



Agenda - Protecting Children's Privacy and Safety in the Digital Age

UNICEF



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LETTER FROM THE EXECUTIVE BOARD

Namaste Delegates,

It is with immense pleasure that we invite you to the 11th iteration of The Shishukunj Model United Nations Conference. As bureau members, we are committed to maintaining the high standard of excellence that has been the common tradition, and we are privileged to serve as the Bureau of the United Nations International Children's Emergency Fund. Please feel free to reach out to us with any questions or concerns, as we are here to help whenever you need.

For this year's conference, our agenda is "Protecting Children's Privacy and Safety in the Digital Age", which revolves around addressing the opportunities and challenges that the digital world presents for children. The Bureau would like to make it absolutely clear that any form of plagiarism or A.I. shall not at all be tolerated. Delegates must submit their own original work and will be required to put forth all the resources they have utilised.

This guide is written to provide you with a kickstart to your research process. The bureau expects all of you to dive deeper into the agenda after you have read the entire guide thoroughly, explore the web, and then gather useful resources to share with the entire committee and us.

This guide is an essential resource for all delegates, and hence it is crucial for all delegates to read the guide extensively. All delegates need to be well-versed in all the topics with respect to their portfolios. Argumentations which will produce results will require thorough research, being able to persuade and reason, and a confident presentation of the facts. Just concentrate on your research and confidently communicate your findings, and if done well, your ideas will naturally be understood. We can't wait to meet you all and watch your brilliant brains come to life at once.

Wishing you all the very best for the conference!

Yours sincerely,

Atharv Verma, Chairperson

Jiya Porwal, Vice Chairperson

Preeyanshi Popli, Rapporteur

INTRODUCTION TO THE COMMITTEE

The United Nations International Children's Emergency Fund, now officially known as the United Nations Children's Fund (UNICEF), is a humanitarian-focused agency of the United Nations, established on 11 December 1946. It was created by the United Nations General Assembly to provide emergency food and healthcare and support to children and mothers affected by World War II; however, its mandate was extended to meet the long-term needs of mothers and children in developing countries worldwide four years later, in 1950. It became a permanent part of the United Nations System in 1953.

UNICEF is committed to the protection of children's rights and their welfare globally. It addresses critical issues such as child labour, access to education, mental health, and malnutrition, as well as digital safety. It works to ensure that children are protected from violence and exploitation and have access to basic amenities like clean water, nutrition and healthcare. Balancing political, technological and economic changes across countries along with children's rights is one of the major aims of the committee.

UNICEF works closely with governments and international organisations such as INTERPOL and the WHO to effectively implement its programmes. It serves as a platform that encourages diplomacy and cooperation in order to develop practical solutions for safeguarding the well-being of younger generations.

INTRODUCTION TO THE AGENDA

The agenda for UNICEF this year is “*Protecting Children’s Privacy and Safety in the Digital Age*”. The twenty-first century has fundamentally transformed childhood. Today, over 175 million children between the ages of 5 and 17 are online, and they carry smartphones before they even start carrying textbooks. They form friendships, build identities and understand the world through screens and platforms whose architectures were designed not for their well-being but for their engagement. It also exposes children to seriously harmful risks such as cyberbullying, addiction to inappropriate content and data misuse, and at the global level, millions of children interact with these platforms daily, but often without required safeguards and awareness.

The results will require practical solutions. Governments are basically doing nothing, and children themselves are speaking about exploitation, anxiety and feeling unsafe in spaces which they cannot avoid, and the international legal framework designed to protect them remains outdated. A child in Sweden has vastly more legal protection online than a child in Africa. A platform banned from targeting minors in Europe can do so freely elsewhere. A predator in one country can reach a child in another with near-zero consequences.

This agenda addresses these rapidly growing concerns and seeks to address them. The agenda explores responsible digital governance, regulations on technology companies and the promotion of digital literacy among children. The agenda seeks to ensure that children have access to a safe digital space where they are not constantly threatened.

