Child Online Protection (COP): The need of international cooperation
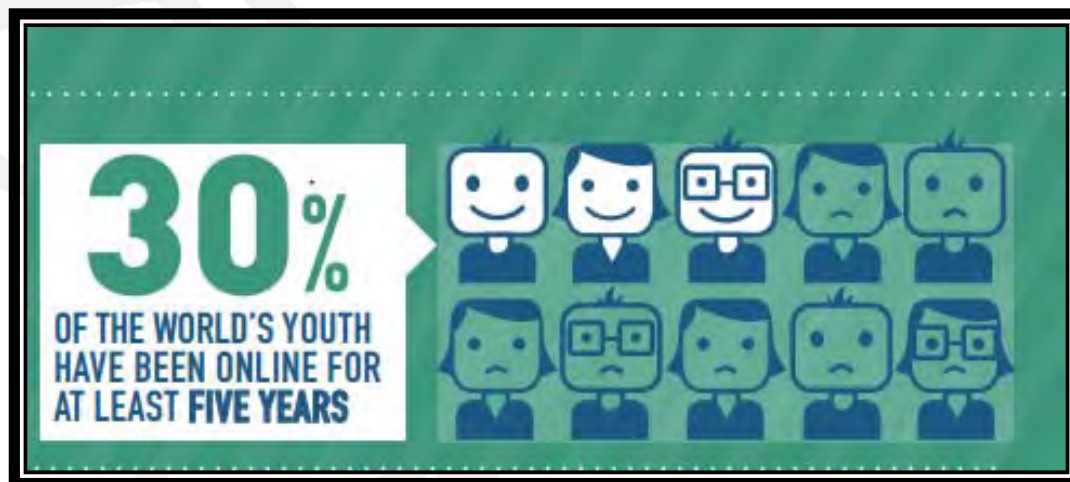
OUT OF A WORLD POPULATION OF 7 BILLION 363 MILLION ARE DIGITAL NATIVES

