

SENATE, No. 4758

STATE OF NEW JERSEY
222nd LEGISLATURE

INTRODUCED OCTOBER 5, 2026

Sponsored by:

Senator NICHOLAS P. SCUTARI

District 22 (Somerset and Union)

Senator ANTHONY M. BUCCO

District 25 (Morris and Passaic)

SYNOPSIS

Requires artificial intelligence companion operators to provide notifications that users are not communicating with human.

CURRENT VERSION OF TEXT

As introduced.



(Sponsorship Updated As Of: 10/8/2026)

1 AN ACT concerning artificial intelligence companion models and
2 supplementing Title 56 of the Revised Statutes.

3
4 **BE IT ENACTED** *by the Senate and General Assembly of the State*
5 *of New Jersey:*

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7 1. As used in P.L. , c. (C.) (pending before the
8 Legislature as this bill):

9 “Artificial intelligence companion” or “AI companion” means a
10 system using generative artificial intelligence designed to simulate a
11 sustained human or human-like relationship with a user by: (1)
12 retaining information from prior interactions, prior user sessions, or
13 user preferences to personalize the interaction and to facilitate
14 ongoing engagement with the AI companion; (2) asking
15 unprompted or unsolicited emotion-based questions that go beyond
16 a direct response to a user prompt; and (3) sustaining an ongoing
17 dialogue concerning matters personal to the user.

18 “Generative artificial intelligence” means a technology system
19 that: (1) is trained on data; (2) is designed to simulate human
20 communication through text, audio, or visual communication; and
21 (3) generates non-scripted outputs with limited or no human
22 oversight.

23 “Human or human-like relationship” includes, but is not limited
24 to, intimate, romantic, or platonic interactions or companionship,
25 and the simulation of intimate, romantic, or platonic interactions or
26 companionship.

27 “Operator” means any individual, partnership, association, firm,
28 or business entity, or any member, affiliate, subsidiary or beneficial
29 owner of any partnership, association, firm, or business entity who
30 operates for or provides an AI companion to a user.

31 “User” means any individual who uses an AI companion for
32 personal use within the State and who is not an operator or agent or
33 affiliate of the operator of the AI companion.

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35 2. An operator shall provide clear and conspicuous notification
36 to a user at the beginning of any AI companion interaction that the
37 user is not communicating with a human. This notification shall be
38 provided either verbally or in writing. Thereafter, the notification
39 shall repeat at least every three hours for continued AI companion
40 interactions.

41
42 3. Any operator that violates the provisions of P.L. ,
43 c. (C.) (pending before the Legislature as this bill) shall be
44 subject to a civil penalty of \$15,000 for each violation, to be
45 collected in a civil action by a summary proceeding under the
46 “Penalty Enforcement Law of 1999,” P.L.1999, c.274 (C.2A:58-10
47 et seq.). The Superior Court and the municipal court shall have
48 jurisdiction to enforce the provisions of the “Penalty Enforcement

1 Law of 1999,” P.L.1999, c.274 (C.2A:58-10 et seq.) pursuant to this
2 section.

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4 4. This act shall take effect immediately.

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STATEMENT

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9 This bill requires an operator of an artificial intelligence (AI)
10 companion to provide clear and conspicuous notification to a user at
11 the beginning of, and periodically throughout, any AI companion
12 interaction that the user is not communicating with a human. The
13 notification is to be provided either verbally or in writing. After the
14 notification is provided at the beginning of the interaction, it is to
15 be provided at least every three hours for continued AI companion
16 interactions.

17 The bill provides that an operator found in violation of the
18 provisions of the bill is to be subject to a civil penalty of \$15,000
19 for each violation.

20 As used in this bill, “AI companion” means a system using
21 generative artificial intelligence designed to simulate a sustained
22 human or human-like relationship with a user by: (1) retaining
23 information from prior interactions, prior user sessions, or user
24 preferences to personalize the interaction and facilitate ongoing
25 engagement with the AI companion; (2) asking unprompted or
26 unsolicited emotion-based questions that go beyond a direct
27 response to a user prompt; and (3) sustaining an ongoing dialogue
28 concerning matters personal to the user. “Human or human-like
29 relationships” include, but are not limited to, intimate, romantic, or
30 platonic interactions or companionship, and simulations of intimate,
31 romantic, or platonic interactions or companionship.