

of the UN Committee on the Rights of the Child  
**On Children's Rights in Relation to  
the Digital Environment**

# CONTEXT



The digital environment refers to the Internet, social networks, mobile games...



The use of the digital environment can be socially and intellectually enriching for children. However, due to the digital divide, access to the Internet remains unequal according to the geographical area of residence of children and the economic situation of their families.



New technologies are omnipresent in everyday life: education and training, interpersonal communication, administrative services, commerce.



The digital environment occupies a large part of the children's play space.



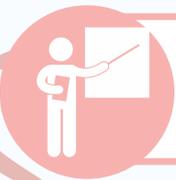
During the COVID-19 pandemic, children spent more time online.



Parents do not always understand the challenges of the digital environment.



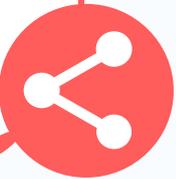
Many schools are not educating children on the Internet and social networks.



Children are exposed to inappropriate content and situations.



Children expose their private lives and those of their friends and family on social networks.



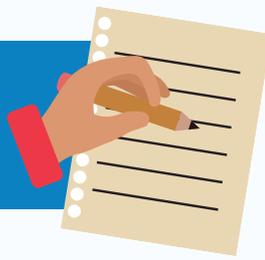
Children exchange on social networks with their peers and are at risk of harassment, grooming and bullying from them.



Children talk to adults who act individually or as part of criminal networks in order to involve them in sexual activities.



# GC25



## Initiative of the UN Committee on the Rights of the Child



Fruit of reflections since the Committee's Day of General Discussion on Digital media and children's rights in 2014.

Consultations with States, including where BICE Combating Violence against Children Program is implemented.



Consultations with other actors such as universities, international organizations, NGOs...

142 contributions submitted by the concerned parties consulted.

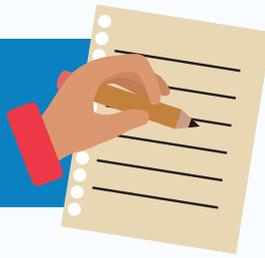


709 children from all regions worldwide were consulted. They outlined the importance of the Internet for them and called for the control of suspicious messages, data collection and actions of ill-intentioned people on the Internet.

GC25 is based on the 4 fundamental principles enshrined in the Convention on the Rights of the Child: Non-discrimination - Best interests of the child - Right to life, survival and development - Respect for the views of the child.



# GC25



## BICE contributions to the GC25 development process



based on the experience of partners in the field:

Refrain from depriving children of the benefits of the digital environment by focusing only on threats and risks

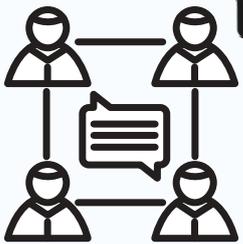


Ensure safe access for children through online reporting and tracking of cyber offenders

Regulate and control the activities of digital companies



Use new technologies to connect juvenile justice actors and strengthen collaboration

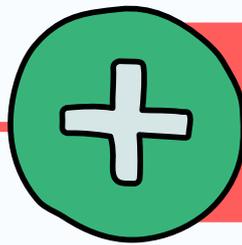


**GC25 target audience**



- States
- Companies
- Civil society organizations
- Families
- Educators
- Children

# WHAT DOES GC25 CONTAIN?



## Positive results

This information promotes child participation, thus becoming actors and defenders of their own rights.

Effective access to digital technologies can help children enjoy and claim their rights.

Children can have access to information from all over the world.



## Challenges to be faced and measures to be taken

### 1) Access to information.

- \* Protect children from violent, pornographic or abusive content.
- \* Promote the development of educational materials.
- \* Promote accessibility of reporting mechanisms for children, parents and professionals.

### 2) Right to privacy protection .

- \* Raise awareness among children about the risks of violating their privacy and environment.
- \* Consider measures to detect and report violence.

### 3) Violence against children.

- \* Ensure that sex offenders do not use digital technologies to abuse children.
- \* Adopt prevention, protection and justice strategies.
- \* Implement security measures against sexual exploitation and abuse, child trafficking and gender-based violence.

### 4) State regulation of digital companies.

- \* Developing laws, regulations and policies targeting companies and their activities in the digital world.
- \* Require companies to establish online safety nets to protect children.

# ACT NOW

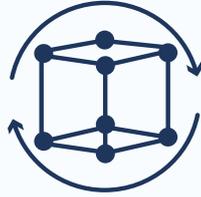
# How to use GC25?



## Develop projects

related to Internet issues

01



08

## Recommend to the competent bodies

to supervise, organize and provide safety nets to:



02

## Research

to better alert on evolving problems

Minimize risks and threats.

Maximize the benefits of Internet access for children.

## Participate in activities

of local, national and international impact

03



Hold the digital industry responsible.

Organize training and information programs based on GC25 in the media (television, radio, print and digital media, etc.) on the risks, dangers and benefits of the digital environment for children.



04

## Train

children, parents, teachers and caregivers in digital literacy

Strengthen children's digital skills, especially in schools.

## Raise awareness of the public

about the dangers, risks, threats and benefits of the digital world

05



Alert and educate parents about the dangers and benefits of children's access to the Internet.



06

## Act with caring and firmness

to support children in the use of social networks

## Act as a control mechanism and a mobilization and proposal force

towards State authorities in order to regulate and supervise digital companies

07



General Comment No.25 is available on the [website](#) of the Office of the United Nations High Commissioner for Human Rights (OHCHR):

International Catholic Child Bureau (BICE)  
[www.bice.org](http://www.bice.org)

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