30% OF THE WORLD'S YOUTH HAVE BEEN ONLINE FOR AT LEAST FIVE YEARS

*ITU MIS 2013
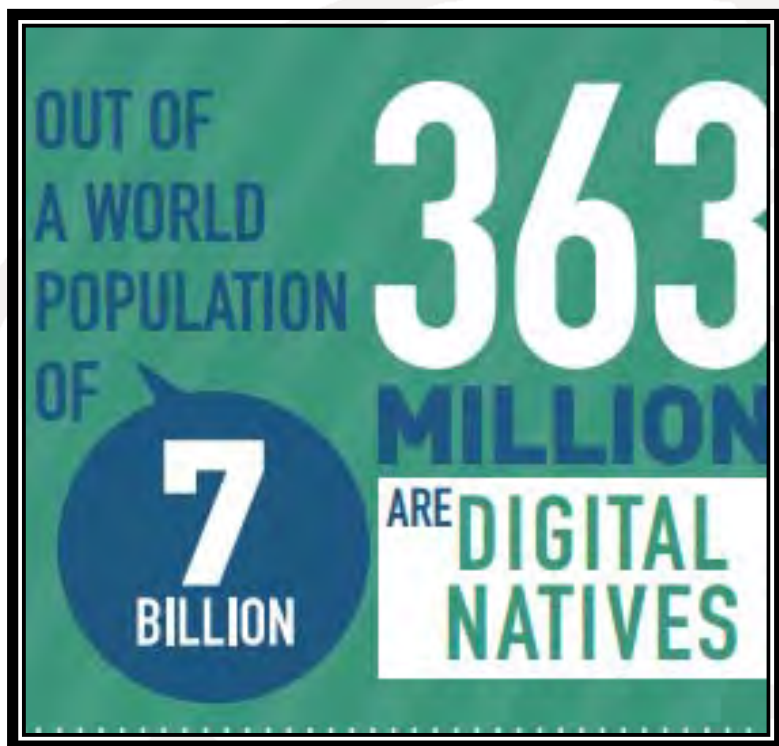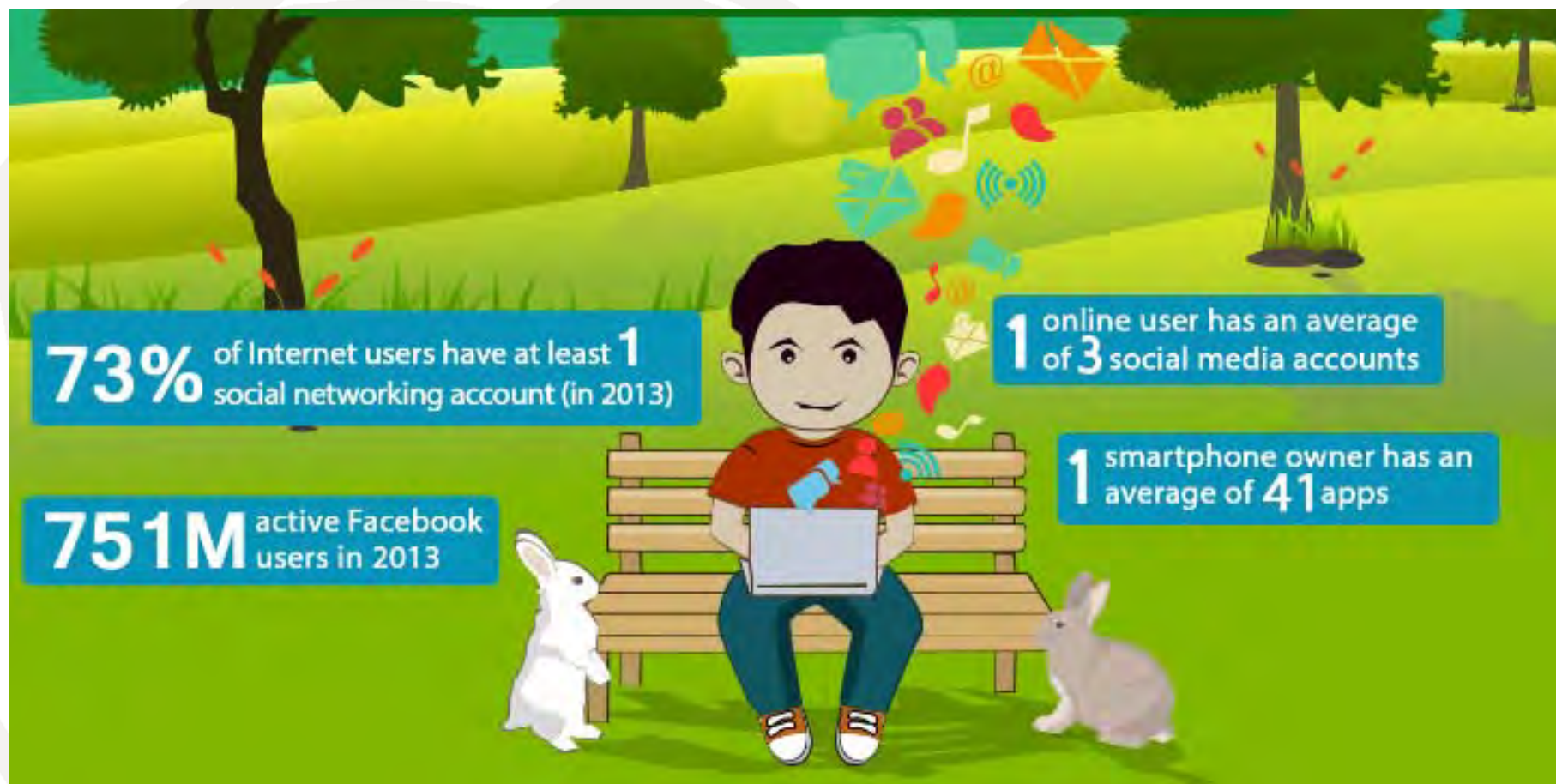
Data from Trend Micro Infographics released in June 2014