As the internet becomes a huge part of children’s everyday lives, this agenda pushes people and governments to make platforms more reliable for children. It believes that ensuring that technology remains a tool for empowerment rather than a source of harm is a collective global responsibility of both nations and organisations.

KEYWORD

1. Optional Protocol – An optional protocol is an extra agreement that gets added to an existing main treaty.

2. Cyberbullying – Cyberbullying is using digital devices like phones or computers to intentionally scare, anger, or embarrass someone. It includes sending hurtful texts, spreading rumours on social media, or posting embarrassing photos to make someone feel bad or unsafe.

3. Exclusion - Exclusion is the act of keeping someone or something out, or the state of being deliberately left out of an activity, place, or group. In simple terms, it means drawing a line so that certain things or people are not included.

4. General Comment – A general comment is a broad statement that talks about a whole topic instead of focusing on small details.

5. Online Predators – A bad person on the internet who uses a fake identity to trick kids into doing unsafe things. They usually pretend to be nice or share your interests, but their goal is to gain your trust and manipulate you.

6. Platform Responsibility – This means the duty digital spaces (like games, apps, and social media) have to keep their users safe, fair, and respectful.

7. Deepfakes – A deepfake is a fake photo, video, or audio recording made using artificial intelligence (AI). It makes it look or sound like someone is doing or saying something they never actually did.

8. Ratified – To give formal, official approval or legal sanction to an agreement, contract, or amendment, making it officially valid and binding

9. Propaganda-Propaganda is biased or misleading information used to promote a specific political cause or point of view

PAST ACTIONS

1) Lanzarote Convention - 2007

Established in the year 2007, the Lanzarote Convention is a treaty formed by the Council of Europe, which requires all its member states to criminalise all forms of child exploitation and is the first treaty in history to specifically address child assault occurring within the home or family. Article 23 of the Convention specifically addresses the issue of child exploitation and covers social media platforms and any other channels used to approach and manipulate children. It acts as a model for what a digital child safety treaty should be like, but its main challenge is expanding it to address all the different kinds of harm children can face.

2) Budapest Convention on Cybercrime

The Budapest Convention was the world's first international treaty related to cybercrime; negotiated through the Council of Europe, it came into force in the year 2004 and has been ratified by 68 countries to date. It shared a legal framework requesting signatory states to criminalise a defined set of cybercrimes, which included

1. Illegal access to computer systems
2. Data Interference
3. Computer Fraud
4. Child exploitation offences

This convention matters because it proves that countries can cooperate through binding laws to combat cybercrime across borders. Nations have done so, and it actually works. However, it illustrates the core challenge that committees face when forming a treaty: although work started in 2001, it came into effect in 2004 and has required amendments ever since.

ONLINE SAFETY AND DIGITAL PROTECTION OF CHILDREN

Is the internet truly a safe place for children? The answer to this question is both yes and no. Though the internet has many advantages and gives children a lot of opportunities for education, entertainment, and communication, it at the same time also exposes them to several risks and safety challenges.

Online safety refers to protecting children's personal information and online interactions while using the internet. As children spend more time online for learning, gaming, and socialising, they become more vulnerable to threats such as scams, harmful content, and strangers. Because many children do not fully understand online risks, ensuring their safety on digital platforms has become a major global concern.



7.1 Online Harassment, Harmful Content & Platform Responsibility

One of the biggest issues related to the digital world is online harassment. Online harassment is basically when someone uses the internet to intentionally target, scare, or humiliate a person. It may be in many forms, such as cyberbullying, sending hateful messages, making threats

(blackmailing), exclusion, spreading false and mean rumours or sharing someone's private information without permission, impersonating others online, and targeting individuals based on their identity or personal traits.

Such incidents are very common on social media platforms like Instagram, Snapchat, and TikTok; messaging apps, which include WhatsApp and Telegram; gaming platforms such as Roblox, Fortnite, and Minecraft; and many more online spaces. Since many people can hide their identity online, it often becomes difficult to identify those responsible.

