



GATORMUN XXIII

**The Silenced Scroll: Youth Voices in the
Age of Social Media Censorship
Background Guide**

Aaron Pryear & Quinn Fairbrother

Table of Contents

Letter from the Director.....	3
Rules of Procedure.....	4
Committee Mechanics.....	8
Introduction.....	9
Behavioral & Mental Health Impacts.....	10
The Economy of Data.....	10
Current Proposals.....	14
Conclusion.....	10
Guiding Questions.....	11
Dossier.....	13
Works Cited.....	21

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Letter from the Director:

Welcome to The Silenced Scroll: Youth Voices in the Age of Social Media Censorship, a specialized committee that will explore implementing social media censorship upon the nation's youth, and the impacts that may come with limiting their online interactions. Our names are Aaron Pryear and Quinn Fairbrother, and we are honored to serve as your directors at GATORMUNXXIII.

Aaron Pryear is a first-year student at the University of Miami and has participated in Model UN since his freshman year of high school, primarily in Specialized and Press Corps committees.

This will be Aaron's third time directing a committee, but his very first at GatorMUN!

Quinn Fairbrother is a first-year at USF where he's studying finance and economics. He's also been doing Model UN since his freshman year of high school, primarily in Crisis and GA committees. This will be his second time directing a committee and his very first at GatorMUN as well!

How will restricting content from youth affect the engagement, viewer retention, and livelihood of content creators? Are social media corporations capable of making up for lost advertisement viewership/revenue if they irritate the 37 million American teens on their platforms? How should the United States government balance the safety of children online while not infringing upon their civil rights?

We are exhilarated to see what creative solutions you all bring to the table while navigating the spheres of politics and ethical corporate practices! We would also like to note that this room will operate as a crisis-based specialized committee.

Set in 2026, delegates in the Silenced Scroll committee will represent industry executives, leaders within the US government, and even influencers prominent on social media. Every figure will have unique backgrounds, traits, and the freedom to plan their own agenda when faced with the issues of this committee. Determining to what extent online censorship should be implemented upon the youth of America is a task that should not be taken for granted! Over a third of the global population is active on social media, meaning the directives developed in this committee alone could cause a ripple effect of changes in nations far beyond the United States border.

Sincerely,

Aaron Pryear & Quinn Fairbrother

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Rules of Procedure

Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as "Present" or "Present and Voting."

Motion to Suspend the Rules for the Purpose of a Moderated Caucus

This motion must include three specifications

- Length of the Caucus
- Speaking Time
- Reason for the Caucus

During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in formal debate. This motion requires a simple majority to pass.

Motion to Suspend the Rules for the Purpose of an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

Motion to Suspend the Meeting

This motion is in order if there is a scheduled break in debate to be observed. (ie. Lunch!) This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

Motion to Adjourn the Meeting

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year's conference.

Points of Order

Points of Order will only be recognized for the following items:

- To recognize errors in voting, tabulation, or procedure
- To question relevance of debate to the current Topic
- To question a quorum.

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

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Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time.

Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure. Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

Rights of Reply

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL. Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

Directives

Directives act as a replacement for Draft Resolutions when in Crisis committees, and are the actions that the body decides to take as a whole. Directives are not required to contain operative or preambulatory clauses. A directive should contain:

- The name(s) of the author(s)
- A title
- A number of signatories/sponsors signatures' necessary to
- introduce, determined by the Director

A simple majority vote is required to introduce a directive, and multiple directives may be introduced at once. Press releases produced on behalf of the body must also be voted on as Directives.

Friendly Amendments

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing.

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Unfriendly Amendments

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals.

Plagiarism

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

Crisis Notes

A crisis note is an action taken by an individual in a Crisis committee. Crisis notes do not need to be introduced or voted on, and should be given to the Crisis Staff by sending the notes to a designated pickup point in each room. A crisis note should both be addressed to crisis and have the delegate's position on both the inside and outside of the note.

