Ref.:   Circular BDT/DNE/CYB/081

Geneva, 11 September 2025

- Administrations of ITU Member States
- ITU-D Sector Members
- ITU Academia
- National Regulatory Authorities
- United Nations Funds, Programmes, Specialized agencies and IAEA

Subject: **The 3rd session of the quarterly Industry Connect Cross-Sector Dialogues on Gaming & Online Safety: Creating Safe and Inclusive Virtual Playgrounds, 30 October, 14:30 – 16:30 CET, Principality of Andorra (Hybrid Meeting)**

Dear Sir/Madam,

It is my pleasure to invite your Administration/Organization to join the third session of our quarterly discussion series*: Industry Connect: "Child Online Protection in Action – Industry Perspectives"*, entitled: *Gaming & Online Safety: Creating Safe and Inclusive Virtual Playgrounds*.

This open two-hour hybrid event, scheduled for 30 October 2025 at 14:30 CET, will be held both online, and on-site during the **ITU COP Segment** within the **2nd Andorra Forum: Public-Private Partnerships for Digital Transition** in Andorra la Vella, **Principality of Andorra**. The session contributes directly to our broader effort to translate policy into action through meaningful multistakeholder dialogue.

We warmly invite you to take part not only in this session but in the **full Andorra Forum**, organized by the **Government of Andorra**, the **Ibero-American General Secretariat**, and the **Ibero-American Business Council** in cooperation with the **International Telecommunication Union (ITU)**. The Forum provides a vibrant platform for public-private dialogue and regional collaboration on digital transformation, with this year's edition focusing on key thematic areas including **e-government, digital health, fintech, education, and cybersecurity**.

The concept note, including the provisional agenda of the session, is attached as Annex 1. Further details about the session are available on the event website: COP Industry Connect.

To participate in the session online, please kindly register here from 1 September 2025 or via the following link: Calendar of Events. For any additional information, including in-person registration, please do not hesitate to contact the ITU Focal Point on Child Online Protection, Ms. Fanny Rotino at fanny.rotino@itu.int .

I would be honoured to have you join this important conversation and share your insights to help shape a safer and more inclusive digital future for children.

Yours faithfully,

(Original signed)

Cosmas Luckyson Zavazava
Director

Annex-1

![ITU logo]

30 October 2025
14:30-16:30 (Central European Time)

Industry Connect Event Series

Session 3:

Gaming & Online Safety: Creating Safe and Inclusive Virtual Playgrounds

Hybrid

About the Series

As per the request of the ITU Council Working Group on Child Online Protection (CWG-COP), which brings together Member States, ITU sector members, and experts, this event series provide a neutral platform for information exchange and collaboration between industry stakeholders and ITU Member States, aiming to foster dialogue and generate actionable outcomes to advance child online protection.

Session Overview

Gaming has become a powerful part of children's digital experiences, offering immersive spaces for play, connection, creativity, and social development. However, these environments can also expose children to a range of safety and well-being risks — including exposure to harmful content, online harassment, grooming, and exploitative in-game dynamics. Features such as real-time communication, anonymous interactions, and competitive design can heighten vulnerability, particularly in unmoderated or poorly designed platforms.

At the same time, the gaming industry holds enormous potential to lead on child safety and inclusion. With thoughtful design, inclusive policies, and effective safety tools, games can foster positive interactions, promote digital literacy, support early identification of harm, and empower young players. This session will bring together stakeholders from government, industry, the UN system, civil society, and youth to examine the evolving gaming landscape, its impact on children and youth, and collaborative pathways toward safer and more inclusive virtual play spaces.

Through cross-sector dialogue and the exchange of promising practices, participants will gain insights into the responsibilities of gaming providers, the role of regulation and co-regulation, and practical ways to uphold children's rights. The session aims to generate actionable recommendations that promote platform accountability, safer gaming environments, and resilience among child and youth users.

Session Focus

This session will examine how online gaming platforms can address challenges such as exposure to age-inappropriate content, negative online interactions, and unbalanced play habits—while also promoting safe, inclusive, and empowering virtual environments for children. It will further explore how gaming spaces can help children access support and build positive digital experiences. Participants will share insights, identify gaps, and co-develop practical strategies to strengthen child-centered design and responsible gaming practices.

