



UNICEF

*United Nations
Children's Fund*

Official Study Guide



AGENDA

Addressing the usage of emerging technologies and artificial intelligence in terms of children's rights and safety

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Letter from the EB

Dear Delegates,

Welcome to the United Nations Children's Emergency Fund committee at JBCN Oshiwara MUN 2026. As the dais of UNICEF, we are excited to welcome you to the committee. Every delegate brings a different perspective to debate, and we look forward to seeing the discussions and solutions that emerge over the course of the conference.

This year, our committee will be discussing the usage of emerging technologies and artificial intelligence in terms of children's rights and safety. As technology becomes a larger part of everyday life, questions surrounding its impact on children become increasingly important. The agenda has been curated to facilitate fruitful debate throughout the course of the MUN, while requiring delegates to explore various perspectives of the issue.

This study guide has been prepared to help you begin your research and familiarise yourself with the topic. However, it should only serve as a starting point. We encourage all delegates to go beyond the information provided, explore a variety of credible sources and develop a strong understanding of both the agenda and their country's position.

Above all, we hope to see delegates actively participating and making the most of the committee experience. Strong debate isn't simply about defending your own position, but also about understanding the perspectives of others and developing better solutions.

We encourage all delegates to maintain a harmonious and productive environment throughout the conference. Should you require any clarification before the conference, feel free to reach out to us. We would be glad to help in any way we can.

We look forward to meeting all of you at JBCN Oshiwara MUN 2026 and can't wait to see what this committee achieves!

Radhika Banerji
Director

Shaurya Bhateja
Assistant Director

Shlok Dedhia
Moderator

Introduction to the Committee

The UN General Assembly originally launched UNICEF in 1946 as a temporary band-aid to deliver emergency relief to children shattered by World War II. But the chaos didn't stop when the war ended. It quickly became clear that global youth were drowning in a mountain of other systemic issues: deep poverty, rampant disease, a lack of classrooms, exploitation, and deep-seated discrimination. In response, UNICEF permanently widened its scope.

Today, UNICEF operates on the ground in over 190 countries and territories, making it one of the UN's most fiercely active arms. At its core, UNICEF exists to protect and fight for the basic rights of every child. Whether it is delivering healthcare, building schools, rushing in humanitarian aid, or combatting exploitation, the goal is simple: to give children the space they need to grow up free and reach their full potential.

To pull this off, the agency coordinates a massive web of alliances, local governments, NGOs, international bodies, schools and neighborhood authorities. One of UNICEF's most historic milestones was pushing for the 1989 Convention on the Rights of the Child (CRC). Once the General Assembly adopted the CRC, it became the blueprint for everything UNICEF does today.

Beyond emergency response, the agency spends a massive amount of energy lobbying for these laws, tracking global data and advising governments on youth policy. Even as the global landscape changes, UNICEF's core compass remains identical to its founding days.

However, the battlegrounds look different now. This year at the JBCN Oshiwara MUN, the UNICEF committee will dive straight into the digital frontier, dissecting the rise of artificial intelligence through the critical lens of children's rights, privacy, and safety.

The United Nations General Assembly established UNICEF back in 1946. Originally, the project functioned solely as a short-term crisis initiative. Its immediate objective centered on distributing emergency supplies to youth displaced throughout World War II.

Geopolitical instability affecting children did not subside once European reconstruction began. International observers realized that youth globally faced deep vulnerabilities. These crises mainly involved severe economic deprivation and widespread exploitation. Consequently, the United Nations extended the institutional mandate indefinitely. This decision turned the temporary fund into a permanent agency.

Field operations are currently directed by UNICEF across more than 190 countries and territories. This extensive network makes the organization one of the most operationally active bodies within the wider United Nations structure. Protecting the fundamental rights of young demographics everywhere remains the core mandate. The overarching objective focuses entirely on securing stable environments for childhood development. This is done whether through reinforcing local educational infrastructure or deploying emergency materials during major crises.