Motion to Enter Voting Procedure

Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as "Present and Voting" are unable to abstain during voting procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority. Specialized committees should refer to their background-guides or Committee Directors for information concerning specific voting procedures.

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Roll Call Voting

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: "For," "Against," "Abstain," or "Pass." During a Roll Call vote, any delegate who answers, "Pass," reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to "Passing" Delegates, they must vote: "For" or "Against."

Accepting by Acclamation

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Tech Policy

Technology will not be allowed throughout the course of the committee. Delegates are prohibited from using their technology inside the committee room. However, they are encouraged to do research before and during assigned breaks.

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Committee Mechanics

As briefly mentioned in the letter, this room will be a crisis-based specialized committee. Backroom operations will be condensed to only accept JPD's. Delegates will be allowed to sponsor just **one** JPD per session with a **three** page cap. There will be a **3 sponsor minimum and a 5 sponsor maximum**. Additionally, delegates should equally prioritize their frontroom by maintaining a strong mod/unmod presence and passing public directives throughout the course of the conference. Be on the lookout for at least one crisis update per committee session!



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Introduction to the Digital Landscape

As of early 2026, the internet is no longer a tool.. it is a terrain. The digital world has evolved into a social ecosystem, a consumer marketplace, an entertainment hub, a political weapon, and, most notably, a space in which over 5.42 billion individuals actively participate through social media platforms alone. This number represents more than two-thirds of the global population, and that figure continues to rise with each passing day.

The fusion of global internet accessibility, cheap smartphone technology, and the rise of platform-based economies has collapsed the boundaries between private life, commerce, and communication. The largest platforms: TikTok, Meta (formerly Facebook), YouTube, Instagram, Snapchat, and increasingly AI-powered platforms such as Reels and ByteAI have optimized their models for attention.

But what happens when the target of this attention economy is no longer an adult consumer, but a child?

In 2026, roughly 40% of active social media users are under the age of 13, despite widespread regulatory frameworks such as the Children's Online Privacy Protection Act (COPPA) in the United States, and similar legislation abroad. The bulk of these users engage daily, and often unsupervised. For many children, logging on to TikTok or scrolling YouTube Shorts has replaced traditional forms of recreation, education, and even sleep.

This committee convenes at a critical juncture in digital history: the collision between parental advocacy, legislative hesitation, and corporate resistance. At the heart of this crisis is a central question: Can the internet be made safe for children without undermining the digital economy on which it thrives?

Rise of Social Media Among Children

In decades past, children's screen time was measured in weekend cartoons. In 2026, it's measured in likes, follows, and endless scrolls.

A 2025 Common Sense Media study found that 84% of children aged 8-12 in the United States owned or had regular access to a smartphone, this up from 53% just five years earlier. Global figures echo this shift. According to UNICEF's State of the World's Children Report (2023), over 60% of children aged 10-12 in Latin America, Southeast Asia, and parts of Europe had regular access to the internet via mobile devices.

Despite terms of service technically prohibiting accounts for users under 13, enforcement remains lax. A 2024 report by Pew Research Center revealed that 58% of U.S. children aged 8-12 regularly use TikTok, while 74% use YouTube- a figure even higher than that of teens.

Key drivers for this shift include digital learning environments post-COVID, peer influence, social modeling, algorithmic targeting via "children's content", and advertising incentives for reaching younger demographics

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Platforms have responded with half-measures such as YouTube Kids or TikTok's "Family Pairing". However, critics argue these adaptations are superficial and underregulated. The World Health Organization (WHO) has expressed concern over children's early exposure to addictive platform mechanics, warning that "algorithmic design features present clear developmental risks when applied to preadolescent users" Simply put: social media is not just reaching children, it's being quietly redesigned for them.