This is what ITU has been doing since 1865…

1865 ──────────────────────────────────► 2015
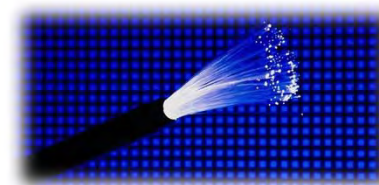
… throughout the constant (and fast) evolution of Information and Communication Technologies (ICTs)

Today, the use of Information and Communication Technologies (ICTs) is the key to access to the information society

Real-time Information

Libraries

On-line public services

Personal communication

Entertainment

Media

Databases

Social media

Social and professional networks

IN **60** SECONDS...

1 **NEW** DEFINITION IS ADDED ON urban DICTIONARY

1,600+ **READS ON** Scribd.

13,000+ HOURS **MUSIC STREAMING ON** PANDORA

12,000+ **NEW ADS POSTED ON** craigslist

370,000+ MINUTES **VOICE CALLS ON** skype

98,000+ **TWEETS**

20,000+ **NEW POSTS ON** tumblr.

THE **LARGEST** SOCIAL READING PUBLISHING COMPANY!!

New Craigslist Ad's

320+ **NEW** twitter **ACCOUNTS**

13,000+ **iPhone APPLICATIONS DOWNLOADED**

100+ **NEW** Linked in **ACCOUNTS**

associatedcontent 1 **NEW ARTICLE IS PUBLISHED**

THE WORLD'S **LARGEST** COMMUNITY CREATED CONTENT!!

QUESTIONS ASKED ON THE INTERNET...

100+ 40+ Answers.com YAHOO! ANSWERS

6,600+ **NEW PICTURES ARE UPLOADED ON** flickr

600+ **NEW VIDEOS** You Tube

50+ **WORDPRESS DOWNLOADS**

25+ HOURS **TOTAL DURATION**

70+ **DOMAINS REGISTERED**

60+ **NEW BLOGS**

168 MILLION **EMAILS ARE SENT**

694,445 **SEARCH QUERIES**

1,700+ **Firefox DOWNLOADS**

695,000+ facebook **STATUS UPDATES**

125+ **PLUGIN DOWNLOADS**

79,364 **WALL POSTS**

1,500+ **BLOG POSTS**

Google

Google Search

510,040 **COMMENTS**

GO-Globe.com web technologies

And Children?

- Thanks to ICTs, education is being transformed and children access vast amounts of information, access to courses and teachers anywhere

- And even talk to the astronauts about space millions of miles away

- Social networks, gamification, apps... All part of a world in which they are not merely participants but create, share, collaborate and learn for the new Intellectual Economy

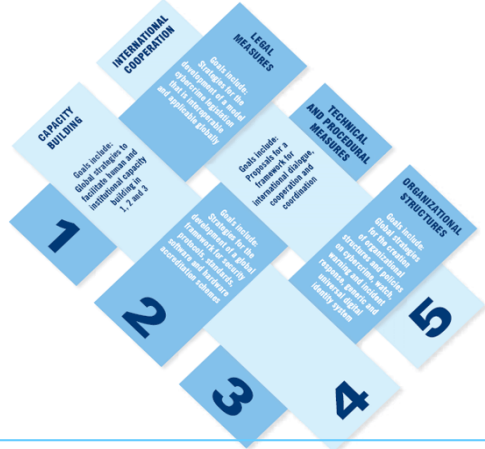- Every day there is a new innovation with vast opportunities.

ITU and Cybersecurity

world summit on the information society
Geneva 2003 - Tunis 2005

2003 – 2005

WSIS entrusted ITU as sole facilitator for WSIS Action Line C5

"Building Confidence and Security in the use of ICTs"

2007

ITU Secretary-General launched the Global Cybersecurity Agenda (GCA)

A framework for international cooperation in cybersecurity

GCA GLOBAL CYBERSECURITY AGENDA
IMPACT
Child Online Protection

2008 - 2010

ITU Membership endorsed the GCA as the ITU-wide strategy on international cooperation.