Fulfilling these global obligations requires a complex web of international cooperation. The agency coordinates its programming alongside state governments and civil society organizations. Historically, the most defining institutional achievement occurred while driving ratification for the 1989 Convention on the Rights of the Child. The operational benchmark governing all modern UNICEF programs was created when the General Assembly formally adopted this document.

Global media coverage typically highlights immediate disaster responses. Despite this focus, considerable institutional energy targets structural policy changes. Specialists regularly lobby for updated legislative protections. They also guide ministries on national child welfare strategies. Even though global politics have shifted drastically since the middle of the twentieth century, the initial mission statement remains constant.

The modern landscape presents distinct vulnerabilities regarding youth safety. This session at the JBCN Oshiwara MUN, the UNICEF committee shifts attention toward technological developments. Delegates must evaluate how the expansion of automated processing systems affects international children's rights and personal data security.

List of Key Terms

Emerging Technologies

New and rapidly developing technologies that impact society and children's lives.

Generative AI

AI that can create text, images, videos, and other content.

Child Rights

Fundamental rights guaranteed to every child under international law.

Child Protection

Measures taken to prevent abuse, exploitation, and harm to children.

Online Safety

Protecting children from risks and dangers on digital platforms.

Cyberbullying

The use of digital technologies to harass, threaten, or intimidate others.

Online Grooming

Building trust with a child online to exploit or abuse them.

Child Sexual Exploitation and Abuse (CSEA)

Any form of sexual abuse or exploitation of children, including online.

Digital Well-being

Maintaining a healthy and balanced relationship with technology.

Misinformation

False information shared without the intent to deceive.

Disinformation

False information deliberately spread to mislead people.

Data Privacy

The protection of personal information from unauthorized access or misuse

Digital Footprint

The trail of information a person leaves behind online.

Algorithmic Bias

Unfair outcomes caused by biases in AI systems or data.

Deepfakes

AI-generated media that convincingly imitates real people or events.

Facial Recognition

Technology that identifies individuals using their facial features.

AI Ethics

Principles that guide the responsible and fair development of AI.

AI Governance

Rules and policies that regulate the use and development of AI.

Accountability

Responsibility for the impacts and consequences of AI systems.

Human Oversight

Human monitoring and control of AI decisions and actions.

Digital Divide

The gap between those with and without access to digital technologies.

Content Moderation

The process of reviewing and removing harmful online content.

Convention on the Rights of the Child (CRC)

The key UN treaty protecting children's rights worldwide.

Media Literacy

The ability to critically evaluate and understand digital content and media.

AI Safety

Efforts to ensure AI systems operate securely and do not cause harm.

AI Regulation

Laws and policies governing the development and use of AI.

Introduction to the agenda

The agenda, "Addressing The Usage of Emerging Technologies and Artificial Intelligence in Terms of Children's Rights and Safety" is of utmost importance to the United Nations Children's fund. In the past decade, man has made revolutionary developments in the world of technology, with the newest advancements of artificial intelligence taking humanity one step forward, as well as sparking discussions of safety, ethics and one's birth rights.

In this context, bleeding-edge advancement proves to be a double edge sword - while one might argue that this burgeoning is a positive step towards imperative and helpful advancements in fields like medicine, education, and exploring the frontiers of the universe; it is also true that there may be negative aspects to this headway concerning privacy, excessive accessibility, lack of censorship and incorrect usage.

There are about three hundred and seventy thousand children born into this everchanging world every day - and it is the United Nation's Children's Fund's duty to protect their rights and ensure their safety. On average, children in the United States, ranging from ages 8 to 18, spend 7 and a half hours daily watching or using a screen, this means that they burn 62.5% of daylight, by being on a screen. This poses a very important question - what are they doing on these screens? And how is it affecting them?