Behavioral Impacts & Mental Health Consequences

For all its benefits, the omnipresence of social media in childhood is not without consequence. A growing body of clinical research now links increased social media usage among children to higher rates of anxiety, depression, low self-esteem, sleep deprivation, and body image disorders. In a landmark 2023 U.S. Surgeon General's Advisory, Dr. Vivek Murthy stated:

"There is growing evidence that social media use during adolescence, a critical stage for brain development, can pose significant risk to mental health and well-being".

Children's mental health professionals have documented new psychological phenomena associated with constant social media exposure, including:

- "TikTok Brain": shortened attention spans and dopamine desensitization caused by rapid-content platforms
- "Compare-and-despair" cycles from unrealistic portrayals of beauty, wealth, and success
- Cyberbullying, now more persistent and invasive due to algorithmic visibility and lack of moderation

A 2024 study by Stanford University showed that children who used TikTok or Instagram for over three hours a day were 60% more likely to report depressive symptoms than those who didn't use these platforms. Yet even this data may understate the problem. Many parents are unaware of the full extent of their children's social media usage. Platforms then deflect responsibility by shifting blame to "parental supervision" despite designing their tools to bypass it.

The Economy of Data: How Kids Become the Product

Children are not just users. They are products, and their data is the currency.

In today's internet economy, most platforms operate on a surveillance capitalism model: free services in exchange for user data, which is then sold to advertisers and third-party brokers. What's collected includes: click behavior, search history, facial recognition via selfies and videos, location metadata, device information, and emotion inference via engagement patterns.

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While COPPA in the U.S. and GDPR in the EU theoretically prevent platforms from harvesting children's data, enforcement is widely considered inadequate. A 2023 report from Human Rights Watch uncovered evidence that major ed-tech platforms were collecting behavioral data from children during online learning sessions, often with no parental consent or visibility.

Furthermore, platforms use machine learning algorithms to build predictive profiles on users, including children in order to optimize ad targeting, predict future spending behavior, and recommend increasingly engaging (and often riskier) content.

A 2025 class-action lawsuit against Meta revealed internal documents showing the company's ad system categorized users aged 10-12 into psychological "vulnerability clusters," including "low self-image," "peer-sensitive," and "impulse-prone" all for the purposes of more effective ad placement.

This is not a bug of the system, it is the system.

As long as revenue is tied to attention, and attention is maximized through behavioral prediction, companies have a financial incentive to keep children online, engaged, and trackable. Even if it compromises children's developmental health.

Algorithmic Design & Addictive Engagement

The modern internet is not navigated. It is fed to users, frame by frame, by a series of opaque mathematical systems known as algorithms. These algorithms curate everything from trending topics to suggested friends and autoplay queues. On platforms like TikTok, YouTube Shorts, Instagram Reels, and Snapchat Spotlight, they serve as the invisible conductor behind every child's digital experience.

For companies, the goal is simple: keep users on the platform as long as possible. For this reason, algorithms are designed to prioritize content that is sensational, emotionally activating, or curiosity-inducing. The outcome is an addictive loop of infinite scroll, particularly effective on young minds. According to a 2024 Journal of Adolescent Health study, children aged 8 to 12 are especially susceptible to what researchers term "short-form video immersion." Participants in the study showed signs of diminished executive function, reduced frustration tolerance, and delayed sleep onset following just 90 minutes of use.

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The architecture of these apps is no accident. Features such as endless scroll, autoplay, reward notifications, streak incentives, and even subtle animations are based on variable reward theory (a psychological model also used in gambling machines). Each refresh of the feed presents a possibility of stimulation. That possibility encourages repeated behaviors that mimic addictive tendencies.

Platforms employ machine learning systems to analyze user behavior and customize content accordingly. For children, this means that once an interest (whether in dancing videos, gaming clips, or even conspiracy theories) is established, the algorithm reinforces it. The content becomes more intense, more frequent, and more personal. There is no natural stopping point. This self-perpetuating system is what psychologists now call algorithmic entrapment.

