



Telecommunication
Development Bureau (BDT)

Ref.: Circular BDT/DNE/CYB/088

Geneva, 5 December 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 4th session of the quarterly Industry Connect Cross-Sector Dialogues on Streaming & EdTech Platforms: Ensuring Age-Appropriate Digital Learning and Entertainment, 17 December, 14:00 – 16:00 CET, Online Event

Dear Sir/Madam,

The Telecommunication Development Bureau (BDT) of the International Telecommunication Union (ITU) is pleased to invite you to join the fourth session of our quarterly discussion series: ***Industry Connect: “Child Online Protection in Action – Industry Perspectives”***, titled: ***Streaming & EdTech Platforms: Ensuring Age-Appropriate Digital Learning and Entertainment***.

This two-hour event scheduled for 17 December 2025 at 14:00 CET, will be held online. The session contributes directly to our broader effort to translate policy into action through meaningful multistakeholder dialogue. I invite you to take part in this session.

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 [register here](#) from 5 December 2025 or via the following link: [Calendar of Events](#). For any additional information, including in-person registration, please do not hesitate to contact ITU Focal Point on Child Online Protection, Ms. Fanny Rotino at fanny.rotino@itu.int.

I would be honored 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,

(Signed)

Cosmas Luckyson Zavazava
Director

Annex-1



17 December 2025
14:00-16:00 (Central European Time)

Industry Connect Event Series

Session 4:

Streaming & EdTech Platforms: Ensuring Age-Appropriate Digital Learning and Entertainment

Online

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

Streaming and EdTech platforms have become central to how children learn, communicate, and engage with the digital world. From video-on-demand services and live streaming to interactive learning applications, these platforms can expand access to education and creativity. Yet, they also pose new challenges — such as exposure to age-inappropriate material, algorithmic bias, data misuse, and blurred boundaries between learning and entertainment.

This session will explore how streaming and EdTech providers can design environments that are age-appropriate, educationally sound, and developmentally supportive. It will highlight approaches to content curation, age verification, and responsible personalization that protect children's well-being while maintaining innovation and inclusivity.

Through cross-sector dialogue and the exchange of promising practices, participants will gain insights into the responsibilities of streaming and EdTech 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 streaming and EdTech environments, and resilience among child and youth users.

Session Focus

This session will examine how streaming and EdTech platforms can protect children from exposure to harmful or misleading content, while also ensuring transparency in recommendation algorithms. It will further explore ways to support digital literacy and balanced media consumption. Participants will share insights, identify gaps, and discuss practical strategies to foster age-appropriate, safe, inclusive, and empowering digital learning and entertainment experiences.

Session Structure

1. Opening & Scene-Setting (15 minutes)

Framing remarks from UN representatives and leading experts will provide an overview of the evolving role of streaming and EdTech platforms in children's digital lives.

2. Industry Showcases (45 minutes)

Presentations from leading streaming and EdTech platform companies will showcase how these platforms are addressing key risks such as age-inappropriate content, cyberbullying, and harmful interactions, while also promoting safer, more inclusive learning and entertainment experiences. Speakers will share platform-specific tools, design features, moderation strategies, and collaborations aimed at supporting child safety and well-being.

3. Interactive Moderated Dialogue (50 minutes)

A dynamic, facilitated discussion engaging all participants. Experts and stakeholders will share insights, raise questions, and identify collaborative, cross-sectoral solutions for advancing responsible and age-appropriate digital learning and entertainment.

4. Closing Remarks (10 minutes)

Discussion Topics

Part 1: Ensuring Safety and Trust in Streaming and EdTech Platforms - Understanding Risks and Strengthening Protection

Objective: Identify key risks children face on streaming and EdTech platforms and explore strategies for safety-by-design and accountability.

1. How can platforms effectively classify and moderate content for different age groups?
2. What frameworks can ensure transparency in algorithmic recommendations?
3. How can child-rights impact assessments guide EdTech development?
4. What mechanisms can protect minors' data and prevent exploitative monetization models?

Part 2: Advancing Inclusion and Empowerment – Designing for Positive and Meaningful Learning through Age-Appropriate Digital Education and Entertainment

Objective: Explore how streaming and EdTech platforms can promote inclusion, creativity, and learning outcomes for children.

1. What innovative practices integrate entertainment and education?
2. How can platforms collaborate with educators and parents to support digital literacy?
3. How can industry, policymakers, and civil society co-create frameworks for trustworthy, child-centred digital ecosystems?

Event website

For more information, visit the event page at: [COP Industry Connect](#)

Registration

Please, [register here](#).

Provisional agenda

17 December 2025 14:00 – 16:00 CET	Session 4: Streaming & EdTech Platforms: Ensuring Age-Appropriate Digital Learning and Entertainment
14:00-14:05 (5 Mins)	Opening and introductory remarks
14:05-14:15 (10 Mins)	Scene-Setting Outline how Streaming and EdTech Platforms can ensure age-appropriate digital learning and entertainment
14:15-15:00 (45 Mins)	Presentations from key technology companies Share insights on current trends and platform interventions to address risks and promote safe access to protection for children online.
15:00-15:50 (50 Mins)	Interactive Moderated Dialogue
15:00-15:25 (25 Mins)	Part 1: Ensuring Safety and Trust in Streaming and EdTech Platforms - Understanding Risks and Strengthening Protection Identify key risks children face on streaming and EdTech platforms and explore strategies for safety-by-design and accountability.
15:25-15:50 (25 Mins)	Part 2: Advancing Inclusion and Empowerment – Designing for Positive and Meaningful Learning through Age-Appropriate Digital Education and Entertainment Explore how streaming and EdTech platforms can promote inclusion, creativity, and learning outcomes for children.
15:50-16:00 (10 Mins)	Closing and wrap up Group photo

Event Coordinator

Contact ITU Focal Point on Child Online Protection:

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