The main issue, however, stems not from the amount of consumption, but the content that they are consuming. Children can now interact with strangers on the internet, converse with artificial intelligence chat bots, and watch videos that are not suitable for children, containing disturbing gore, abusive language, and nudity. This lack of censorship and knowledge of suitable and productive utilization can lead to minor's being permanently traumatised by things never meant for a child's eyes and mental scarring due exposure to mature themes, which can give way to mental illnesses that vary from eating disorders to severe depression, that (in some cases) could result in suicide.

On the other hand, it is true that these developments can also aid children, however, not all minors are in the position to receive the help emerging technologies provide by doing things such as making learning personalized and engaging. Children in more rural areas, unfortunately, do not receive this experience, which keeps them one step behind - it is crucial that the development of technology is not localised, and children from all walks of life are able to profit from these innovations

It is important to recognize that the uses and potential of artificial intelligence go far beyond the field of education, with the United Nations Children's Fund already designing systems that track and anticipate climate risks, and also encourage active interventions that protect children - evidently, new technologies could be used to strengthen children's health, education, and wellbeing.

In this way, as time progresses, it is becoming increasingly apparent that the emergence of new technologies can be both a bane or boon for the children of this generation, hence this conundrum must be tackled with utmost urgency - balancing both the needs of the children and the realities of our current society. This agenda spurs the United Nation's Children's Fund to explore these new challenges with modernity and the best interests of our planet's youth at heart, all while utilizing these advancements in a way that best benefits the youth.

Timeline of Events

Year	Event	Relevance
1959	United Nations Declaration of the Rights of the Child	An international document that acted as a foundation to children's rights was adopted.
1989	Convention on the Rights of the Child (CRC)	Convention on the Rights of the Child (CRC) is established within the United Nations, solidifying a minor's right to privacy, protection, education and information.
1998	COPPA (Children's Online Privacy Protection Act)	The COPPA (Children's Online Privacy Protection Act) is adopted by the United States to control the collection of personal information from children below the age of thirteen.
2011	UN Guiding Principles on Business and Human Rights	The UN Guiding Principles on Business and Human Rights establish that companies have a responsibility to respect human rights. (this includes technology related companies and children's rights)

Year	Event	Relevance
2018	General Data Protection Regulation (GDPR)	General Data Protection Regulation (GDPR) enters into force within the European Union, introducing increased security online for children's personal data.
2019	UNICEF Policy Guidance on AI for Children	UNICEF publishes its Policy Guidance on AI for Children, outlining nine requirements for developing child-centred artificial intelligence
2020	COVID-19 pandemic accelerates digital learning	The COVID-19 pandemic accelerates children's reliance on digital learning platforms, AI-powered examination software sparks questions of children's rights and safety.
2021	Proposal of the European Union AI Act	The European Commission proposed the AI Act making it the world's first attempt to establish a comprehensive legal framework governing artificial intelligence

Year	Event	Relevance
2023	European Union AI Act proposed	The European Union AI Act is proposed as the world's first comprehensive legal regulation of artificial intelligence.
2024	Character.AI lawsuits	Character.AI faces multiple lawsuits in the United States alleging insufficient safeguards for minors.
2024	European Union AI Act adopted	The European Union officially adopts the "AI Act," which introduced obligations for developers of high-risk AI systems and stressed transparency.
2025	Australia social media ban	Australia passed landmark legislation banning individuals under the age of sixteen from creating or maintaining accounts on major social media platforms.

Case Studies

1. AI generated deep fakes and Artificial Intelligence Generated Child Sexual Abuse Material (AIG-CSAM)

“Deep fake’s” are images, videos, or audio recordings that are distorted using artificial intelligence, and made to look real. Unfortunately, these platforms are being increasingly utilised to alter images of minors - these include removing (nudification) and/or altering of clothing items, essentially, sexualising the image for the predatory gaze.

