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For an assessment of the means and provisions to combat children's exposure to pornographic content

Amendment¹ No. 2

tabled by the Committee on Culture, Science, Education and Media

In the draft resolution, after paragraph 6.6, insert the following paragraph:

"develop, in dialogue with the private sector – in particular mobile operators, global digital platforms, companies operating in the gaming market, designers and tech service providers – a framework conducive to the roll out of internet programmes, video games, social media platforms, as well as virtual reality environments, which guarantee safe usage especially by children, including: the adoption of stringent codes of conduct aimed at avoiding children's exposure to pornographic content; forms of content moderation with human intervention, as purely automated solutions might be unable to identify the risks for children; anonymous complaint and reporting mechanisms; co-operation mechanisms between the private sector and law-enforcement authorities to fight effectively against illegal pornographic content;"

1. 2022 - Second part-session