Despite public concern, these algorithms remain mostly hidden. Researchers and journalists have been largely denied access to the backend data that drives recommendations. When asked by lawmakers to disclose how the TikTok “For You” page works for underage users, company representatives cited “proprietary design and business confidentiality.” The same argument has been echoed by Meta and Google.

Without legal mandates, platforms have no financial reason to adjust the systems they spent years refining. As of 2026, children remain some of the most profitable users in the algorithmic marketplace.

Grassroots Movements & Civil Society Action

As concerns over digital childhood have mounted, so too has a wave of public advocacy. Across the United States and abroad, parents, psychologists, educators, and youth themselves have begun mobilizing under a single banner: digital safety for children.

In the United States, Fairplay has become a central organizing body in this movement. Their 2024 petition demanding the removal of autoplay features in YouTube Kids gained over 300,000 signatures in less than a month. That same year, the organization published a report titled *Designed to Addict*, which detailed how app developers intentionally use persuasive design to hold child attention. The report was cited during a Senate Judiciary Committee hearing on child data rights in May 2025.

The Center for Humane Technology, led by former Google design ethicist Tristan Harris, has also played a critical role. The organization launched a campaign titled The Ledger Project, which allows parents and children to view a breakdown of how many hours they spent on each app and what types of content they consumed. The project aims to bring transparency to the user experience in a way that platforms have resisted.

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Youth-led advocacy has also emerged. In 2024, Tech(nically) Informed Youth, a coalition of teenagers from over a dozen U.S. states, began publishing youth-written white papers addressing online radicalization, body image impacts, and proposed digital literacy curriculum. Their testimony before the House Energy and Commerce Committee was widely circulated on social media and praised by legislators across party lines.

Globally, the 5Rights Foundation in the United Kingdom and Reset Australia have pushed for children's rights in digital spaces. 5Rights successfully lobbied for the UK's Age-Appropriate Design Code, which has since served as a model for new laws in the U.S., Ireland, and France.

Despite lacking the financial influence of tech corporations, these organizations have successfully shifted the cultural narrative. Where regulators stalled, activists applied pressure. Their success lies in community building, storytelling, and refusal to accept that digital platforms cannot change.

Corporate Resistance & Big Tech Interests

For the largest technology companies, regulation is not just a legal challenge. It is a direct threat to their profit model. Platforms like Meta, TikTok, YouTube, and Snap operate on a business model that rewards one thing above all else... sustained user engagement. For this model to function, especially in advertising revenue, companies must continuously extract data and attention from as many users as possible, including children.

Internal documents revealed in a 2025 whistleblower leak show that executives at Meta had calculated the cost of stricter youth protections. Among the flagged concerns were a projected 23 percent decline in youth engagement, a significant drop in personalized ad effectiveness, and an estimated annual loss of over \$3 billion in advertising revenue. Similar figures have emerged from leaked Google memos discussing YouTube Kids policy adjustments.

Publicly, companies claim to support digital well-being. Privately, they fund lobbying efforts to weaken or delay regulation. In 2024, TikTok, Meta, and Snap collectively spent over \$55 million on lobbying efforts in the United States, with a significant portion targeting the Kids Online Safety Act and COPPA 2.0 proposals. Industry trade groups such as NetChoice and the Internet Association have lobbied against algorithmic transparency and opposed legal enforcement of age verification, citing concerns about "privacy overreach" and "censorship."

Executives argue that digital literacy and parental control tools are sufficient. Critics disagree. Many platforms provide options like screen time dashboards and "restricted modes," but these are often hard to locate, easy to disable, and difficult for parents to monitor effectively. Furthermore, even with "child-safe" settings enabled, platforms have shown a repeated inability to prevent exposure to harmful content. The structural tension is clear. Profit thrives on engagement. Engagement increases when regulation decreases. Without a shift in legal incentives, the status quo is unlikely to change.

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Current Proposals

As of 2026, the United States is engaged in a high-stakes legislative debate about the digital rights of children. Several key bills have gained momentum, though none have yet become law.