The rapid increase of AIG-CSAM has prompted growing concern within the UN - In its 2024 report to the Human Rights Council, the United Nations Special Rapporteur on the Sale, Sexual Exploitation and Sexual Abuse of Children warned that generative artificial intelligence is reshaping child sexual exploitation by allowing for the production of synthetic abuse material, grooming, image manipulation, and online exploitation while concurrently making identification and criminal investigations more confusing. The report urged Member States to rethink domestic legislation in a modern way to explicitly illegalise AI-generated child sexual abuse material and strengthen the combating of this exploitation.

The scale of this problem has been underscored in a UNICEF, ECPAT and INTERPOL study across 11 countries, at least 1.2 million children disclosed having had their images manipulated into sexually explicit deepfakes in the past year. This catalysed UNICEF to release a global statement in February of 2026: ‘Deepfake Abuse is Abuse’

Sometimes, these images may even be generated by one's peers - for example, in Korea, sexual offenses in terms of artificial intelligence has become ten times more, in just two years (2020-2024) as reported by law enforcement, with most of the offenders being teenagers. While the European Union's AI Act and Digital Services Act introduced obligations for AI developers and online platforms to alleviate the spread of illegal AI-generated content and strengthen platform accountability.

Thankfully, there is already awareness created within children, in the study carried out by UNICEF, in 11 countries (as referenced previously) about 67 percent of children admitted their worry of their images being manipulated by deepfake technologies.

In Almendralejo, a small town tucked away in southern Spain, images of fully clothed girls - ranging from age eleven, to age 17 - were edited using deepfake software, to generate nude images of the victims; additionally, there was also an attempt(s) to extort a young girl using these fake images. The perpetrators? Young teenage boys, within a similar age group.

It is important to note that the sexualisation of these images go far beyond just CSAM, it is an active contributor to and/or consequence of grooming, extortion, and manipulation.

Deepfake softwares have made “sextortion” - an abbreviation of ‘sexual extortion,’ this word indicates the non-consensual use of intimate images or videos to meet the perpetrators demands, which are typically sexual or financial - disturbingly simple. Take for example Elon Musk’s AI image generator, dubbed ‘Grok’ that freely permits users to generate deep fake pornographic materials, nude images and AIG-CSAM.

One must remember that this crisis does not only affects female minors, According to an article published in early 2025, sextortion has been involved in at least 30 suicides of teen boys since 2021.

On the bright side, governments and international agencies are responding to combat AI-assisted sexual exploitation. Legislation in South Korea, for example, was revised - in 2024 - to accommodate AI and intensified penalties for deepfake crimes involving the victimization of children since South Korean Police reported a notable rise in cases of the victimization of school children.

In the EU (European union,) the AI Act and the Digital Services Act are also examples of the AI illegal content provisions. Moreover, INTERPOL expressed the rapid escalation of the generation and distribution of CSAM (Child Sexual Abuse Material) in a generative AI context. UNICEF and ECPAT advocate for more inbuilt controls for AI, for more sophisticated systems for the reporting of AI crime, and for more cross-sector cooperation, including law enforcement.

Possible solutions/measures that could be taken include the strengthening of legal frameworks, enhancing the collaboration between different law enforcement branches, as well as expanding digital literacy initiatives aimed at minors, their parents and educators.

2. AI surveillance and children's privacy in schools

As times change, and technology develops further and further, many educational institutions across cities, across countries and across the globe have begun to adopt emerging technologies into a students daily life. Schools are now using Artificial Intelligence to track discipline, attendance, academic performance and engagement, and even analyse a student's facial expressions. Though these technologies are introduced with the intentions of safety and academic fulfilment, they also pose a threat to a student's privacy, autonomy, as well as their fundamental rights.

In many parts of the world - from the Country of China to the City of New York - schools are embracing AI-powered systems to monitor a child's behaviour; These systems have the ability to use facial recognition to identify students, isolate unusual behaviour, ensure examination conditions are fair and ideal and create detailed reports of a student's daily routine within the institute.

However this technological advancement within schools creates a pressing conundrum.

On one hand, one may argue that these technologies decrease the burden on administration and increase campus safety, all while acting as a way to gain insight into a child's academic performance.

