in the marketplace.

Adapting to the Artificial Intelligence revolution is providing competitive advantages for many companies (Ahmed & Ahmed 2024). Many organizations are learning the importance of leaning into the AI revolution to transform workflows and create new ways of working in the modern world. My lecture then highlights three main case studies: Deep Brew at Starbucks, Mattel's latest AI project, and AI usage at Netflix.

Deep Brew is the AI application that transformed Starbucks. The Deep Brew AI application has provided competitive advantages for Starbucks. Deep Brew leveraged Starbucks' data and allowed employees to focus on customers and positive interactions, all while Deep Brew can schedule employees and maintain inventories (Ullagaddi, 2024). Yang (2024) notes how this application leverages big data and machine learning. The AI program is handling tasks that traditionally took in-store employees away from customers. The Deep Brew AI program is freeing up time for

employees to interact with customers more to provide a much-needed personal interaction with customers (Kotorcheviki 2021).

Mattel is fighting to stay relevant as toy sales are decreasing (Cerullo, 2025). Mattel recently announced a partnership with OpenAI whereby the experience with the brand will be transformed by the infusion of AI into products. In a recent press release about the partnership stated, "The agreement unites Mattel's and OpenAI's respective expertise to design, develop, and launch groundbreaking experiences for fans worldwide. By using OpenAI's technology, Mattel will bring the magic of AI to age-appropriate play experiences with an emphasis on innovation, privacy, and safety" (Mattel, 2025). The Mattel AI usage could entail generative AI whereby toys could potentially communicate with humans, and the AI application would generate the conversation (Pavliv, 2024). The company has been manufacturing toys for more than 80 years and the company highlights its willingness to adopt new technologies.

Netflix is a streaming company that focuses on prioritizing the customer experience. Netflix leveraged AI as an early adopter to understand and cater to customer preferences and offer relevant content to users (Abishek and Judi, 2025). Netflix leverages AI to create marketing materials and to identify people by geographic location who would be best suited to the content (Sevaslidou, Prassa, and Papaioannou, 2024). These examples highlight how companies are using the AI powered applications to improve processes.

In class after the lecture, I will ask students to begin to envision ways other companies can embed AI into their processes. I will ask students to form groups of three students and research three AI models: Gemini, Claude, and ChatGPT. I will ask students to compare their performance, limitations, and the quality of free options. In comparing the models, students will prompt the AI model with the same question in all three applications. Do you get the same response or do the models disagree? Do the AI models "hallucinate" when asked for specific references? Or do the models "hallucinate" when prompted to connect to the scholarly literature?

Lastly, and most important, I will ask students to discuss potential applications for each model in real-world scenarios, such as marketing, branding, content creation, etc. My intention is generating discussions in the classroom about the benefits and concerns Artificial Intelligence brings to the modern business

environment. In conclusion, Artificial Intelligence is affecting the professoriate and changing the market-place at a rapid pace. As an instructor in the collegiate classroom working with a variety of AI tools will begin to prepare students to succeed in the marketplace.

## References

- Abishek, M. N., & Keren Judi, E. (2025). A study on exploring consumer engagement with AI-driven experiences on Netflix streaming platform. In *International Conference on Artificial Intelligence in Commerce and Management* (pp. 93-100).
- Ahmed, M. R., & Ahmed, B. (2024). Artificial Intelligence creates competitive advantage. *Ahmed, MR, & Ahmed, BE (2024). The Business Review Journal, (30), 2.*
- Cerullo, M. (2025, June 12). Barbie maker Mattel and OpenAI partner to develop AI-powered toys. CBS News. <a href="https://www.cbsnews.com/news/openai-mattel-barbie-artificial-intelligence-product/">https://www.cbsnews.com/news/openai-mattel-barbie-artificial-intelligence-product/</a>.
- Gershon, R. A. (2013). Innovation failure: A case study analysis of Eastman Kodak and Block-buster Inc. In *Media management and economics research in a transmedia environment* (pp. 62-84). Routledge.
- Kotorchevikj, I. (2021, September 7). Deep brew: Transforming Starbucks into an AI & data-driven Company. Medium. <a href="https://medium.com/data-science/deep-brew-transforming-starbucks-into-an-ai-data-driven-company-8eb2e370af7b">https://medium.com/data-driven-company-8eb2e370af7b</a>
- Marr, B. (2025, July 8). Microsoft makes AI mandatory for employees: What it means for your career. Forbes. https://www.forbes.com/sites/bernard-marr/2025/07/08/microsoft-makes-ai-mandatory-for-employees-what-it-means-for-your-career/
- Mattel Corporation. (2025, June 12). *Mattel and OpenAI announce strategic collaboration*. Mattel, Inc. <a href="https://corporate.mattel.com/news/mattel-and-openai-announce-strategic-collaboration">https://corporate.mattel.com/news/mattel-and-openai-announce-strategic-collaboration</a>
- Pavliv, V., Akbari, N., & Wagner, I. (2024, November). AI-powered smart toys: interactive friends or surveillance devices? In *Proceedings of the* 14th International Conference on the Internet of Things (pp. 172-175).
- Prenatt, D., Ondracek, J., Saeed, M., & Bertsch, A. (2015). How underdeveloped decision making and poor leadership choices led Kodak into

- bankruptcy. *Inspira: Journal of Modern Management & Entrepreneurship*, 5(1), 01-12.
- Sevaslidou, J., Prassa, M. A., & Papaioannou, E. (2024, December). AI in marketing: Revolutionizing efficiency and personalization Netflix's AI success story. In *Proceedings of the International Conference on Contemporary Marketing Issues*.
- Tlili, A., & Burgos, D. (2025). AI hallucinations? what about human hallucination?!: Addressing human imperfection is needed for an ethical AI. *IJIMAI*, *9*(2), 68-71.
- Ullagaddi, P. (2024). From barista to bytes: How Starbucks brewed a digital revolution. *Journal of Economics, Management and Trade, 30*(9), 78-89.
- Van Wynsberghe, A. (2021). Sustainable AI: AI for sustainability and the sustainability of AI. *AI and Ethics*, 1(3), 213-218.
- Yang, W. (2024). Starbucks deep brew AI solution effect on long-term strategy implementation. *Available at SSRN 4987473*.

- Rachel Kaplan, Ph.D., is an associate professor of business and marketing at Seton Hill University, where she teaches in both the undergraduate and M.B.A. programs. Before joining Seton Hill, she was an assistant teaching professor of corporate communication at Penn State University, Fayette, where she served as the program coordinator for corporate communication and co-directed the Fayette LaunchBox, a business incubator. Her research interests lie at the intersection of AI, crisis communication, and the marketplace.
- © Rachel Kaplan, 2025. Licensed under a Creative Commons Attribution-Non Commercial-ShareAlike 3.0 Unported License