



PROJECT TITLE : SAVE STUDENTS FROM AI-FACILITATED VICTIMIZATION

Project Summary:

This initiative, inspired by Susan Patterson's "How Teens Can Make a Difference in the Fight Against Human Trafficking," aims to empower students in rural Ghana to navigate the evolving digital landscape safely. With the increasing integration of Artificial Intelligence (AI) in everyday applications, new forms of victimization are emerging, impacting even the most vulnerable populations. This project will establish school-based awareness programs and workshops, equipping over 2 million young people with the knowledge and skills to identify, prevent, and respond to AI-facilitated victimization. These programs will not only protect vulnerable students but also empower them to become proactive digital safety advocates within their peer groups and communities.

Challenge:

While AI offers numerous benefits, its misuse presents significant risks, particularly in communities with limited digital literacy. In Ghana's rural areas, where awareness of AI is low, children are especially vulnerable to novel forms of exploitation. AI can be used to:

Automate and amplify bullying through the generation of harmful messages and deepfake content.

Facilitate online sexual exploitation and grooming by creating realistic but fabricated scenarios.

Disseminate misinformation and propaganda, manipulating young people's perceptions and beliefs.

Enable identity theft and fraud, compromising students' privacy and security.

Create new forms of discrimination and bias, perpetuating existing inequalities.

The anonymity afforded by AI platforms can embolden perpetrators, making it easier for them to target and harass victims without fear of consequences. The lack of awareness and resources in rural communities exacerbates these challenges, leaving children ill-equipped to protect themselves.

Solution:

This project will implement a comprehensive, school-based intervention program across 300 schools within the first year. The program will utilize a multi-faceted approach:

Workshops: Interactive workshops will be conducted to educate students about the risks of AI-facilitated victimization, including cyberbullying, online sexual exploitation, misinformation, and privacy violations.

Awareness Campaigns: School-wide awareness campaigns will disseminate key safety messages through posters, presentations, and peer-led initiatives. These campaigns will be tailored to the Ghanaian context, incorporating culturally relevant examples and scenarios.

Training for Educators: Teachers and school staff will receive training to identify and respond to incidents of AI-facilitated victimization. This training will empower them to create a safe and supportive learning environment.

Student Empowerment: The project will train student leaders to become digital safety ambassadors, equipping them to educate their peers and advocate for online safety within their schools.

Resource Development: Culturally appropriate educational materials, including presentations, videos, and interactive tools, will be developed and disseminated to schools. These resources will be available in both English and local languages.

Community Engagement: The project will involve parents and community members in awareness-raising activities, fostering a broader understanding of the risks and promoting a culture of online safety.

Long-Term Impact:

This project will create a sustainable framework for protecting Ghanaian school children from AI-facilitated victimization. By increasing awareness, building skills, and empowering students and educators, the project will:

Reduce the incidence of AI-facilitated victimization in targeted schools.

Improve students' ability to navigate digital spaces safely and responsibly.

Foster a culture of online safety and digital citizenship within schools and communities.

Empower students to become agents of change in promoting online safety.

Provide a model for addressing AI-facilitated victimization in other developing countries.

Budget for 12 Months:

A one-time amount of US\$27,875 is required to establish and implement the program. This funding will cover:

Funding Request:

We kindly request your support to cover the following essential expenses:

Item

Estimated Cost	(USD)
Banners/Stickers	600
Workshop Materials	1,300
Transportation	2,800
Volunteer Facilitator Appreciation (2)	1,000
Contingency Fund	875
Computer Center Setup	21,300
Total	27,875

Core Activities:

Curriculum Development:

Develop age-appropriate curriculum modules on AI safety, online ethics, and responsible technology use.

Adapt existing materials on cyberbullying, online grooming, and misinformation to include AI-specific examples.

Create supplementary materials like videos, interactive quizzes, and case studies relevant to the Ghanaian context.

Teacher Training:

Conduct workshops for teachers on AI literacy, online safety, and how to address AI-facilitated victimization.