Another major issue is harmful content. Children, while using the internet, may come across violent, hateful, inappropriate content and fake information, which can massively affect their thinking, behaviour and overall online experience.

Children also become easy targets of online predators who often pretend to be very friendly individuals or even children themselves. For example, an online predator might create a fake profile and pretend to be a 13-year-old gamer, and may gain a

child's trust through online games or social media, and then persuade them to share their personal information or private photos. They may take advantage of the child and try to obtain personal information or engage them in unsafe interactions.

Who should be responsible for keeping children safe online? Well, platform responsibility is key here.

7.2 Protection of children's data, cyberbullying and AI's impact on children's minds

Whenever a child makes an account or avails himself or herself of the services which are provided on the Internet, he or she will end up providing some of their personal details, which may be their names, age, date of birth, their preferences and possibly their location too. Although the information collected may help provide better services, it could also end up being abused and put out into the public domain if it gets leaked.



One of the famous examples is the fine levied on TikTok by the United Kingdom after it was found to collect data from children under the age of 13 without the consent of their parents. As a solution to this problem, many governments around the world have adopted legislation to ensure the safety of children's privacy. For instance, COPPA (Children's Online Privacy Protection Act), passed in the USA, is one such act that requires web and application developers to seek consent from parents before collecting any personal data of children under the age of 13. GDPR (General Data Protection Regulation), in Europe, is another such piece of legislation.

Another concern is that many children spend too much time online. Apps and websites often use notifications, videos and recommendations to keep users on their screens. This can reduce the time children spend exercising, playing outdoors and interacting with family and friends.

On the other hand, artificial intelligence (AI) is becoming an increasingly significant part of kids' lives. AI is widely used in chatbots, virtual assistants,

recommender systems, and educational applications. It enables children to gain knowledge, answer their questions and makes education more personalised and exciting.

However, artificial intelligence also has risks. It can spread false or misleading information, and tools like deepfakes and voice cloning can create fake images, videos, and audio that appear real. These technologies can be used to spread misinformation, harass people, or deceive children. As technology continues to advance, it is important to protect children's privacy, safety, and well-being online.

STRENGTHENING INTERNATIONAL FRAMEWORKS AND GLOBAL COOPERATION

The digital world currently is infinite; it has no borders to protect it. A person sitting in India can be targeted by a random predator living in the United States through a platform based in France with servers connected in Singapore. The takeaway point from this is who to blame and which country's laws will be applied. Is there someone responsible, and who will actually investigate these cases? This is the fundamental problem of this sub-agenda. Right now, child protection is like a patchwork – strong in some countries and weak in others, and basically non-existent in some. Platforms exploit this inconsistency, and the result is innocent children getting harmed and paying the price.

8.1 Global Agreement and Treaty Development

To understand this, we need to understand what a treaty is. A treaty is a formal, legal agreement between two countries. Once ratified by participating states and after meeting entry-into-force requirements, a treaty becomes legally binding on those states. However, unfortunately, there is not a single international treaty which specifically governs children's safety in the digital world. Negotiating a treaty is very difficult, as it requires consensus (agreement) from various countries, and once a global agreement between all the countries is established, a treaty is created.

For a treaty to be effective, it would of course require global agreement from almost all the countries and must include several key elements. For instance,

- A universal minimum age standard should be set so that companies cannot simply operate differently, and no one has a significant advantage over the other.
- Secondly, mandatory data protection provisions should be created for children, requiring the parental consent before children use specific social media platforms the use of specific social media platforms,
- Lastly, a cross-border enforcement mechanism should be set up in place.

8.2 Review of the United Nations Convention on the Rights of the Child (UNCRC)

The United Nations Convention on the Rights of the Child (UNCRC) is the most widely accepted human rights treaty in history. Adopted in 1989 and ratified by 196 states and entities, it is one of the most universally accepted international treaties and establishes the fundamental rights of every child, including

- the right to protection from exploitation and abuse,

- the right to privacy,
- the right to access information, and
- the right to be heard in decisions that affect them.

