

## Objective 3: Access to and safe use of technologies for all children



Session on children's rights in the era of digital technologies and artificial intelligence

### Mid-Term Review Conference for the Strategy for the Rights of the Child (2022-2027)



Building a Europe  
for and with children

Construire une Europe  
pour et avec les enfants



PRÉSIDENTIE DU / PRESIDENCY OF  
**LUXEMBOURG**  
CONSEIL DE L'EUROPE / COUNCIL OF EUROPE  
11/2024 - 05/2025



# Children's Rights in the Era of Digital Technologies and Artificial Intelligence

*What if we created a digital world where every child is empowered by technology while protected from its potential risks?*

Giving all children access to technologies and ensuring their safe use is the **third objective of the current Strategy for the Rights of the Child (2022-2027)**. Encouraged by existing standards studies, the member states of the Council of Europe have stressed the importance of children growing up in a digital world having their rights guaranteed in this environment, and of exploring the new issues raised by emerging technologies, particularly artificial intelligence, from a holistic perspective.

The Internet and emerging technologies have unlimited potential. However, like all innovations, they also carry risks, particularly for children. It is important to anticipate and raise children's awareness of breaches of their personal data, the potential risks associated with the use of artificial intelligence, but also of solicitations or manipulations that could lead to exploitation and sexual abuse. This is illustrated by images, broadcasted online and available on demand. While the perpetrators of these acts remain comfortably seated in front of their screens, the victims suffer a very real trauma, the after-effects of which mark them for life. According to the [Interpretative Opinion on the applicability of the Lanzarote Convention to sexual offences against children facilitated through the use of information and communication technologies \(ICTs\)](#), "*the existing offences in the Lanzarote Convention remain criminalised (...) whatever the means used by sexual offenders to commit them (...)*", even though the text of the Lanzarote Convention does not specifically mention ICT.

We are only just beginning to grasp the immense possibilities and considerable challenges that artificial intelligence will bring in the years to come. AI-generated texts, images, sounds and videos such as deepfakes are increasingly being used to exploit, manipulate and blackmail children. National and international players should therefore look at how to put in place the most appropriate and robust measures to protect children and guarantee them the safe use of technologies based on artificial intelligence.

A few months ago, the Council of Europe adopted the first-ever legally binding international treaty aimed at ensuring respect for human rights, the rule of law and democracy in the use of artificial intelligence systems: the [Council of Europe Framework Convention on Artificial Intelligence and Human Rights, Democracy and the Rule of Law](#). This new framework convention requires the identification, assessment, prevention and mitigation of risks, taking due account of the specific vulnerabilities of children, and applies to the life-cycle activities of artificial intelligence systems. The Steering Committee for the Rights of the Child (CDENF) has also addressed the issue and in May 2024 approved a [mapping study on children's rights and artificial intelligence addressing legal frameworks that address AI in the context of children's rights](#). One of the study's concluding recommendations stresses "*the urgent need to develop tools to assess the risks and impact of AI on children's rights*". Following on from this recommendation, the possibility of creating a "Tool for assessing the impact of artificial intelligence on the rights of the child" (CRIA+) was presented to the CDENF and was very favourably received.

## Aim of the session

This session aims to take stock of existing Council of Europe standards and tools upholding children's rights in the digital environment, as well as to explore concrete examples of national implementation. It intends to showcase how the normative frameworks can be operationalised to best respond to potential challenges.

The first part of the session is designed to be interactive, focusing on raising awareness of the issues related to digital technology through three small-group workshops run in parallel. Participants will have to choose between an 'escape game' on the protection of personal data in the digital world, a practical workshop on artificial intelligence an interactive workshop on sexting, sextortion and cyber-grooming, and a card-game to empower both parents and children on the use of internet.

The second part will focus on the impact of artificial intelligence on children and will aim to consult stakeholders in the process of drafting the CRIA+ (tool for assessing the impact of artificial intelligence on the rights of the child<sup>1</sup>). The aim will be to bring together a variety of perspectives, experiences and expertise to contribute to and enrich the technical decision-making process. While examining the current situation, key stakeholders and participants will be invited to exchange on existing and emerging practices, successes and challenges, as well as to share their views on the development of future legal frameworks for artificial intelligence systems based on a children's rights-compliant approach.

## Practical information

<b>Session</b>	<b>Children's Rights in the Era of Digital Technologies and Artificial Intelligence</b>
<b>Strategic objective</b>	Objective 3 - Access to and safe use of technologies for all children
<b>Day &amp; time</b>	Thursday 3 April, 10:30 - 13:00
<b>Venue</b>	Agora Building, Council of Europe
<b>Room</b>	G02
<b>Languages</b>	English and French

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<sup>1</sup> CRIA+: Child rights impact assessment tool on artificial intelligence

## Draft programme

10:30	<b>Moderation:</b> <i>Célia Chamiça, CDENF reference person on Children's Rights and digital technologies and Artificial Intelligence and CDENF representative for Portugal</i>
10:40	<b>I. Setting the scene</b> <ul style="list-style-type: none"><li>• <b>Opportunities and challenges of the digital world for children</b> - <i>Claude Meisch, Luxembourg Minister for Education, Children and Youth</i></li><li>• <b>Child protection at the heart of the Council of Europe's tools on Digital Governance</b> - <i>Matthias Kloth, Head of Department of Digital Governance and Sport, Council of Europe</i></li></ul>
11:00	<b>II. Raising awareness on digital issues</b> - parallel interactive activities <ol style="list-style-type: none"><li>1. <b>Escape Game on data protection "Code Hunters"</b> – moderated by <a href="#">BEE SECURE</a></li><li>2. <b>Workshop on "Artificial Intelligence"</b>– moderated by <a href="#">BEE SECURE</a></li><li>3. <b>Workshop on "Protecting young people online: Understanding the challenges of sexting, sextortion and cyber-grooming "</b> – moderated by <a href="#">BEE SECURE</a> Helpline team</li><li>4. <b>Workshop "Exploring the digital world with our children"</b> moderated by <a href="#">Digital parents</a></li></ol>
12:00	<b>III. Stakeholder consultation on a Children's rights impact assessment on artificial intelligence (CRIIA)</b> <ul style="list-style-type: none"><li>• <b>Presentation of the current reflection on a CRIIA</b> – <i>Manon Baert, Five Rights Foundation</i></li><li>• <b>Stakeholder consultation</b></li></ul>
13:00	<b>End of the session</b>