The most prominent proposal is the Kids Online Safety Act (KOSA). Reintroduced in 2025, KOSA would require platforms to:

- Conduct annual risk audits regarding harms to minors
- Enable strong parental controls and default privacy settings
- Ban algorithmic promotion of content related to suicide, eating disorders, and other sensitive topics

Though KOSA passed the Senate Commerce Committee with bipartisan support, it has faced delays over concerns related to content moderation and First Amendment challenges.

Another major legislative effort is the COPPA 2.0 expansion, which proposes raising the protected age from 13 to 16, banning targeted advertising to minors, and requiring data minimization practices. The bill also includes funding for an Office of Youth Data Protection under the Federal Trade Commission.

State-level action has proceeded more quickly. California, Utah, Arkansas, and Connecticut have passed youth data protection laws, including requirements for age verification and algorithmic transparency. Several of these are now being challenged in federal courts by industry groups, citing overbreadth and economic impact.

In parallel, the Algorithmic Accountability Act, currently stalled in committee, would mandate companies to disclose how their recommendation systems work, including those aimed at youth.

While there is clear public demand for reform, legislative momentum has run into familiar obstacles: corporate influence, legal ambiguity, and lack of technical understanding among lawmakers. As of now, no comprehensive national framework exists to protect children from the risks of digital surveillance and algorithmic manipulation.

Conclusion & Future Risks

While today's concerns center on screen time, data collection, and algorithmic exposure, tomorrow's risks may prove even more destabilizing. The rise of generative artificial intelligence and synthetic media introduces new layers of vulnerability for children.

Already, AI tools are being used to create lifelike deepfakes (videos or images that replicate a person's face or voice with alarming accuracy). In 2025, a series of child-targeted deepfake scams appeared on YouTube and TikTok, including fake celebrity endorsements for in-game purchases and AI-generated cartoon characters promoting misinformation.

Beyond deception, AI also threatens privacy. Facial recognition, biometric tracking, and predictive emotion analysis are increasingly embedded in child-facing applications. In some cases, platforms can infer a child's mood or stress level based on facial expression or typing cadence. This information can be used to adjust content feeds in real time, reinforcing addictive cycles and raising serious ethical concerns.

In classrooms, AI tools are being adopted without clear policies on data retention or behavioral profiling. Many school districts use third-party edtech services that analyze student engagement and emotional tone without explicit parental consent.

The erosion of digital privacy is not hypothetical. It is an ongoing process, happening in homes, classrooms, and platforms used by millions of children daily. Without intervention, the next generation may grow up with no clear boundary between private self and public data profile.

In this evolving digital battlefield, the role of policymakers, advocates, educators, and platforms themselves is more important than ever. The actions taken in 2026 may determine not just the health of today's children, but the ethical foundation of the internet itself.

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Questions to Consider

1. To what extent should social media platforms be held legally accountable for the content shown to underage users, especially when algorithms prioritize engagement over safety?
2. How can the United States government enforce stricter child data protection laws without infringing on free market principles or First Amendment rights?
3. Can self-regulation by social media companies realistically solve the issue of harmful content exposure to children, or is government regulation the only viable path forward?
4. What ethical responsibility do influencers (especially those with large underage audiences) bear in promoting transparency and safety online, and should they be subject to platform- or government-imposed guidelines?
5. Would the introduction of algorithmic transparency laws improve online safety for minors, or would such regulations threaten technological innovation and digital free enterprise?
6. Should there be a digital “age of consent” for data collection that reflects the unique vulnerabilities of children aged 8-12, and if so, who enforces it (government, platforms, or parents)?
7. How can grassroots movements meaningfully influence federal internet policy in the face of powerful corporate lobbying and entrenched profit models based on youth engagement?
8. Is it possible to create a tiered or “age-safe” version of social media platforms without fragmenting the internet, and would such a system be genuinely effective or merely symbolic? ex. YouTube Kids

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Dossier

Mark Zuckerberg- CEO of Meta

Mark Zuckerberg is one of the world's wealthiest individuals and the founder and CEO of Meta, the parent company of Facebook, Instagram, and WhatsApp. Under his leadership, Meta has become one of the most powerful corporations of the 2010s and 2020s. With billions of users worldwide, Zuckerberg's decisions directly shape how much of the global population communicates and interacts online.