On the other hand, it is important to take into consideration how the artificial intelligence platforms are doing this - by collecting large amounts of data and personal information about the minors which poses unimaginable threats to a child's privacy and safety, this data is highly sensitive due to it inclusivity of biometric information, behavioural patterns and emotional responses; But who has access to this data? Where, how, and till when is it stored? And to what extent have the minors and their guardian consented to this?

During the Covid-19 pandemic schools were forced to rely on AI-examination softwares to monitor testing environments - these softwares tracked one's eye movements and facial expression in an attempt to catch dishonest candidates. Students reported feeling constantly watched, causing advocates of privacy to point out how the software transported the minor's home into a surveilled space - not to mention, certain software struggled to identify dark-skinned students, resulting in false accusations and injustice.

This proves how constant surveillance could result in environments of constant pressure and scrutiny in terms of their behaviour - when children feel that their every move is being tracked they close off, reducing open participation and authenticity in their expression - these concerns relate to the rights promised under the Convention on the Rights of the Child (including a minor's freedom of thought and expression, privacy and dignity.)

However, it would be short-sighted to dismiss these technologies entirely; these softwares could reap potential benefits, this includes: identifying students who may require extra support due to a learning disability, improving security, and helping educators with class management. In certain cases, artificial intelligence may even help detect signs of bullying, absenteeism, or mental health concerns before they have the chance to morph into more serious and pressing matters. This does not leave a question of whether Artificial Intelligence should be utilised within a learning environment, but rather, how it should be used.

3. Minors interacting with strangers and/or predators online

The emergence of the internet has transformed how children socialise by allowing them to come in instantaneous contact with people from anywhere across the globe at any point in time through social media, multiplayer games, messaging platforms, livestreams, and (increasingly) artificial intelligence-powered chatbots. While these technologies do provide possibilities of cultural exploration and learning, they could also potentially expose children to individuals whose identities and intentions are unknown, putting them in harm's way.

Now, minors have the opportunity to form friendships entirely online: anonymous accounts, encrypted and/or disappearing messages, and AI-generated profiles have made it increasingly difficult to distinguish genuine users from those acting with malicious intent. This coupled with a lack of digital literacy could result in children sharing personal information, images, and locations with strangers, leaving them vulnerable and threatened.

However, deception is not as recognizable as one may imagine; Artificial intelligence has made the manipulation of identity disturbingly simple. Offenders are now able to generate convincing pictures and maintain a constant flow of conversation with several minors simultaneously.

Children are particularly exposed within online gaming communities, where voice chats, private messaging, and team-based gameplay encourage communication with unknown players - according to child protection organisations, gaming platforms have become one of the fastest-growing environments in which adults initiate contact with minors, often under the guise of friendship or mentorship. Take for example, Roblox - one of the most popular online gaming platforms, with millions of daily users, a large number of which are well under the age of 18. While the platform encourages creativity and social interaction, it has also faced criticism for inadequate moderation, with concerns about reports of predators using in-game chatting features, private messaging, and inappropriate user-created experiences to contact minors. Gaming rooms referred to as "condos" or "vibe rooms" are explicit places where players can bypass filters to engage in digital sexual conversations and acts, and are hubs of predatory activity.

4. The Character AI lawsuits

The emergence of AI companion chatbots - such as c.ai or character.AI - has catalysed concerns regarding the mental health and online safety of young users and the legal responsibility of developers. Unlike conventional search engines, AI companions are designed to simulate human relationships by engaging users in personalised, emotionally responsive conversations over unlimited periods of time; these conversations mimic the exchange between two people. Studies show 72% of teenagers aged 13 to 17 have used AI companions, with 52% qualifying as regular users - as the popularity of these platforms sky rocket, questions of safety and regulation are becoming increasingly prominent and urgent.