The problem with UNCRC is that it was created the same year (1989) the World Wide Web was created, and the creators of this treaty wouldn't have expected things like social media, cyberbullying, and data harvesting. This means that the treaty does not provide specific legal mechanisms to address these violations online.

In 2021, the United Nations Committee issued General Comment No. 25 on children's rights in relation to the digital environment. This was significant as it formally explained what countries should do to protect children online. However, a general comment is just simple guidance and not actually a law. So, it just clarifies how the treaty should be explained instead of actually amending it.

8.3 Role of International Organisations

The truth is, no country can simply solve its children's digital safety alone, and therefore, international organisations matter. The problems are global; criminals operate across every border, and children become victims regardless of their nationality. There are various international organisations which work to ensure that every child is safe; some of them are as follows -

- 1) INTERPOL - Established in 1923, the International Criminal Police Organisation has its specified Crimes against Children (CAC) unit, which coordinates a series of international operations and regional projects aimed at ensuring that every child is protected.
- 2) ITU - The International Telecommunication Union is the UN's specialised agency for information and communication technologies. It runs the Child Online Protection initiative, which provides technical tools to those countries which don't have existing digital safety infrastructure, which basically helps to protect data, networks and devices from cyber threats.
- 3) UNICEF - UNICEF is the UN's dedicated children's agency and the most important organisational actor on this agenda. In the digital safety space, UNICEF runs the Child Online Safety global initiative, which focuses on digital issues and works directly with governments to develop national child protection frameworks. The primary challenge is not the lack of organisations. It's the lack of coordination amongst these organisations. Without quick action, platforms keep evading responsibility, and child predators continue slipping through the cracks. Meanwhile, the children with the least protection are at huge risk. Every passing year lets more kids down. So, a shift needs to happen now, and it requires urgent attention.

PSYCHOLOGICAL IMPACT ON CHILDREN AND THEIR MENTAL HEALTH

The rapid expansion of the digital world and increased internet exposure of children raises a complex problem which has to be thought about: the effect of the internet on their mental health. While technological developments have created numerous opportunities in various fields, they have introduced psychological and emotional problems for children globally. Constant exposure to social media platforms has been linked to low self-esteem, anxiety and isolation among children across the world.

The growing influence of digital platforms on children and excessive exposure to unreal beauty standards, trends, frequent vacations and luxury brands has created a fear of missing out, often referred to as “FOMO” among children and adolescents. It has forced them to maintain a perfect digital identity and seek constant online validation. One’s life as portrayed on the internet is often far different from reality. Partying every weekend, taking five vacations a year, owning every luxury brand and living a perfect “aesthetic” life have been normalised by the internet, having a great impact on children and it fools their perception of reality.

As we move on, the rise of algorithms and excessive screen time impacts children’s attention spans and their lives. Children who also lack digital literacy and parental supervision are subject to manipulation and online exploitation.

9.1 Digital Addiction and Behavioural Manipulation

Digital addiction is when individuals become excessively dependent on digital devices and content. Digital addiction, just like other addictions, can negatively affect a person's daily life activities, social relationships and psychological health. Social media apps and streaming platforms are designed to keep users engaged through algorithms, notifications, and reward-based features, often leading to excessive use among children.

Children experiencing digital addiction often display poor academic performance, sleep deprivation, significantly reduced attention span, irritability and social withdrawal (when a person starts avoiding friends, family, or social activities and prefers to spend most of their time alone).

A major cause of digital addiction is the way online platforms are designed to keep users engaged. Features like endless scrolling, personalised content, advertisements, and rewards encourage children to spend more time online. These features can also affect how children think, feel, and see themselves.

The problem becomes worse when children lack digital awareness, receive little parental guidance, and are not protected by strong online safety rules.