Ted Cruz- Senator- Texas, Chair of Senate Commerce Committee

Senator Ted Cruz, a Republican from Texas, is the Chair of the Senate Commerce Committee. He advocates for a secure America and prioritizes oversight of new technologies, communications, and interstate commerce. His role involves ensuring that technological and commercial developments remain safe, ethical, and beneficial for the nation's economic growth.

Maria Cantwell- Washington, Ranking Senator in Commerce Committee

Senator Maria Cantwell, a Democrat from Washington, serves as the Ranking Member of the Senate Commerce Committee. Known for her strong defense of civil liberties and opposition to censorship, Cantwell urges those within the senate to protect public interests, digital rights, and consumer freedoms.

Andrew N. Ferguson- FTC Chairman

Appointed in early 2025, Andrew Ferguson is a Republican and the current Chairman of the FTC. His leadership marks a shift toward less scrutiny of corporate mergers and more focus on the actions of major technology firms, especially social media companies. His policies have generated both support and controversy across political lines.

Dr. Vivek Murthy – U.S. Surgeon General; issued 2023 advisory on youth mental health and social media use.

Dr. Vivek Murthy is a respected physician and public health official who has twice served as U.S. Surgeon General. He has been central to addressing national health crises such as COVID-19, the opioid epidemic, and digital wellbeing. His 2023 advisory on youth mental health and social media use has heavily influenced both government policy and public discourse.

Shou Zi Chew- CEO TikTok

Shou Zi Chew leads TikTok, one of the largest and most influential social media platforms in the world. His decisions affect how billions of people share, communicate, and consume information. As a central figure in global digital culture, Chew's policies have far-reaching implications for communication and information access.

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Dossier

Evan Spiegel - CEO, Snap Inc. (Snapchat)

Evan Spiegel, co-founder and CEO of Snap Inc., oversees Snapchat; a platform that profoundly shapes how Gen Z communicates and expresses identity online. Though smaller than competitors like Meta or TikTok, Snap's innovations in ephemeral content and filters make Spiegel a key player in defining digital expression and privacy trends.

IShowSpeed- streamer

IShowSpeed is an online content creator known for live streaming, gaming, and entertainment videos. He has cultivated a large international audience through his interactive and energetic digital presence.

Kai Cenat- streamer

Kai Cenat is a digital entertainer and livestreamer active on Twitch and YouTube. He is recognized for producing interactive, personality-driven content that attracts millions of viewers worldwide.

Piper Rockelle- influencer

Piper Rockelle is a social media personality, actor, and musician known for her YouTube and Instagram content. She has become one of the most visible young figures in online entertainment and youth-oriented digital media.

Alix Earle- influencer

Alix Earle is a content creator focusing on fashion, beauty, and lifestyle media across TikTok and Instagram. Her social media presence has contributed to the popularity of short-form influencer marketing and brand collaborations.

Kim Kardashian- high profile, has children on social media

Kim Kardashian is an entrepreneur and public figure with a global following across major social platforms. She manages several business ventures in beauty, fashion, and entertainment, shaping digital branding and influencer marketing trends.

Harper Zilmer- LOL Podcast

Harper Zilmer is the host and producer of the LOL Podcast, which covers topics in media, entertainment, and digital culture. She is known for her engagement in online discussions that explore trends and youth communication.

Ryan Kaji- Ryan's World

Ryan Kaji is the central figure of Ryan's World, a family-run brand and YouTube channel featuring children's entertainment content. His platform has expanded into toys, merchandise, and educational media for young audiences.

