Forum: Human Rights Council Subcommission 1 (HRC-1)

Issue: Safeguarding the rights of children in the deployment of AI technologies

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Introduction

The rapid development of Artificial intelligence (AI), has provided many benefits to several sectors of human life including education, healthcare, and entertainment. AI has increased efficiency and facilitated resource access by bringing new tools and methods to these fields. Alongside these developments, though, there is rising concern about the moral and societal implications of AI use, especially with relation to children's rights. When AI technologies are introduced into children's lives without proper protections, they pose serious concerns because they are a particularly sensitive group.

AI's historical origins can be traced back to the mid-1900s, when the idea of intelligent robots with the ability to solve problems and make decisions was first conceived. Children's lives started to be impacted by AI in unforeseen ways as algorithms become more sophisticated over the years. Early AI uses in education for kids, such customised learning programs, held up the prospect of democratising access to high-quality education. But they also brought with them problems, such as possible algorithmic biases and privacy risks associated with data collection. These concerns call into question how international frameworks, including the United Nations Convention on the Rights of the Child (UNCRC), ought to change in order to protect children's rights in the electronic age.

The UNCRC recognises the unique needs and rights of children, placing a strong emphasis on privacy protection, access to high-quality education, and safety from abuse. However, these rights are now under jeopardy due to the risks associated with integrating AI into children's life. For instance, children's data is frequently exploited by AI-driven social media algorithms and facial recognition technology in schools, raising questions about their safety and autonomy. Human Rights Watch's research from 2022 demonstrates

how AI tools have inadvertently contributed to online violence, discrimination, and exploitation. These problems highlight how crucial it is to develop a thorough framework to guarantee that kids are protected in the AI era.

This report examines the moral ramifications of AI technologies for kids, emphasising the need to protect their rights. It explores the deep effects AI technologies have on children's life and how they are incorporated into social relationships and learning environments. The difficulties presented by AI are also examined in this research, including the possibility of exploitation, improper use of data, and exposure to hazardous material. By reviewing international treaties, such as the UNCRC, and examining global initiatives, this paper aims to shed light on the responsibility of nations and organizations in addressing these issues.

In the end, even while AI has a lot of potential to improve society, its quick development calls for a parallel emphasis on ethical issues to guarantee the rights of children are protected. This paper will offer a thorough analysis of how AI might be ethically incorporated into children's life while protecting their fundamental rights by looking at historical backgrounds, contemporary applications, and potential hazards.

Definition of Key Terms

Artificial intelligence (AI)

Artificial Intelligence (AI) is technology that allows computers, machines, and software to simulate human processes such as learning, decision-making, problem-solving, creativity, and autonomy. AI systems are built on algorithms, and databases and built to recognize patterns and make predictions.

Children’s Rights

The fundamental rights that every child is entitled to include the right to life, access to education, prevention from harm, and active participation in decisions influencing their lives. These rights are established in international frameworks such as the UN Convention on the Rights of the Child (UNCRC).

Data Privacy

The protection of individuals, including children in terms of their personal data from unauthorized access, ensures control over their personal information, especially in the digital age.

Ethical AI

The development and use of artificial intelligence in a manner that is moral, including fairness, transparency, privacy, accountability, and protection of human rights An example of ethical AI in children’s apps would mean the app to not manipulate the children’s behavior through biased algorithms.

Bias AI

An AI system is said to be biased if it portrays prefatory or discriminatory tendencies, frequently a result of the AI's training and/or coding. This can lead to a negative treatment or the spread of false information to individuals (e.g., An AI-driven educational tool that favors certain languages and cultures over others, disadvantaged children from diverse backgrounds).

AI Governance

The framework and legislation around the development, deployment, and use of AI technologies, to ensure they are used ethically and responsibly.

Digital Literacy

Digital literacy is the ability to access, assess, and communicate information using technology. It encompasses abilities such as using internet platforms, critically evaluating content, and maintaining online safety.

Informed Consent

The process of acquiring an individual (or a guardian in the case of children), informed permission before gathering data particularly when using AI systems.

Accountability in AI

Accountability in AI means holding creators responsible for ensuring their systems work as designed and prioritize user safety, especially for vulnerable groups like children. For example, if an AI-powered children's game collects data, creators must transparently address its use and guarantee it doesn't cause harm.