In October of 2024, Megan Garcia, mother to a 14 year old boy - Sewell Setzer III, filed a wrongful death lawsuit against character.AI. The lawsuit claimed that the chatbot encouraged emotional dependency, generating romantic and suggestive responses and responded inappropriately when the child expressed his distress - his mother argued that her son's death was a result of c.ai's lack of safeguards for adolescents.

The legal battles intensified in December 2024 when two additional lawsuits were filed in Texas: The first alleged that a 17-year-old boy was encouraged by chatbots to isolate himself from his parents, engage in self-harm, and even view violence towards his family sympathetically while the second complaint claimed an 11-year-old girl had been exposed to hyper sexualised conversations despite her young age. These allegations shed light upon the lack of moderation and filtration within the c.ai website - just earlier that year, in august, Google invested 2.7 billion dollars (a little above 25 thousand crore rupees) and somehow, with some of the best minds and funding behind the website, there was still a profound lack of regulation for underage users.

In response, Character.AI introduced additional protections for users under 18. This includes stricter content filters and parental controls. However, the lawsuits have intensified international discussions surrounding child safety, AI regulation, and the need for global standards governing children's interactions with artificial intelligence chat bots.

Bloc Positions

WESTERN BLOC

The Western countries are where you can find a lot of the world's technology companies and people who make artificial intelligence. They think it is very important to have rules that make sure artificial intelligence and new technologies are made and used in ways that keep children safe and do not hurt them. These countries want companies to be responsible for what they do. They also want to protect children's privacy and keep them safe from things like bullying people doing bad things to them and giving them wrong information.

They work with groups like UNICEF and UNESCO to make rules for artificial intelligence that everyone can follow. They want artificial intelligence systems to be clear and easy to understand. They also want people to know how to use the internet and want to watch online platforms more closely. While they want technologies to keep growing they think children's safety and rights should always come first.

DEVELOPING COUNTRIES BLOC

Countries that are still developing think artificial intelligence and new technologies can really help children by making education and healthcare and giving them more economic opportunities. A lot of these countries have problems like not having enough digital infrastructure, not everyone having access to technology and not having enough money to control the fast-changing digital world.

They believe that to keep children safe online they need help from countries and groups through money, technology, training and building their abilities. They want to improve literacy, get more people connected to the internet and make their own rules to protect children online. While they agree that children need to be protected they think rules should consider the situations and levels of development in each country. They think it is very important to close the gap between people who have access to technology and those who do not so all children can benefit from technologies safely.

GULF BLOC

The Gulf countries have invested a lot in intelligence and digital innovation and think new technologies are very important for their countries development. They support using intelligence in education, healthcare and public services to make things better for children. They also know about the dangers of cybercrime, online exploitation and bad digital content. These countries work with UNICEF and other groups through money research partnerships and technology-focused initiatives. They like approaches to children's safety that focus on families and are sensitive to their culture. They often prefer to work voluntarily rather than having strict international rules. The Gulf countries support efforts to improve literacy and protect children online but do not like international monitoring systems that they think could threaten their independence.

GRULAC BLOC

The GRULAC countries, which're the countries in Latin America and the Caribbean, support a balanced approach that promotes both new technologies and protects children's rights. They want to make sure everyone has access to technologies while keeping children safe from online exploitation, privacy violations, discrimination and bad content. They especially want to reduce the differences in access to technology for people living in rural areas and vulnerable communities.

These countries actively support UNICEF, UNESCO and regional cooperation initiatives that aim to strengthen governance and child protection. They advocate for literacy community-based awareness programs and approaches to artificial intelligence that focus on children. While they support frameworks they also want fair funding, flexible timelines and help to build their abilities. Working together regionally and making sure everyone has access to technology are parts of their approach to protecting children in the digital age.