The **Child Online Protection (COP) Initiative** aims at bringing together partners from all sectors of the global community to ensure a safe and secure online experience for children everywhere.

Objectives

- **Identify risks and vulnerabilities to children in cyberspace;**

- **Create awareness of the risks and issues through multiple channels;**

- **Develop practical tools to help governments, organizations and educators minimize risk; and**

- **Share knowledge and experience while facilitating international strategic partnership to define and implement concrete initiatives**

We count on the support of several partners…

International Organizations

Private Sector

Civil Society

We also count on the support of global advocates

2010: H.E. Laura Chinchilla President of Costa Rica, the new COP Patron

2013: H.E. Dame Patience Goodluck Jonathan, First Lady of Nigeria, the ITU COP Champion
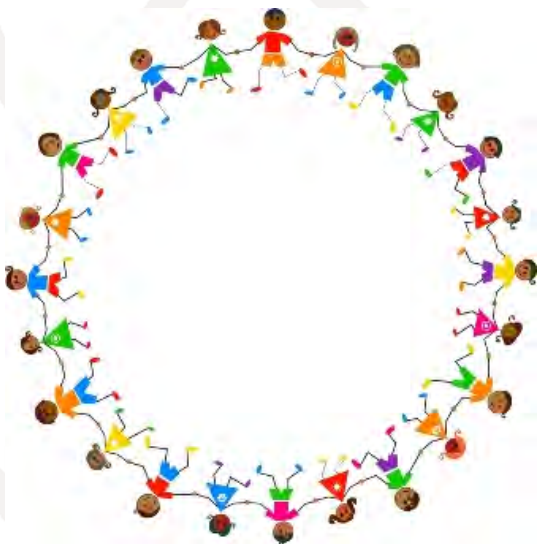
2010: Ms. Deborah Tate US FCC Former Commissioner, COP Special Envoy

What do we do?

- Developed in cooperation with COP partners, is the first set of guidelines addressing different stakeholders. Available in the six UN languages

How are the Guidelines structured?

| Policies and management processes | Child sexual abuse content | Safer and age appropriate environment | Educate children, parents and teachers | Promote positive use of ICTS |

| Mobile operators | ISPs | Content providers, online retailers, app developers |
| Social media | Internet access in public places | Hardware manufacturers |

MOBILE OPERATORS

Mobile operators enable access to the Internet as well as offer a range of mobile-specific data services. Many operators have already signed up to COP codes of practice, and offer a range of tools and information resources to support their commitments.

See relevant case studies ›

INTERNET SERVICE PROVIDERS

Internet service providers act as both a conduit, providing access to and from the Internet, and a repository for data through their hosting, caching and storage services. As a result, they have been in the forefront of accepting responsibility for protecting children online.

See relevant case studies ›

CONTENT PROVIDERS, ONLINE RETAILERS AND APPLICATIONS (APP) DEVELOPERS

The Internet provides all types of content and activities, many of which are intended for children. Content providers, online retailers and app developers have tremendous opportunities to build safety and privacy into their offerings for children and young people.

See relevant case studies ›

USER-GENERATED CONTENT, INTERACTIVE AND SOCIAL MEDIA SERVICE PROVIDERS

Children and adolescents are major participants, on multiple platforms, in creating and sharing content. User-generated content, interactive and social media service providers can set policies and take actions to enhance child online protection and participation.

See relevant case studies ›

NATIONAL AND PUBLIC SERVICE BROADCASTERS

Children and young people are a significant audience for content developed by broadcasting services, which is increasingly accessible online. National and public service broadcasters are working to offer the same level of security for online viewing that is applied to television and radio.