Background Information

The rapid development and deployment of AI technologies have revolutionised many sectors such as education, healthcare, entertainment and global commerce. These advancements have introduced innovative tools, enhancing efficiency, accessibility and personalizing experiences. With the sharp incline of these technologies in our everyday lives, concerns on their impact on children's rights have simultaneously grown. Children are particularly known to be a vulnerable group, facing high risks when interacting with AI technologies, requiring the need to protect them from these dangerous risks for their well-being.

The Origins of AI and Its Role in Children's Lives

AI's integration into children's lives began in the early early 2000's with the introduction of personalized digital services and AI-driven educational tools. At first AI tools were somewhat simple, and mostly consisted of games, educational apps, and simple tools to improve learning (UNICEF Innocenti Research Centre). By customising learning resources to meet the needs of each individual student, these early exposures to AI, promised to enhance access to high-quality education. For instance, tools such as Khan Academy, and ABCmouse utilized AI to provide tailored learning experiences (OECD). While these tools were celebrated for their contributions to learning, the extensive use of AI collection in education resulted in a higher collection of personal data, which alarmed urgent concerns around data security and privacy. A major turning point was the creation of the General Data Protection Regulation (GDPR) by the European Union in 2013, which addressed privacy rights and data protection with measures related to children's permission on digital environments (European Commission).

Recently advanced features such as facial recognition, predictive analysis and automated decision-making tools have been added to AI systems. The growing implantation of these technologies in social media, schools and even smart toys has increased the risk of child explorations, abuse and rights (Human Rights watch). An example is the 2015 'Hello Barbie' doll, which had the ability to engage in conversations with children by recording and analysing their speech pattern.The doll faced severe backlash for its dangerous potential to violate privacy and manipulate children's emotions (Common Sense Media). For instance, without proper regulations or authorisation, AI-driven technology may use children's behavioural data to influence purchasing patterns or change learning outcomes. Similarly, another analysis, interactive children's toy 'Furbys Connect' was exposed for having a weak security system that left childrens data prone to hacking (Which).

In education AI became a transformative tool through the deployment of platforms such as DreamBox and Duolingo,which use it through machine learning algorithms to tailor content based on students strengths and weaknesses. These tools were proven to show significant improvement and efficiencies within engagement and learning outcomes, especially for students with diverse learning needs. However, this widespread adoption, raised questions about personal cognitive data collection and equitable access. For example, children and schools in low-income regions often lack the infrastructure to implement these technologies, preputating educational inequalities (OECD).

In addition to toys and educational tools, social media platforms and video sharing apps such as YouTube Kids have integrated AI algorithms to recommend content to young users. While the surface level benefits of enhanced user experience are highlighted through these platforms, deeper negative effects such as the prioritisation of addictive and inappropriate content to children arise. A 2019 investigation revealed that YputTubes's recommendation system frequently promoted disturbing or inappropriate videos to children in manipulation to their curiosity and unawareness, prompting public outrage and regulatory security (The Verge). The vulnerability of the situation lies in the children's unawareness of the manipulation being undergone to them due to lack of knowledge and understanding of these systems. This is why it is imperative these systems be catered to align with the requirements of the child.

Ethical and Legal Challenges in Protecting Children

AI technologies present several ethical and legal challenges surrounding children's rights. One of the most pressing issues was the collection and misuse of children's personal data collection. AI systems generally rely on vast databases that can include sensitive information about minors. For example the controversial LAION-5B dataset, primarily used for training AI models, included identifiable images of children without their consent. For instance, a particular image involved two young boys whose names and preschools were accessible publicly through the images URL, which raises alarming questions about the safety and privacy of children as the images could potentially be explored to create harmful content or deep fakes. Additanlly 'LAION-5B' is linked to various AI image generating platforms such as 'Stable Diffusion' and 'Midjourney' fueling this concern. While LAION has pledged to remove these images from their dataset, the issue still remains as AU models cannot forget data they have been trained on, raising the concern about potential use of images to reproduce in AI outputs (Human Rights Watch).

In addition to privacy violations, the inherent bias of AI algorithms poses a significant ethical challenge. AI systems are trained on biased dataset and can perpetuate and amplify systematic inequalities. For instance, in an educational setting, algorithms used to predict student performance or allocate resources were found to disadvantaged children from marginalised backgrounds. A notable example occurred in the UK in 2020, where AI-based grading systems downgraded students from low-income areas, disproportionately affecting their university admission projects (The Guardian).