Past Resolutions

Resolution	Content of Resolution
Convention on the Rights of the Child 1989	Global standards for protecting the civil and political rights of youth found their definitive baseline through the Convention on the Rights of the Child (CRC). This specific document functions as the primary international treaty guiding UNICEF operations. It forms the exact legal basis for securing children's rights across both physical and digital environments.
General Comment No. 25 on Children's Rights in Relation to the Digital Environment 2021	General Comment No. 25 was issued by the United Nations Committee on the Rights of the Child to address how original treaty obligations translate to modern technology. This text clarifies how cyberspace mandates must be implemented. It explicitly demands that States parties mitigate commercial exploitation and systemic privacy violations while guaranteeing safe access to digital systems.
UNESCO Recommendation on the Ethics of Artificial Intelligence 2021	UNESCO's Member States unanimously adopted this landmark instrument. It stands as the premier global standard regarding the ethical utilization of machine learning. The underlying framework prioritizes multi-stakeholder accountability and transparency to place a distinct emphasis on the preservation of human rights for vulnerable demographics.

Resolution	Content of Resolution
United Nations General Assembly Resolution A/RES/78/265 2024	A major multilateral milestone occurred through Resolution A/RES/78/265, titled “Seizing the opportunities of safe, secure and trustworthy artificial intelligence systems for sustainable development.” This is the premier General Assembly resolution focusing exclusively on AI. The UN uses it to urge Member States to bridge digital divides while fostering non-military governance frameworks that respect international law.
Global Digital Compact 2024	The Global Digital Compact remains annexed to the historic Pact for the Future as a comprehensive UN framework designed to advance global digital cooperation. The agreement binds Member States to fostering an inclusive digital future. It achieves this goal by driving universal connectivity and spearheading international data governance standards.
<i>Regulation (EU) 2024/1689 of the European Parliament and of the Council 2024</i>	Minors receive significant protections under Regulation (EU) 2024/1689 of the European Parliament and of the Council. Operating on a strict risk-based classification system, the framework outright bans AI systems that pose an unacceptable risk. This includes biometric categorization used to deduce sensitive data and emotion recognition within educational settings. Furthermore, it designates AI-driven systems utilized for grading or assessing children's access to educational institutions as high-risk, subjecting them to rigorous transparency and human oversight mandates.

Resolution	Content of Resolution
Council of Europe Framework Convention on Artificial Intelligence and Human Rights, Democracy and the Rule of Law 2024	As the first-ever legally binding international treaty dedicated exclusively to machine learning, the Council of Europe Framework Convention on Artificial Intelligence and Human Rights, Democracy and the Rule of Law requires signatory states to ensure that new technologies do not compromise human rights. Crucially, Article 18 explicitly mandates that state parties evaluate and address the specific vulnerabilities of minors. It ensures safety metrics and distinct digital rights are maintained throughout the lifecycle of any deployed systems.
The Kids Online Safety Act 2024	Passed with broad bipartisan legislative backing in the US Congress, The Kids Online Safety Act imposes a strict duty of care on online platforms. This applies directly to applications and algorithmic services utilized by minors. The legislation requires tech entities to by-default limit exposure to harmful content while disabling addictive algorithmic recommendation features. It stands as a major national legislative template for tackling the commercial exploitation of youth by tech platforms.
Regulation (EU) 2022/2065 of the European Parliament and of the Council	Regulation (EU) 2022/2065 of the European Parliament and of the Council alters algorithmic safety parameters despite acting as a broad digital platform policy instead of an AI-specific law. Profiling and algorithmic tracking to target ads at minors are completely prohibited under these rules. The text also forces Very Large Online Platforms (VLOPs) to perform systemic risk assessments to ensure their recommender algorithms do not perpetuate mental health risks or addictive behaviors among youth.

Resolution	Content of Resolution
International Telecommunication Union Joint Statement on Artificial Intelligence and the Rights of the Child 2025	Drafted alongside multi-stakeholder civil society organizations, the International Telecommunication Union Joint Statement on Artificial Intelligence and the Rights of the Child bridges technical standards and international law. The joint statement urges tech developers and states to integrate privacy-by-design and safety-by-design mechanisms directly into generative AI systems. It focuses heavily on preventing the proliferation of automated exploitation material and deceptive deepfakes targeting minors.