See relevant case studies ›

HARDWARE MANUFACTURERS, OPERATING SYSTEM DEVELOPERS, AND APP STORES

Children today are accessing the Internet through an array of electronic devices. Hardware manufacturers, OS Developers and App Stores can provide built-in technical mechanisms along with educational and empowerment activities in order to promote a safer online environment for children.
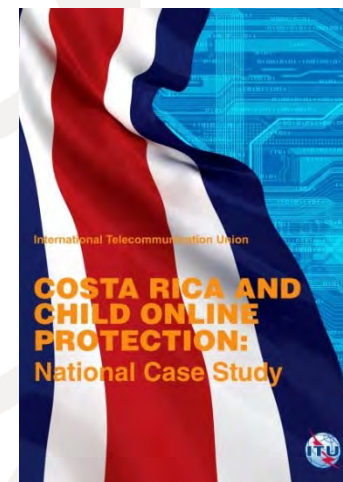
See relevant case studies ›

Online Platform of Case Studies
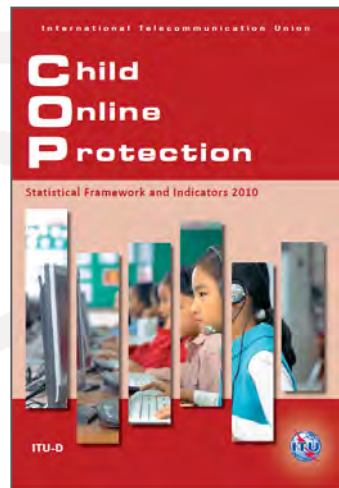
Data collection

Share a platform of countries profiles

Run Surveys with policy makers

Develop Case Studies

- ITU works closely with the **Internet Watch Foundation (IWF)** to establish a **hotlines**. The partnership drew on the expertise and resources of the IWF to establish efficient and cost effective methods of fighting against online child sexual abuse content.

- ITU and **Trend Micro** agreed to establish a framework for collaboration in line with the mutual goal of creating a **more secure and safer information society**.

2012

2013

2014

National Strategies

- **Brunei Darussalam**

- **Cameroon**
- **Ghana**
- **Mauritius**
- **Sierra Leone**
- **Gambia**
- **Oman**

- **Zambia**
- **Bahrain**

- The pilot received endorsement from the Ethiopian Ministry of Communication and Information Technology (MCIT).

- Trained a total of up to 100 safety ambassadors from government, law enforcement and educators from 25 schools across Addis Ababa.

- More than 15 000 children and young people have seen Spot messages promoting online safety developed under the banner '' Click Safe, Click Clever''.

- The project is now intended to become a regional project named African E Safety Project

BE SMART BE SAFE

❖ Under the Patronage of the President of Costa Rica in September 2013, ITU organized the Global Youth Summit: BYND 2015.

❖ The purpose of the Summit was to convene young people both online and offline to participate in a discussion on how technology (ICTs primarily) can be used for good, more specifically to shape the post-2015 agenda.

❖ As one of the main theme, the BE SMART & BE SAFE track was organized with the invaluable support from The Walt Disney Company and UNICEF.

BE SMART BE SAFE

❖ At the Summit, the Train the Trainer Programme trained young people on how to use an online safety training kit developed by Club Penguin, a virtual world for children, to help younger kids use the Web safely and responsibly.

❖ In addition, ITU and UNICEF decided to organize a Global Video Competition, in which video concepts created by young people on online safety will be reviewed and the winning concept will be produced in an animated video.

Moving Forward: Setting goals and targets

- It is essential for COP to use its resources in the most efficient manner, especially in terms of projects and activities.

- Just as the targets of the SDGs are directly connected to the Sustainable Development Goals, COP is establishing the same relation between its Targets and Goal.

- The Goals and Targets establish a concise, action-oriented plan that will influence future COP activity aligned with ITU's primary mission of connecting the world.

Thank you

www.itu/cop

cop@itu.int