Legal frameworks such as the Children's Online Privacy Protection Act (COPPA) in the United States, and the General Data Protection Regulation (GDPR) in the European Union aimed to address some of these challenges. COPPA requires parental consent for data collection from children under the age of 13, while GDPR includes the specific provisions to safeguard minors digital rights. However these laws fall short due to their lack of addressing the complexities of AI as many applications operate across multiple jurisdictions, creating enforcement challenges. Furthermore, platforms often exploit regulatory loopholes, such as labeling their services for a "general audience" to avoid strict rules (UNICEF).

The ethical challenges stem beyond data privacy and bias, as they include the immoral psychological manipulation of children, as AI-driven advertising-techniques are designed to exploit children's lack of critical thinking skills. For instance, popular social media platforms such as TikTok and Instagram, that cater to a large audience of children. are coded with sophisticated algorithms aimed to deliver targeted ads based on user behaviour. often promoting products that encourage materialism or unhealthy lifestyles. Research has shown that this deployment of content leads to long-term impacts on children's self-esteem and consumption habits as they are provided with unlimited exposure and narrow escape (Common Sense Media).

Impacts on Psychological and Social Well-Being

The psychological and social impacts of AI on children are profound and multi-layered. Social media

platforms driven by AI algorithms have been greatly linked to the mass decline in young users' mental health. A 2021 study by the Royal Society for Public Health found that platforms like Instagram and TikTok contribute to the deployment of anxiety, depression and body image issues amongst teenagers, This is due to the fact that AI algorithms prioritise content that maximizes engagement, often exposing children to unrealistic ideals such as beauty standard and harmful trends. For example, the “thinspiration” trend, which promotes extreme dieting, gained a lot of attention on AI-driven platforms, leading to increased cases of eating disorders among young users (Common Sense Media).

Another major concern is AI’s extensive role in fostering addiction. Many apps and games designed for children include reward-based systems , such as streaks or in-game achievements to encourage repeated use. Snapchat, a popular social media/communication platform amongst teenagers, uses streaked to maintain user engagement, creating a sense of obligation among young users. Additionally the popular video game Fortnite uses AI to monitor player behaviour and adjust gameplay to maximize retention, which results in compulsive and over-addicted gaming habits (OECD).

AI’s impact on social development is equally significant. Virtual assistants like Alexa and Google Assistant are increasingly exposed to children through digital platforms or home operators, in which children rely on them for compassion and assistance in tasks. While these technologies can provide valuable support, an increasing fear of over reliance on AI interaction may hinder the development of children's critical social skills. Children who frequently interact with AI may struggle to navigate personal relationships, as these systems are unable to replicate the complexity of human emotions and communication (UNICEF).

Ethical Considerations in AI Development

The ethical implications surrounding the development and deployment of AI technologies are significant. The UNICEF AI for Children Report (2020) emphasises that AI can perpetuate existing biases and inequalities if they are not originally developed with a focus on children rights. The report advocates for a child-centered framework that prioritises and ensures transparency and accountability within AI applications. Additionally it highlights the risks associated with biased algorithms that primarily affect marginalized groups especially children from lower socio-ecnomic backgrounds.

Additionally, stronger regulations are being implemented as the Children’s Online Privacy Protection Act (COPPA) requires that businesses must obtain parental consent before collecting data from children under 13. Unfortunately many AI applications work around these regulations by integrating into products that collect extensive amounts of personal data without direct consent. The barrier in enforcement raises critical questions about accountability and protection for children in an increasingly digital world making it vital for organisations and national governments to obtain a solution to this matter.

Statistics on Children’s Online Activity

Children's online engagement and vulnerability is illustrated in these statistics. 65% of children aged 9-16 in the EU use the internet daily, often interacting with social media and AI-powered platforms (European Commision). This high level of engagement correlates with increased risks of data collection and exploitation. A 2019 survey by CEOP found that 1 in 10 children aged 12-15 in the UK experienced online harassment or manipulation, much of which can be linked to AI's pervasive influence on these platforms.

Additionally, many experts want that as children grow with a reliance on AI technologies, which may cause them to develop a reliance on AI or develop a false sense of security regarding their online interactions. Many children lack understanding of privacy risks associated with sharing personal information online, making them particularly susceptible to exploitation. Contributing factors to these risks are based on the fact that AI algorithms have the potential to manipulate children's behaviour through targeted advertising or harmful content.