Provide resources and ongoing support to teachers to integrate the curriculum into their lessons.

Train teachers to identify and respond to students who may be victims or perpetrators of AI-facilitated victimization.

Student Workshops:

Conduct interactive workshops for students in targeted schools, covering topics such as:

Understanding AI and its potential risks.

Identifying and preventing cyberbullying, including AI-generated harassment.

Recognizing and avoiding online grooming and sexual exploitation.

Evaluating the credibility of online information and identifying misinformation.

Protecting personal data and privacy online.

Promoting responsible online behavior and digital citizenship.

Use a variety of teaching methods, including group discussions, role-playing, and hands-on activities.

Awareness Campaigns:

Organize school-wide awareness campaigns to promote online safety and the project's goals.

Develop culturally relevant materials, such as posters, banners, and social media content, to raise awareness among students, parents, and the wider community.

Utilize student ambassadors or peer educators to lead awareness activities.

Technology Integration:

Explore the use of technology to enhance the project's impact, such as:

Developing a mobile app or website with educational resources and reporting mechanisms.

Using interactive simulations or games to teach online safety skills.

Monitoring and Evaluation:

Establish a system to track project activities, outputs, and outcomes.

Collect data on changes in students' knowledge, attitudes, and behaviors related to online safety.

Evaluate the project's effectiveness and use the findings to improve future interventions.

Additional Activities:

Parent/Community Engagement:

Conduct workshops or meetings for parents to educate them about the risks of AI-facilitated victimization and how to protect their children.

Partner with community leaders and organizations to promote online safety awareness.

Policy Advocacy:

Work with relevant stakeholders to advocate for policies and legislation that address AI-facilitated victimization and promote online safety.

Partnerships:

Collaborate with other organizations working in the field of child protection, education, or technology to maximize the project's impact.

Sustainability Planning:

Develop a plan to ensure the project's long-term sustainability, such as training local educators to continue the program after the initial funding period.

What is AI victimization of school children?

AI Victimization of School Children

AI victimization refers to the misuse or harmful impact of artificial intelligence technologies on school children. This can manifest in various forms, which can be categorized as follows:

1. Cyberbullying

Automated Harassment: AI tools can be used to automate bullying, such as generating harmful messages or deepfake content that targets specific individuals.

Anonymity: AI platforms may enable bullies to act anonymously, making it easier for them to harass others without repercussions.

2. Data Privacy Concerns

Surveillance: Schools using AI for monitoring students can lead to an invasion of privacy. This includes tracking online behavior or using facial recognition technology.
Data Misuse: Personal data collected by AI systems may be misused or inadequately protected, exposing children to identity theft or exploitation.

3. Manipulation and Misinformation

Targeted Advertising: AI can create targeted content that manipulates children's preferences or behaviors, such as promoting unhealthy products or ideologies.

Misinformation: AI-generated content can spread false information, leading to confusion and potentially harmful beliefs among students.

4. Emotional and Psychological Impact

Social Comparison: AI-driven social media algorithms can promote unrealistic standards of beauty or success, impacting children's self-esteem and mental health.

Addiction: AI can enhance the addictive nature of games and apps, leading to excessive screen time and negative impacts on physical and mental well-being.

5. Academic Integrity Issues

Cheating and Plagiarism: AI tools can facilitate cheating by providing answers or generating essays, undermining the educational process.

Pressure to Perform: AI-driven assessments may create undue pressure on students to perform, affecting their mental health and learning experience.

6. Exclusion and Bias

Algorithmic Bias: AI systems may inadvertently reinforce biases, leading to discrimination against certain groups of students based on race, gender, or socio-economic status.

Access Inequality: Not all students have equal access to AI technologies, which can create disparities in educational opportunities.

Conclusion

AI victimization of school children encompasses a range of issues that can negatively affect their safety, privacy, and overall well-being. Addressing these concerns requires collaboration among educators, parents, policymakers, and technology developers to ensure that AI is used responsibly and ethically in educational settings.