Questions a Resolution Must Answer

QARMA, more commonly known as Questions A Resolution Must Answer, is a list of essential questions that your resolution must address/answer in order to solve the core problem of the agenda.

- How can member states ensure that the deployment of artificial intelligence and emerging technologies strictly respects and upholds the fundamental rights of children globally?
- What specific global frameworks are needed to shield minors from digital exploitation and hazardous online environments?
- How can member states utilize artificial intelligence to expand children's access to vital educational and developmental systems worldwide?
- How can the international community prevent automated systems from profiling minors and compromising their digital identities?
- How should international legal frameworks regulate the ways in which corporate entities manage and profit from the personal data and digital footprints of minors?
- What strategic actions can UNICEF and member states take to bridge the digital divide and ensure that children in underserved regions benefit equally from technological progress?
- What frameworks can be established to divide the responsibility of AI safety between global tech providers and the local authorities overseeing children's development?
- What long-term global guidelines and monitoring systems should be established today to safeguard future generations against the unpredictable evolution of emerging technologies?

Sources to Use

THE RIGHT SOURCES:

Any official UN websites, articles, libraries or research papers

UN Ratified Sources:- Britannica, Amnesty International, Al Jazeera, Reuters, BBC, Associated Press (AP), Human Rights Watch, etc.

Government Websites (of your respective country)

Websites ending with '.org' that report factual information

NGO websites (located in your country)

These sources provide reliable and well-researched information that will assist you to prepare in-depth country portfolios. Official UN sources are the most credible, as they offer accurate information and provide valuable insight into international policies, frameworks and country positions relevant to the agenda.

THE WRONG SOURCES:

Wikipedia, Quora and other public discussion forums

Unverified social media posts (e.g., Instagram, TikTok, X, Facebook, etc.)

Personal blogs and entertainment-focused websites (e.g., BuzzFeed, Quora, Reddit)

Websites containing vested interests in the issue being discussed, particularly those promoting a product, service, ideology or political viewpoint

Opinion pieces (Op-Eds) and AI chatbots (e.g., ChatGPT, Grok, Gemini, DeepSeek, etc.) as primary sources of information

The above sources should be avoided as they may contain inaccurate, biased, outdated, unverified or opinion-based information. Many of these sources are not subject to rigorous fact-checking and may prioritize engagement, personal viewpoints or specific interests over objectivity and accuracy.

Preambulatory and Operative Clauses

Preambulatory clauses:

Acknowledging Affirming Alarmed by Approving Aware of Believing Bearing in mind Confident Congratulating Contemplating Convinced Declaring Deeply concerned Deeply conscious Deeply convinced Deeply disturbed Deeply regretting Deploing Desiring Emphasizing Expecting Expressing its appreciation Expressing its satisfaction	Fulfilling Fully alarmed Fulfilling Fully alarmed Fully aware Fully believing Further deploring Further recalling Guided by Having adopted Having considered Having considered further Having devoted attention Having examined Having heard Having received Having studied Keeping in mind Noting further.	Taking note Viewing with appreciation Welcoming Noting with appreciation Noting with approval Noting with deep concern Noting with regret Noting with satisfaction Observing Pointing out Reaffirming Realizing Recalling Recognizing Referring Reminding Seeking Taking into account Taking into consideration
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Preambulatory and Operative Clauses

Operative clauses:

Accepts	Designates	Recommends
Affirms	Encourages	Regrets
Approves	Endorses	Requests
Appreciates	Expresses its hope	Resolves
Asks	Further invites	Seeks
Authorizes	Further proclaims	Strongly affirms
Calls for	Further recommends	Strongly condemns
Calls upon	Further requests	Strongly urges
Condemns	Further resolves	Suggests
Congratulates	Hopes	Trusts
Confirms	Proclaims	Transmits
Deplores	Proposes	Urges