

Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City

TWENTIETH CONGRESS
Second Regular Session

HOUSE BILL NO. 10942



Introduced by Representative ANTOLIN “LENLEN” A. ORETA III

AN ACT
ESTABLISHING A REGULATORY FRAMEWORK FOR DIGITAL PLATFORMS,
PROMOTING RESPONSIBLE DIGITAL ENGAGEMENT AND ONLINE SAFETY FOR THE
PROTECTION OF CHILDREN FROM ONLINE HARMS

EXPLANATORY NOTE

The rapid advancement of information and communications technology has fundamentally reshaped the manner by which Filipinos communicate, access information, pursue education, conduct business, and participate in civic life. Digital platforms, including social networking services, messaging applications, online gaming platforms, content-sharing services, livestreaming platforms, and other interactive digital technologies have become indispensable tools in modern society. While these technologies have significantly contributed to economic growth, innovation, and digital inclusion, they have likewise created unprecedented challenges, particularly with respect to the protection of children in the online environment.

The increasing accessibility of digital platforms has correspondingly heightened the exposure of children and adolescents to online harms such as cyberbullying, online grooming, identity theft, privacy violations, harmful and age-inappropriate content, deceptive digital practices, excessive screen time, and other forms of digital exploitation. These risks have become more complex as digital platforms continue to evolve, underscoring the need for a comprehensive regulatory framework that balances technological innovation with the State's constitutional duty to protect the welfare of its citizens.

Empirical evidence demonstrates the urgency of legislative intervention. In *Sexual Exploitation and Abuse of Children Online in the Philippines: A Review of Online News and Articles*, Hernandez, Lacsina, Ylade, Aldaba, Lam, Estacio, and Lopez documented the alarming prevalence of Online Sexual Exploitation and Abuse of Children (OSEAC) in the Philippines. The study identified recurring incidents involving livestreamed child sexual abuse, child sexual abuse materials, and sextortion, with victims ranging from infancy to adolescence. It further observed that the widespread availability of digital technologies, coupled with socioeconomic vulnerabilities and inadequate online safeguards, has facilitated the proliferation of these offenses, thereby highlighting the necessity for stronger preventive measures and institutional responses.

Complementing these findings, a study published in the *Philippine Social Science Journal* emphasizes that children's increasing engagement with digital platforms extends their exposure beyond criminal exploitation to a broader spectrum of psychosocial and developmental risks. The study identifies

cyberbullying, problematic digital use, diminished parental supervision, privacy and data security concerns, and harmful online interactions as emerging issues that require coordinated interventions involving government, families, educational institutions, and digital platform operators. It likewise underscores that digital literacy, platform accountability, and child-centered online safety mechanisms are essential components of an effective child protection framework in the digital age.

Although the Philippines has enacted significant legislation such as Republic Act No. 10173, otherwise known as the Data Privacy Act of 2012; Republic Act No. 10175, or the Cybercrime Prevention Act of 2012; and Republic Act No. 11930, or the Anti-Online Sexual Abuse or Exploitation of Children and Anti-Child Sexual Abuse or Exploitation Materials Act, these laws principally address specific unlawful acts or regulate particular aspects of digital governance. At present, there remains no comprehensive statutory framework that establishes uniform safety standards, preventive obligations, and accountability mechanisms applicable to digital platform operators for the protection of children.

This proposed measure seeks to address this legislative gap by establishing a comprehensive regulatory framework governing digital platforms operating within the Philippines. It mandates the adoption of age-appropriate safeguards, privacy-preserving age verification systems, digital well-being features, parental supervision mechanisms, transparent platform policies, and effective reporting and redress systems. It likewise institutionalizes inter-agency coordination among the Department of Information and Communications Technology, the National Telecommunications Commission, the National Privacy Commission, the Department of Health, the Department of Education, the Department of Social Welfare and Development, the Presidential Communications Office, the Council for the Welfare of Children, and other concerned agencies to ensure a coherent and whole-of-government approach to digital safety and child protection.

Ultimately, this measure affirms the State's commitment to uphold the constitutional rights and welfare of children while fostering a safe, secure, and trustworthy digital ecosystem that promotes responsible innovation, protection, and ensures that technological advancement remains consistent with the public interest.