Educational Inequality and AI Integration

AI's integration into education has brought us beneficial tools such as Khan Academy and Google Classroom, enhancing access to quality education. These platforms personalized learning has allowed children to work at their own pace, catering to a variety of kids' needs and helping them strengthen areas of personal weakness more efficiently. For example, AI-driven adaptive learning systems have been shown to improve outcomes for students learning with disabilities such as dyslexia or ADHD, by catering to their needs (UNESCO).

However, the benefits of AI are not equally distributed to children. Schools in low income nations often lack the infrastructure and resources to implement advanced AI technologies, strengthening the digital divide. For instance, a 2021 report by OECD found that students in low-income countries were over 50% less likely to have access to AI-powered learning tools compared to peers in higher income regions. This disparity highlights existing educational inequalities, limiting opportunities for disadvantaged students to compete in an increasingly AI-driven world.

Biases in AI systems also pose a significant challenge. Perspective algorithms used in standardised testing and admission processes have been criticised for favouring students from privileged backgrounds. In one particular case, an AI system used by a U.S university to identify applications was found to disproportionately favour students of white male affluent families (The Guardian). These biases undermine the equality of educational systems, emphasising the requirement of oversight and accountability in AI design and implementation. Efforts have been made to address these challenges such as the UNESCO's AI in Education Policy Guidelines, which emphasises equality and inclusivity in AI adoption. However, achieving these goals requires sustained investments, cross-sector collaboration, and stringent regulatory frameworks to ensure that AI serves as a tool for social good rather than a source of inequality.

Efforts to address these challenges include initiatives like UNESECOS's AI in Education Policy

Guidelines which emphasises equality, equity and inclusivity in AI adoption. However, achieving these goals require sustained time and financial investments, cross-sector collaboration and stringent regulatory frameworks to ensure that AI serves as a tool for social good, rather than as a source of inequality.

Major Countries and Organizations Involved

United States

The United States is a major global contributor in both the public and private sectors, in the development of AI technologies. The US currently does not have implemented federal frameworks on AI in regards to children rights, however several states have passed legislation on addressing relevant issues. For example in California, the Californians Consumers Privacy Act (CCPA) allows parents the ability to deny data collection for children under the age of 16. Within the whole nation, the Children's Online Privacy Protection act (COPPA), monitors strict controls on collecting and processing childrens data. On a federal level, the Children's Online Privacy Protection Act (COPPA) provides strict controls on the collection and processing of childrens data, making it a requirement for parental consent for users under the age of 13. Additionally, COPPA has influenced international regulations, such as its lack of coverage on emerging AI systems that analyse behavioural data. This could eventually leave children exposed to explanation by these newer, less regulated technologies.

European Union (EU)

The EU has taken the lead in establishing strict laws regarding AI technologies. They have implemented string data protection for children through the General Data Protection Regulation (GDPR). Furthermore, included in the EU Artificial Intelligence Act are specific regulations addressing high-risk AI systems with the potential to harm or impact children and other vulnerable populations. Additionally, the EU's proposed Artificial Intelligence on high-risk AI systems, specifically including those that could harm or impact children. For instance, AI systems in education or healthcare are subject to high observation as it is vital they prioritise safety and transparency. However, these challenges remain in ensuring consistent enforcement across member states, as some countries lack the resources or infrastructures to meet these high regulatory standards.

United Kingdom

To address children's safety in regard to online exposure, the United Kingdom has put in place extensive regulations. In 2020 they introduced the 'Age-Appropriate Design Code', which is also referred to as the 'Children Code', which ensures that all online services that children are of access to, are created with their best interests in mind. All platforms must provide clear, age-appropriate information and restricted data

gathering. This includes mandates for platforms to provide clear, age-appropriate information, implement privacy-friendly default settings and restrict unnecessary data collection. Notably, the code has driven changes in major platforms such as Youtibe and TikTok, forcing them to improve their practices for young users. Despite it;s success, many argue that smaller companies lack the resources to implement these regulations, leading to uneven enforcement within the digital market.