Session Structure

1. **Opening & Scene-Setting (15 minutes)**
   Framing remarks from UN representatives and leading experts to provide an overview of the evolving role of gaming in children's digital lives. Speakers will highlight both the opportunities and challenges of online gaming, and how well-designed gaming environments can support children's safety, well-being, and development. This segment will set the stage for an inclusive and solution-oriented discussion.

2. **Industry Showcases (45 minutes)**
   Presentations from leading gaming companies will showcase how platforms are addressing key risks such as inappropriate content, cyberbullying, and harmful interactions, while also promoting safer, more inclusive gaming experiences. Speakers will share platform-specific tools, design features, moderation strategies, and collaborations aimed at supporting child safety and well-being.

3. **Youth Representative(s): Experiences & Expectations (10 minutes**)
   Child and youth representatives share personal stories and reflect on what makes a gaming experience feel safe, inclusive, and empowering. Their contributions will help ground the session in real-world needs and reinforce the importance of child participation in digital governance.

4. **Interactive Moderated Dialogue (40 minutes)**
   A dynamic, facilitated discussion engaging all participants. Experts and stakeholders will share insights, raise questions, and identify collaborative, cross-sectoral solutions.

Discussion Topics

Part 1: Ensuring Safety in Online Gaming – Understanding Risks and Strengthening Protection
Objective: Examine the types and underlying dynamics of risks that may arise on gaming platforms and identify effective strategies for prevention and response.

1. What are the key safety risks children encounter in online gaming, and how might specific gaming design features—such as real-time communication, anonymity, or competitive elements—contribute to or amplify these risks?
2. What proactive measures can gaming platforms implement to prevent harm while preserving engaging gameplay? How can child-rights-impact assessments be systematically applied in the gaming industry to evaluate design choices, business models, and new technologies before they reach children—and what standards or benchmarks should guide this process?
3. When incidents do occur, what response mechanisms—such as reporting tools, moderation systems, or user support—can help protect affected children and reduce long-term impact?

Part 2: Advancing Inclusion and Empowerment – Designing for Positive and Meaningful Play
Objective: Explore ways in which gaming platforms can go beyond safety to actively foster inclusion, well-being, and empowerment for all children

1. What are the positive roles gaming can play in supporting children's social development, self-expression, and sense of belonging?
2. What innovative approaches and practical tools have shown promise in supporting children' help-seeking, digital resilience, and meaningful engagement within gaming environments?
3. In what ways can the gaming industry, policymakers, civil society, and children themselves collaborate to shape more protective, inclusive, and empowering gaming ecosystems?

Event website

For more information, visit the event page at: COP Industry Connect

Registration

The Registration is supported by ITU for prospective participants to register for these activities by completing the online form from Zoom using the following link:
https://www.itu.int/net4/CRM/xreg/web/Registration.aspx?Event=C-00015522

Provisional agenda

Date and Time Central European Time (GMT+2)	Session 3: Gaming & Online Safety: Creating Safe and Inclusive Virtual Playgrounds
14:30-14:35 (5 Mins)	**Opening and introductory remarks**
14:35-14:50 (15 Mins)	**Scene-Setting** UN representatives / Leading experts outline how gaming environments can both pose risks to and serve as opportunities for advancing children's rights.
14:50-15:35 (45 Mins)	**Presentations from key technology companies** Share insights on current trends and platform interventions to address risks and promote safe and inclusive gaming experiences for children.
15:35-15:45 (10 Mins)	**Youth Representative(s): Experiences & Expectations** Young voices from children and youth share experiences and expectations on what makes gaming safe, inclusive, and empowering.
15:45-16:25 (40 Mins)	**Interactive Moderated Dialogue**
15:45-16:05 (20 Mins)	**Part 1: Ensuring Safety in Online Gaming – Understanding Risks and Strengthening Protection** Examine risks on gaming platforms and identify effective strategies for prevention and response.
16:05-16:25 (20 Mins)	**Part 2: Advancing Inclusion and Empowerment – Designing for Positive and Meaningful Play** Define pathways for platforms and stakeholders to foster inclusive and empowering gaming environments for children.
16:25-16:30 (5 Mins)	**Closing and wrap up** ITU

Event Coordinator

Contact ITU Focal Point on Child Online Protection:

Ms. Fanny Rotino at fanny.rotino@itu.int