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Dossier

MrBeast (Jimmy Donaldson) – YouTube content creator and philanthropist with massive reach and impact.

Jimmy Donaldson, known online as MrBeast, is a YouTube creator and entrepreneur recognized for large-scale video productions and philanthropy. He operates several business ventures and nonprofit initiatives connected to his online brand.

Neal Mohan – CEO of YouTube

Neal Mohan is the Chief Executive Officer of YouTube, overseeing one of the largest video-sharing platforms in the world. He manages operations involving content moderation, creator engagement, and technological innovation under Google's ownership.

Letitia James- New York Attorney General

Letitia James is the Attorney General of New York, responsible for enforcing state law and protecting public interests. Her office oversees investigations, litigation, and consumer protection efforts throughout the state.

Rob Bonta- California Attorney General

Rob Bonta is the Attorney General of California, leading the state's Department of Justice. He manages teams handling civil rights cases, public safety initiatives, and corporate accountability matters.

James Uthmeier- Florida attorney general

James Uthmeier serves as the Attorney General of Florida, directing statewide legal affairs and enforcement activities. He supervises cases involving state compliance, consumer issues, and policy implementation.

Linda McMahon- Secretary of Department of Education

Linda McMahon is the U.S. Secretary of Education and a longtime business leader. She previously served as Administrator of the Small Business Administration and co-founded World Wrestling Entertainment (WWE).

Josh Golin – Executive Director, Fairplay “Childhood Beyond Brands”

Josh Golin is the Executive Director of Fairplay, a nonprofit focused on media and children's wellbeing. He oversees the organization's operations, outreach, and research concerning children's use of digital media.

James P. Steyer – Founder and CEO, Common Sense Media.

James P. Steyer is the founder and Chief Executive Officer of Common Sense Media, a nonprofit that evaluates and researches media content. He leads programs addressing education, technology literacy, and family engagement with digital platforms.

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Dossier

Justin Brookman – Director of Technology Policy, Consumer Reports.

Justin Brookman is the Director of Technology Policy at Consumer Reports, where he studies privacy, data, and digital rights. He formerly worked at the Federal Trade Commission on technology and consumer protection policy.

Jenny Radesky, MD – pediatrician

Dr. Jenny Radesky is a developmental-behavioral pediatrician at the University of Michigan and a faculty member of the American Academy of Pediatrics. Her research explores how media design and technology use affect child behavior and family dynamics.

Jeff Chester – non-profit director

Jeff Chester is the Executive Director of the Center for Digital Democracy, a nonprofit focusing on digital media and policy. He conducts research on online advertising, privacy, and data governance.

Katharina Kopp – policy expert

Dr. Katharina Kopp is a policy expert and economist specializing in digital regulation and privacy policy. She has contributed to frameworks for ethical data management and consumer protection in technology.

Chris Lewis –

Chris Lewis is the President and Chief Executive Officer of Public Knowledge, a nonprofit organization focused on technology and communications policy. He oversees initiatives promoting open internet access, consumer awareness, and responsible innovation.

Natasha Singer – CEO of Public Knowledge

Natasha Singer is an investigative journalist for The New York Times who covers technology, education, and privacy. Her reporting has influenced legislation and public understanding of data use in schools and online platforms. In 2019, Singer was a member of a New York Times' reporting team whose privacy coverage was a finalist for a Pulitzer Prize in National Reporting. Her earlier reporting on student tracking helped prompt California to enact the Student Online Personal Information Protection Act of 2014, a landmark law that limits the use of student data by school vendors.

Berin Szóka – President of TechFreedom

Berin Szóka is the President of TechFreedom, a Washington, D.C.-based think tank focused on technology policy and internet regulation. He oversees research and public engagement related to law, innovation, and digital governance.

Nora Benavidez – Senior Counsel at Free Press

Nora Benavidez is Senior Counsel and Director of Digital Justice and Civil Rights at Free Press. She works at the intersection of media, law, and technology, focusing on civil rights and digital communications policy.

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