



Save the Children, presentation outline for ITU CWG COP, 10 October 2023

Save The Children Finland will present a new learning solution, a digital service called “Huippula”, which main objective is to prevent and reduce children's harmful experiences in digital environments by strengthening their digital wellbeing and safety competences. Below you can find a short outline of the presentation:

1. Children online
 - Children make up an estimated one-third of internet users worldwide and more than 175,000 children go online for the first time every day, but the internet was not designed with children's safety in mind.
2. Save the Children Finland's learning solution, “Huippula”
 - Huippula is a free, online learning solution that strengthens 5th-graders' (10–12-year-olds) digital safety and wellbeing competences and provides materials and support for their teachers and caregivers.
 - At the heart of Huippula is an interactive storified test, that builds around a nature trip of two animals.
 - Objectives of the service
 - Prevent and reduce children's harmful experiences in digital environments by strengthening their digital wellbeing and safety competences;
 - Advance children's equality by reducing disparity in their preparedness;
 - Improve teachers', parents', and education officials' understanding of children's digital wellbeing and rights in digital environments; and
 - Increase public debate on themes related to children's digital wellbeing and safety as well as bring it to the forefront of decision-making.
 - Collaboration, examples
 - Finnish National Agency for Education
 - Schools in Finland
 - Companies (e.g., Accenture, Microsoft)
 - Finnish NGO's (e.g., The Finnish Society on Media Education)
3. Initial results
 - The service collects nationwide data on children's digital wellbeing. A national database on a particular age group supports analyses, advocacy work, policymaking and creating further solutions and interventions. We'll shortly present initial results.
4. Key messages
 - Children, young people, and their families should be empowered to use technology safely and responsibly, educated about appropriate digital use and risks and industry should be encouraged to produce relevant, appropriate and accessible content and tools.
 - Children have a right to participate in the decisions that affect them. We cannot design or shape policies and interventions without the participation of those affected. To effectively recognize children's rights in the digital environment it is critical for all stakeholders work to ensure the digital space is safe so that children and adolescents can meaningfully and safely participate in the issues that affect them.
 - Save the Children stands ready to explore collaboration with governments, companies, and civil society stakeholders on the steps they can take to strengthen children's agency. This could include:
 - Supporting efforts to establish mechanisms for the ongoing engagement of children in the regulation of the digital environment, including in the design of remediation and prevention systems. Participation should be ongoing so that as the digital environment changes, children's perspectives can be incorporated.
 - Taking steps toward increasing children's safe access to the digital environment so that they may more effectively participate in decision-making, with a special emphasis on reaching children most likely to be impacted by marginalization or discrimination such as adolescent girls, children with disabilities, and children living in humanitarian contexts.

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