Commission : Unesco
Topic : Enhancing youth resilience through media and information legacy in the age of intelligence
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Position : Chair

Introduction:

The fast change of Artificial Intelligence and Generative Artificial Intelligence like large language models, tools that create synthetic images and videos and AI helpers is changing the way information moves around the world. These tools can bring chances for learning, creativity and jobs for young people.They also bring new dangers. Problems such as deepfakes that cannot be traced, misinformation , violations of privacy and a decline in trust are examples.

Key Terms:

• Media and Information Literacy - is the mix of information, digital skills and media knowledge that helps people move through today's communication world.

• Generative Artificial Intelligence - are AI programs that shuffle amounts of data and create new content when a user gives a prompt.

• Synthetic media - are videos, texts, images or voices made by computers either fully or partially by changing and mixing data.

• Algorithmic literacy - is an understanding of what algorithms are, how they affect human actions and the social and moral questions that come from using them.

Key actors:

• United Nations Educational, Scientific and Cultural Organization – UNESCO leads the world in setting rules, making policy plans and building skills on Media and Information Literacy and AI ethics.

• Partnership on AI – PAI shares ways to handle synthetic media and joins together technology companies, community groups, journalists and scholars.

• Newsguard - watches for media and AI news sites via its AI tracking center and gives tools that teachers and students can use for Media and Information Literacy.

Global MIL Alliance & Youth Network - Networks of international civil society groups, youth leaders, and educators working to build localized media literacy campaigns, youth hackathons, and peer-to-peer verification programs.

Previous attempts:

UNESCO and its partners have developed fundamental guidelines and resources to address this challenge. These have included initiatives such as Media and Information Citizens - Think Critically, Click Wisely; the UNESCO Recommendation on Ethics of Artificial Intelligence; and guidelines to safeguard public expression on digital platforms. Internationally, global MIL week has been celebrated in over 100 countries, social media learning through MIL CLICKS has reached thousands of young people, the YouthMobile Initiative (including AfricaCodeWeek) has promoted coding and digital literacy, and collaborative hackathons such as CodeTheCurve have taken place in partnership with IBM and SAP. Free online resources such as ‘Deep Dive for Policymakers’ on Media and Information Literacy, and university level courses such as Elements of AI have been used to enhance learning in schools and provide further opportunities for individuals to learn.

Potential Solutions:

• Education and Curriculum Integration means putting complete Media and Information Literacy and Artificial Intelligence knowledge in schools from kindergarten to university. This helps everyone get digital skills and close the gap in what people can do with technology.

• Multi-Stakeholder Youth Inclusion invites people, teachers, community groups and librarians to help create, run and watch Artificial Intelligence rules. This keeps the focus on people and the public good.

• Global Portals and Observatories are websites and monitoring sites that share learning materials, support long-term research and watch how Artificial Intelligence affects people's health and happiness.

• Gender-Responsive Policies create rules and learning programs to close the digital gap between men and women and to stop Artificial Intelligence from treating people unfairly because of gender and fight against stereotypes.

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