9.2 Mental Health Effects of Social Media Exposure

The rapid growth of social media sites like Instagram, Snapchat, and TikTok has drastically changed how kids interact with the world. Though social media platforms create opportunities for social expression, creativity and access to information, it can also contribute to negative mental-health outcomes as children gain more social presence and affect their mental health.

Social media platforms often idealise unrealistic lifestyles, creating feelings of insecurity and inadequacy among young users. They tend to constantly compare themselves with their peers and influencers online, which leads to low self-esteem, anxiety, and identity-related concerns. These worries have been further intensified by the need for online validation via likes, comments, shares, and follower counts.

Moreover, threats like cyber-bullying and harassment add to the problem, with victims facing long-term mental health consequences, anxiety and distress. The severity and frequency of such behaviour are often made worse by the anonymity offered by internet platforms.

9.3 Exposure to Harmful Content and Psychological Trauma

As children increasingly engage with digital platforms, they are exposed to a large amount of online content that can be harmful to them, thus resulting in long-lasting psychological consequences. Harmful online content includes violence, disturbing images, hateful messages, false information, online abuse, extremist ideas, unfair treatment of certain groups, and content that is not suitable for children.

Exposure to such content at such an age, where they fail to completely process or analyse it, can gravely affect their development and understanding of critical issues. It

also hampers a child's emotional growth and overall well-being. Children who are repeatedly exposed to violent and abusive content often tend to become more aggressive.

Moreover, the effect is amplified when platforms keep recommending such content to children, and they keep on consuming it, making it difficult for them to get out of the habit, even when they want to. Children, at the vulnerable age they are, are more affected by such content than anyone else. Their mental health may deteriorate, and it also contributes to psychological trauma. Adequate safeguards and parental supervision are the need of the hour.

BUILDING A SAFER DIGITAL WORLD FOR EVERY CHILD

After understanding the various online risks faced by children, an important question arises: how do we create a safer digital world for all kids?

Making the internet safe for everybody is a collective responsibility. This means that governments, institutions, organisations, as well as individuals, should come together to protect children in the internet age.

The government can enact stricter laws that would help to protect their personal information and make any kind of cyberbullying a punishable offence. The government could also seek cooperation from other nations, as most online platforms exist globally.

There is a major role to be played by technology firms and digital platforms. Age verification systems can be strengthened, abusive content should be deleted immediately, and privacy settings must be set as the default to make platforms safe for young users. Moreover, children's personal data should not be used to show them advertisements based on their online activities, interests, or behaviour.

Another way to create a better environment is for schools to address the issue by educating children on digital literacy and online safety. The second stakeholder in this case is parents or guardians, who can get involved in their kids' online activities by discussing internet safety, setting healthy screen time limits and encouraging open communication whenever their child needs.

International organisations such as UNICEF, WHO, and INTERPOL can help countries work together and share best practices to protect children online and ensure their safety and well-being.

10.1 Promoting Digital Awareness and Cyber Safety for Children

Before the rise of digital technology, preparing children for the future mainly meant teaching them how to read, write, and develop basic life skills. Today, however, one more essential skill is needed—the ability to use the digital world safely and responsibly.

Digital awareness and cyber safety are not simply about teaching children to avoid strangers online; instead, it includes a far broader set of knowledge, skills and behaviours that together enable a child to participate in the digital world without being exploited, manipulated and harmed by it.

Education is one of the most effective tools available to protect children online. By raising awareness and promoting digital literacy, more children, parents, and educators can learn how to recognise online risks and stay safe. Many countries have introduced initiatives and educational programmes to ensure that children have the knowledge and skills needed to protect themselves in the digital world. Some notable examples include:

1. Estonia is widely regarded as the global leader in digital education. They have introduced digital literacy into its national curriculum in the early 2000s and have since then progressively expanded it.
2. Finland integrates digital literacy and media criticism across all subjects rather than treating it as a simple, normal class. Finnish students are taught from an early age to question sources, identify bias and to understand how digital media shapes perception.
3. The United Kingdom's national framework sets out the digital knowledge and skills children should have at each stage of their education, which vary from online relationships and privacy to cyberbullying and digital wellbeing.