In view of the foregoing, the immediate passage of this bill is earnestly sought.


ANTOLIN "LENLEN" A. ORETA III
Lone District of Malabon City

Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City

TWENTIETH CONGRESS
Second Regular Session

HOUSE BILL NO. 10942

Introduced by Representative ANTOLIN “LENLEN” A. ORETA III

AN ACT
ESTABLISHING A REGULATORY FRAMEWORK FOR DIGITAL PLATFORMS,
PROMOTING RESPONSIBLE DIGITAL ENGAGEMENT AND ONLINE SAFETY FOR THE
PROTECTION OF CHILDREN FROM ONLINE HARMS

Be it enacted by the Senate and House of Representatives of the Philippines in Congress assembled:

ARTICLE I
PRELIMINARY PROVISIONS

1 **SECTION 1. *Short Title.*** - This Act shall be known as the “*Digital Platform Safety and Protection*
2 *Act.*”

3 **SEC. 2. *Declaration of Policy.*** - It is hereby declared the policy of the State to promote a safe, secure,
4 inclusive, and rights-based digital environment that protects users, particularly children and adolescents,
5 from online harms while upholding the constitutional rights to freedom of expression, privacy, due process,
6 access to information, and the best interests of the child. Towards this end, the State shall:

- 7 (a) promote the responsible, transparent, and accountable operation of digital platforms;
8 (b) safeguard children against online exploitation, abuse, cyberbullying, harmful and age-
9 inappropriate content, deceptive digital practices, excessive screen exposure, and other
10 foreseeable online risks;
11 (c) encourage technological innovation while ensuring that digital development remains consistent
12 with public welfare, child protection, and human rights;
13 (d) strengthen the protection of personal information consistent with Republic Act No. 10173 or the
14 Data Privacy Act of 2012;
15 (e) promote digital literacy, digital citizenship, media and information literacy, cyber ethics, and
16 healthy digital engagement;
17 (f) empower parents, guardians, educators, and communities to guide children in the responsible use
18 of digital technologies;
19 (g) establish age-appropriate safeguards governing children's access to digital platforms and
20 electronic gadgets;
21 (h) strengthen cooperation among national government agencies, local government units,
22 educational institutions, digital platform operators, parents, civil society organizations,
23 professional associations, and community stakeholders in advancing child online safety; and

- (i) adopt a whole-of-government and whole-of-community approach in protecting children from online harms while promoting responsible participation in the digital environment.

SEC. 3. *Scope and Coverage.* - This Act shall apply to all covered digital platforms that make their services available to users located within the Philippines, regardless of the place of incorporation or principal place of business of the platform operator, insofar as such services are directed to, accessed by, or substantially affect users within Philippine jurisdiction.

This Act shall likewise establish age-based regulatory measures governing the use of digital platforms and electronic gadgets from birth until eighteen (18) years of age, including age-appropriate access restrictions, digital well-being standards, privacy protections, parental support mechanisms, educational interventions, and platform obligations corresponding to the developmental needs and evolving capacities of children and adolescents.

Nothing in this Act shall be construed to diminish rights and protections guaranteed under the Constitution and existing laws relating to privacy, freedom of expression, child protection, cybersecurity, education, consumer protection, and data privacy.

SEC. 4. *Definition of Terms.* - For purposes of this Act, the following terms shall be understood as follows:

