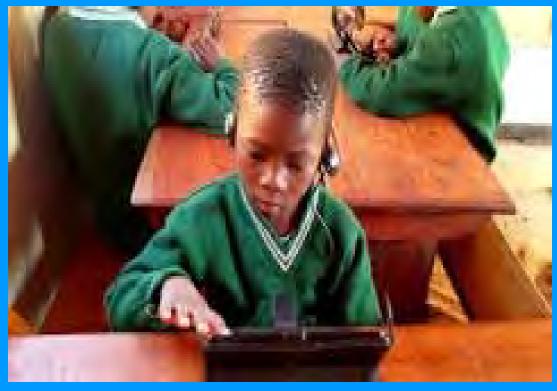
# **Child Online Protection**



What does that mean for Children in the Pacific Region?

For every child Health, Education, Equality, Protection ADVANCE HUMANITY



#### **Presentation Overview**

- Introduction
- Key areas of the Guidelines for Industry on Child Online Protection
- UNICEF in the Pacific
- Q n A



"Protecting Children Online is a global issue so a global response is needed"





### Introduction

#### What is COP?

Child Online Protection is an international multi-stakeholder initiative launched by the International Telecommunications Unit (ITU) to promote awareness of child safety in the online world.

#### **Objectives**

•identification of risks and vulnerabilities to children in cyberspace

•Creation of awareness among policymakers, industry, parents and educators as well as the children

•Development of practical tools to help minimize risk

•2009 ITU published a set of COP Guidelines for Children, Parents, Guardians and Educators, Industry and Policy Makers







- Responding to substantial advances in technology and convergence, ITU, UNICEF and COP partners developed an updated the Guidelines for a broader range of companies that develop, provide and make use of telecommunications and related activities in their service delivery.
- The Guidelines for Industry on Child Online Protection is the result of consultative processes between members of the COP initiative, Civil Society, Business, Academia, governments, Media, International Organizations and young people to provide feedback.
- The Guidelines provide advice on how the ICT industry can help promote safety for children using the internet or any devices it can connect to including guidance on how to enable responsible digital citizenship, learning and civic participation.
- The Guidelines call for a comprehensive response to the online risks facing children and partnership across multiple stakeholders that include: governments, companies, civil society, parents and educators
- The Guidelines recommend that industry act in 5 key areas:
- 1. Integrate child rights considerations into all appropriate corporate policies and management processes



#### Continued..

- 2. Develop processes for handling child sexual abuse content
- 3. Develop safer and age appropriate online environments
- 4. Educate children, parents and teachers about children's safety and responsible use of ICTs
- 5. Promote digital technology as a mode of further positive civic engagement.

•The Guidelines' online version includes a collection of case studies illustrating how the Guidelines can be implemented on : <u>http://www.itu.int/en/cop/Pages/guidelines.aspx</u>

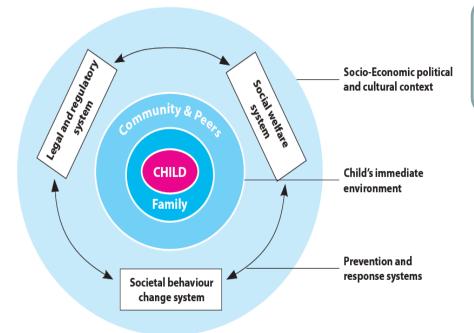
•The online version is a living document for sharing examples that can serve as best practices and role models for small and growing businesses.





# UNICEF In the Pacific Region...

#### **Child Protection Conceptual Framework**



#### Key Result 1

Children are increasingly protected by legislation and are better served by justice systems that protect them as victims, offenders and witnesses

Key Result 2: Children are better served by well informed and coordinated child protection social services which ensure greater protection against and responds to violence, abuse and exploitation.

Key Result 3: Families and communities establish home and community environments for children that are increasingly free from violence, abuse and exploitation.



# How can we build on existing CP programmes at regional/national levels?

- The Guidelines for Industry on Child Online Protection will be globally released on September 5<sup>th</sup> 2014 in Istanbul, Turkey
- It will include partners from UNICEF, ITU, ECPAT among other key stakeholders with a press release and social media campaigns and emails to key stakeholders in the industry (including ITU's 700 private –sector members engaged in the COP Guidelines)

Questions to ponder:

- 1. How does this translate at regional and national levels?
- 2. What does it mean for stakeholders at national level?
- 3. Who can we identify as the key players in country?
- 4. Where can we get Technical Assistance besides other possible forms of support?
- 5. How can this be rolled out in country?



# Thank you.