China

With rapid developments in many fields, China is a significant contributor to the development of AI technologies. The government has implemented laws to shield children from potential negative effects of artificial intelligence, particularly within areas of online gaming and educational resources. China has implemented rigorous regulations on gaming platforms algorithms to mitigate children screen time. As well as, in order to guarantee ethical usage, China regularly reviews AI online learning bases, to ensure accurate, safe and unbiased information is being taught. For example, the government mandates strict screen time limits for minors and imposes rules on gaming companies, such as restricting gameplay for children in specific hours. In addition, China reviews AI-driven educational tools to ensure that content aligns with ethical standards and promotes unbiased learning. While these measures are effective, there are concerns that the government's control over AI systems may prioritise national interests over individual rights, raising questions about privacy and data usage in state-run initiatives.

Sweden

Sweden is a leading nation in integrating children's rights with AI technologies. The country's approach ensures that AI systems comply with the UN Convention on the Rights of the Child (CRC) by combining research and innovation with regulatory measures. In addition, Sweden has provided funding for projects aimed at creating child-friendly AI systems that prioritise learning and growth without sacrificing security. Sweden has funded projects that focus on creating AI systems designed specifically for children, prioritising safety and educational value. For example, Sweden redecoders are working in adaptive learning systems that adjust to a child's needs while maintaining strict data security. Additionally, Sweden collaborates with other EU members to GDPR and AI-specific regulations effectively, solidifying its reputation as a pioneer in child-friendly AI.

Timeline of Events

Date	Name	Description of Event
November, 1989	Establishment of	Establishment of the United Nations Convention on

	UNCRC	the Rights of the Child (UNCRC) by the UN General Assembly, adopting a comprehensive for children's rights globally.
December, 1998	Emergence of Internet Governance	The Internet Corporation for Assigned Names and Numbers (ICANN) is formed, demonstrating the growing importance of intent control and safety for children online.
April, 2000	Protecting Children's Online Privacy	The United States implements the Children's Online Privacy Protection Act (COPPA), setting regulations for data and personal information collection for people under the age of 13.
December, 2001	Global Focus on Digital Rights	The urgency of safeguarding children in digital environments is emphasized during the UNESCO World Summit on the Information Society.
September, 2018	Researching AIs Impact on Children	UNICEF initiates an investigation of AI's impacts on children, both positively and negatively, which is to set the groundwork for future policies.
April, 2019	Call for child-Centered AI Policies	UNICEF releases a memorandum titled "Artificial Intelligence and Child Rights", which advocates for frameworks for AI developments with a foundation on child rights.
February, 2020	Establishing Policies for AI Safety	UNICEF releases a document called "Policy Guidance on AI for Children", that highlights privacy and safety measures while laying forth nine requirements for child-centered AI.
October, 2020	Integrating Children's Rights And Governance	By recognizing shortcomings in current AI frameworks that disregard children's needs, the Alan Turing Institute, launched efforts to incorporate children's rights into AI governance.
April, 7-8th, 2022	Launching a New Strategy for Digital Rights	The "Level Launching Conference on the Council of Europe Strategy for the Rights of the Child" is held by the Council of Europe to introduce a new strategy that centers on the impact of digital technology on children's rights and identifies gaps in legislative

		frameworks with reference to artificial intelligence.
November, 2022	Launch of ChatGPT	OpenAI launches ChatGPT, an advanced AI generating platform.
March, 2nd, 2023	Highlighting Participation Rights in AI Development	An article titled "Children's Right to Participation in AI" is published by IOS press, develing into inadequate policies regarding children's exposure to AI across the US and Europe.
August, 5th, 2024	Ongoing Research and Collaboration	The Alan Turing Institute highlights the need for more study and cooperation with stakeholders, while addressing ongoing initiatives to incorporate children's rights in AI governance.

Relevant UN Treaties and Events

- United Nations Convention on the Rights of the Child (UNCRC), 20 November 1989 (A/RES/44/25)
- United Nations General Assembly Resolution on the Rights of the Child, 10 December 2000 (A/RES/55/79)
- Optional Protocol to the Convention on the Rights of the Child on the Involvement of Children in Armed Conflict, 25 May 2000 (A/RES/54/263)
- Optional Protocol to the Convention on the Rights of the Child on the Sale of Children, Child Prostitution and Child Pornography, 25 May 2000 (A/RES/54/263)
- UNICEF's Policy Guidance on AI for Children, 2021
- UN Human Rights Council Special Rapporteur on Privacy Report, 2021 (A/HRC/46/37)
- Council of Europe Strategy for the Rights of the Child, April 2022
- European Commission Guidance on AI and Children's Rights, 2022
- UNICEF's Call for a Child Rights-Based Framework for AI, February 2020