Studies show that children who receive digital literacy education are less likely to engage in unsafe online activities, more likely to report harmful experiences, and better able to protect their personal information.

This issue is especially important in developing countries, where online safety laws are often weaker, parents may have limited digital knowledge, and children are entering an increasingly digital world without adequate preparation.

10.2 Strengthening Ethical Technology

As technology becomes increasingly integrated into daily life in the daily lives of children, it is time we make sure that it is developed with children as critical users in mind, and their privacy and safety are not taken lightly. Ethical technology refers to the development and implementation of technology in such a way that it prioritises human rights and is safe and transparent. With children facing such technological threats, with their data and mental health at risk, ensuring that technology is deployed responsibly is a must. Global technological advancements should not come at the expense of the privacy, mental health and safety of children.

Strengthening ethical technology requires establishing mechanisms that minimise data collection, regulate content consumed by minors, put limits on targeted advertisements, and focus on user safety, too, instead of just maximising profits.

It is the collective responsibility of governments and tech companies to make sure that navigating through the digital world is a safe experience for every child, and no one has to face serious consequences because of it. Their products and services should not negatively impact the online environment by reinforcing stereotypes or exposing children to harmful propaganda.

CASE STUDIES

Case Study 1

USA - COPPA Law (Children's Online Privacy Protection Act)

As the use of the Internet increased through the 1990s, several websites began collecting private information from children without the knowledge of their parents. Research conducted around the same period revealed that almost 89% of children's websites were collecting personal data, whereas very few websites offered adequate privacy notices.

To solve this problem, the Children's Online Privacy Protection Act (COPPA) was enacted in the US in 1998, becoming effective from April 2000. This act was enacted and implemented by the Federal Trade Commission (FTC). It protects children younger than 13 years old from the violation of their privacy.

According to COPPA, websites and online apps aimed at kids are required to get parental consent (permission from parents) before they can collect any personal information, such as the children's name, photograph, address, videos, and other necessary details. Online services must provide transparent privacy policies and collect the minimum information required.

With the development of technology, COPPA was amended in 2013 to cover smartphones and mobile apps. Under the new regulation, companies had to ensure the security of children's data while storing it and delete the data that was no longer required.

Various large technology firms have also been taken to court due to violations of the COPPA Act, some of which are as follows:

- TikTok (previously known as Musical.ly) has paid \$5.7 million in fines for illegal data collection from underage children aged below 13 years.
- The company YouTube paid fines totalling \$170 million for targeting children with ads through their viewing data.
- Meanwhile, Epic Games agreed to pay penalties of \$275 million after the firm violated children's privacy rights.

To improve security in the virtual world, there has been a suggestion made for COPPA 2.0, which will include the protection of children under 17 years of age and stronger restrictions on businesses collecting kids' information.

The case study on COPPA reveals that good laws do protect the online privacy of children, which helps in making the world a better and safer place for everyone, as effective law enforcement, age verification, increased platform responsibility, and global collaboration are a must for ensuring that children stay safe in the digital environment right now.

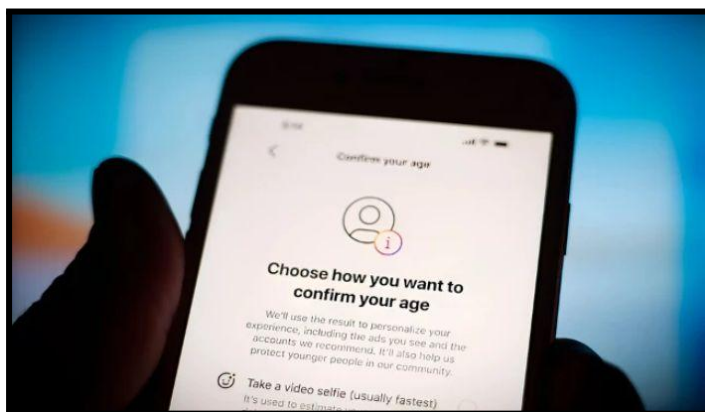
Case Study 2

11.2 Australia - Online Safety Act 2021

Australia is often seen as a global leader in online child safety. Through its Online Safety Act of 2021, the country strengthened protections for children online by creating the eSafety Commissioner, an independent body that can investigate harmful content, order its removal, and take action against platforms that fail to protect users. The law also introduced measures to reduce cyberbullying and improve online safety standards.

In 2024, Australia introduced a new law banning children under the age of 16 from using social media platforms. The aim was to place greater responsibility on technology companies to protect young users rather than leaving the burden entirely on parents and families. As a result, major social media companies were encouraged to develop stronger age-verification systems.

Australia's experience shows that governments can play an important role in improving online safety for children. However, online threats do not stop at national borders. While national laws can make children safer within a country, international cooperation is still needed to protect children everywhere in the digital world.



Australia's Online Safety Act 2021 strengthened protections against harmful online content and empowered the eSafety Commissioner to take action against platforms that fail to protect users.

CONCLUSION

The digital age has gifted this generation of children with access, opportunity, and connection on a scale never seen before. However, it has equally exposed children to harm, exploitation, and psychological damage on a scale the world was totally unprepared for. The work of this committee sits at the intersection between the two above, and it ensures that it does not come at the cost of a child's safety.

The path forward in the digital world is neither simple nor difficult. However, it demands legal international frameworks with real enforcement; platforms that are held accountable rather than just being let go; self-regulation that is necessary; education systems that equip children to navigate the digital world safely; and a genuine commitment from every nation to prioritise children's safety over the country's profit. The gaps in the existing law right now are not accidents; they are the result of political inaction and a collective failure to meet children's safety demands.

This committee has the opportunity to be different. The resolutions passed here, the alliances formed across blocs, and the solutions proposed in this room have the potential to contribute to a world where a child's safety online is not determined by the country they were born in, the platform they happened to use, or the resources their family has access to. That is the standard this committee must hold itself to, and it is the only standard worthy of the children this agenda exists to protect.

EXPECTATIONS

Being a part of UNICEF demonstrates your commitment to addressing some of the most important challenges of our time. This agenda has a diverse set of a variety of issues, which certainly include the safety, privacy, and dignity of children in an unregulated digital world.

While the executive board has confidence in your abilities as delegates, our expectations of you are accordingly very high. You are all representing nations whose children are living the reality of this agenda. Your work must be based on credible research regarding your specific policy. Delegates are required to show appropriate behaviour, follow the procedures, and maintain respect and sensitivity to the issues affecting millions of people.

Non-negotiable requirements state that all original work must be original. The use of any artificial intelligence (AI) tools, and the use of AI in position papers, draft resolutions, or speeches of any form, is absolutely forbidden. All such actions are necessary to this committee and will, if discovered, have serious consequences.

Lastly, we ask each of you to remember what the committee actually represents. A strong reminder that this is not just a simulation, but real life is at stake here. This is a genuine opportunity to think, debate, and lead on issues that matter. The children of this digital age deserve people who take that responsibility seriously, and we certainly look forward to seeing each of you rise to that challenge.

QUESTIONS A RESOLUTION MUST ANSWER

Q1.What specific obligations must digital platforms fulfil to ensure the safety of child users on their services?

Q2.What rights do children and their guardians have over data already collected, and how must platforms honour deletion requests?

Q3.How should platforms be held accountable when they fail to protect children, and what penalties are proportionate and enforceable?

Q4.How should nations without existing data protection frameworks be supported in developing one?

Q5.How can AI-generated deepfakes and fake content targeting children be detected and removed quickly?

Q6.How should governments fund and scale mental health services specifically addressing the psychological consequences of children's digital lives?

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