Previous Attempts to solve the Issue

The protection of children in context to artificial intelligence has been subject to numerous international treaties, legislative measures and cooperative research projects in the past. The 1989 United Nations Convention on the Rights of the Child (UNCRC), which upholds children's rights and protects them from exploitation and abuse, is one of the founding texts. While the UNCRC has

successfully established universal norms for child protection, its regulations were created before the rise of digital technologies, dismissing the complexities introduced by AI. This has created a significant gap in its effectiveness to monitor AI giverance. Article 16 of the UNCRC, which protests a child's right to privacy, lacks specific guidelines and measures as to how to handle the extensive exposure of children in relation to AI technologies and their invasion behaviours. Despite the effects of AI only recently being investigated, the UNCRC, has played a significant role in establishing International norms on child protection. However, as mentioned in a 2020 UNICEF analysis, this foundational treaty has yet to translate into concrete AI-specific frameworks, as most countries have been slow to integrate digital technologies and AI-related protections into their domestic laws.

UNICEF and other organizations have been leaders of change in recent years, to incorporate children's rights in AI governance. For example the purpose of the UNICEF Policy Guidance on AI for Children is to set guidelines and regulations that ensure children's safety and security as a top priority while developing AI. However, its non-binding nature limits its effectiveness. For example, while countries like Sweden and Finland have embraced parts of this guidance in their national AI strategies, major global players like the United States and China have yet to formally adopt these practices. Additionally, the recommendations highlight the importance of AI transparency particularly with children's interactions with automated tools. However, the adoption rate of these measures remain inconsistent, raising concerns on their practical impact. One significant collaboration is the initiative between UNICEF and the Alan Turing Institute that have aimed to map current legal frameworks and pinpoint sectors where children's rights are not sufficiently safeguarded in connection with AI systems. Shortcomings have been highlighted by their collaboration, including the absence of standardised procedures to evaluate AI algorithms for any child prejudice.

Emerging issues with AI technologies have also put legal systems to the test. Federal prosectours in the United States charged a person in May 2024 with exploiting artificial intelligence (AI)-generated photos to create child sexual abuse material (CSAM).This groundbreaking case emphasizes the the urgent need to update the existing legal frameworks to address the unique challenges posed by generative AI technologies. For instance, while AI-generated CSAM clearly violates ethical standards, many jurisdictions lack specific provisions to prosecute its creation and distribution, revealing a critical gap in legislative coverage.

There is a strong call for governments, tech companies, and civil society to work together to close legal gaps and create strong regulatory measures that put children's welfare first in an increasingly digital world as debates about how AI may affect children's rights continue. For instance, the European Commission recently unveiled new rules on AI accountability and transparency that, if approved, may act as a template for safeguarding children around the world. Critics counter that such methods run the risk of being underutilised if enforcement authorities are not adequately funded. It is imperative to give children's rights first priority when developing policies since their use of AI affects their capacity to interact with the digital world in a safe and efficient manner.

Possible Solutions

Strengthening Regulatory Framework for Children's Data Protection

Governments should take the approach of enhancing laws like COPPA to address children's digital vulnerabilities and ensure enforcement on all platforms. Collaboration between countries would be beneficial to create a universal standard for children data protection, simplifying international enforcement and ensuring accountability for multinational cooperates.

Promoting Ethical AI Development

AI developers should prioritise children's rights during the design stages. Child-centered, transparent AI solutions can be encouraged through partnerships between tech companies, advocacy groups and policymakers. Additionally, prioritising research into bias mitigation can prevent inequalities and promote fair treatment for all children.

Enhancing Digital Literacy and Awareness

Digital literacy and awareness can be enhanced by introducing school programs teaching privacy, safety and data sharing consequences. As well as training can be shared with parents on AI's impacts. Collaborations with tech firms to create accessible educational materials, ensures both children and families are informed.

Advocating for Transparency in AI Development

Makes it mandatory that companies disclose data practices and submit annual children protection compliance reports. Establish independent oversight organizations to monitor ethical adherence and build trust through AI transparency.

Encouraging ChildCentered Design in Technology Development

Ensures that within AI development, the developmental needs of educators, psychologists and children are met. Incentivize companies to prioritise ethical, innovative designs for children through grants and recognition programs, fostering a market for safe technology.

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