- (a) ***Child*** refers to any person below eighteen (18) years of age, consistent with existing child protection laws, and shall likewise include persons eighteen (18) years of age or older who, because of physical or mental disability or condition, are unable to fully protect themselves from abuse, neglect, cruelty, exploitation, or discrimination.
- (b) ***Digital Platform*** refers to any internet-based service, website, application, online system, or digital technology that enables users to create, access, communicate, distribute, exchange, discover, recommend, monetize, or interact with digital content, goods, services, or information, including social media platforms, messaging services, online gaming platforms, content-sharing platforms, livestreaming services, search engines, online marketplaces, and similar interactive digital services.
- (c) ***Digital Platform Operator*** refers to any natural or juridical person that owns, develops, controls, manages, operates, or provides a digital platform or exercises substantial control over its design, operation, policies, algorithms, or data processing activities.
- (d) ***Social Media Platform*** refers to any internet-based application, website, or digital service that enables users to create profiles, communicate, establish social networks, publish or share user-generated content, or interact with other users through recommendation systems, personalized feeds, messaging, livestreaming, commenting, or similar interactive features.
- (e) ***High-Risk Digital Platform*** refers to a digital platform whose design, functions, services, algorithms, or business practices present a reasonably foreseeable risk of exposing children to harmful or age-inappropriate content, online exploitation, cyberbullying, manipulative or addictive platform features, privacy risks, excessive screen use, or other significant online harms, as may be determined by the Department of Information and Communications Technology (DICT) through the Implementing Rules and Regulations.
- (f) ***Age Assurance Measures*** refer to privacy-preserving policies, technologies, systems, or procedures used to verify, estimate, or otherwise establish the age or age range of users while ensuring proportionality, transparency, accountability, data minimization, and compliance with applicable data privacy laws.
- (g) ***Algorithmic Safety*** refers to any automated computational process, including those utilizing artificial intelligence, machine learning, predictive analytics, ranking, personalization, or similar technologies, that selects, recommends, prioritizes, amplifies, suppresses, or organizes digital

- content, advertisements, products, services, or user accounts based on user behavior, preferences, characteristics, or other data.
- (h) **Digital Well-Being** refers to the healthy, balanced, safe, and responsible use of digital technologies that promotes the physical, mental, emotional, psychological, cognitive, educational, and social well-being of children and other users while minimizing risks associated with excessive or harmful digital engagement.
- (i) **Electronic Gadget** refers to any internet-enabled or electronic device capable of accessing digital platforms or digital content, including smartphones, mobile phones, tablets, laptops, desktop computers, gaming consoles, wearable technologies, smart televisions, virtual or augmented reality devices, and similar electronic devices.
- (j) **Harmful Online Content** refers to digital content, activities, or communications that may reasonably be expected to expose children to exploitation, abuse, cyberbullying, online grooming, child sexual abuse or exploitation materials, self-harm or suicide promotion, violent or sexually explicit material, gambling-related content, fraudulent schemes, hate speech prohibited by law, or other content that poses a significant risk to their health, safety, development, or well-being.
- (k) **Parent or Guardian** refers to the biological parent, adoptive parent, legal guardian, foster parent, or any person exercising lawful parental authority or substitute parental care over a child pursuant to existing laws.
- (l) **Community Stakeholders** refer to Local Government Units (LGUs), Local Councils for the Protection of Children (LCPCs), Barangay Councils for the Protection of Children (BCPCs), Barangay Health Workers (BHWs), Barangay Child Development Workers (BCDWs), educational institutions, civil society organizations, youth organizations, professional associations, faith-based organizations, healthcare professionals, parents' organizations, and other public or private entities participating in child protection, digital literacy, and digital wellness initiatives.
- (m) **Digital Literacy** refers to the knowledge, skills, competencies, and ethical values necessary to safely, responsibly, critically, and effectively access, evaluate, create, communicate, and participate in digital environments, including media and information literacy, cybersecurity awareness, privacy protection, responsible digital citizenship, and the appropriate use of artificial intelligence and emerging technologies.

ARTICLE II

GENERAL OBLIGATIONS OF DIGITAL PLATFORMS

SEC. 5. General Duties of Digital Platforms. - All digital platform operators providing services to users within the Philippines shall:

- (a) establish and implement age-based access regulations consistent with the developmental needs of children;
- (b) adopt privacy-preserving age assurance mechanisms in accordance with this Act;
- (c) ensure that children's accounts are configured with the highest available privacy and safety settings by default;
- (d) obtain verifiable parental or guardian consent whenever required under applicable laws;
- (e) establish accessible, transparent, and child-friendly reporting and complaint mechanisms for cyberbullying, online exploitation, scams, harmful content, privacy violations, and other online harms;
- (f) provide digital well-being tools, including parental controls, screen-time monitoring, break reminders, usage dashboards, content filtering, and other protective features;

- (g) maintain transparent community standards, content moderation policies, advertising practices, and data processing policies written in language understandable to users;
- (h) conduct regular child impact and online safety risk assessments;
- (i) cooperate with competent government authorities in the enforcement of this Act; and
- (j) comply with all applicable laws relating to child protection, cybersecurity, consumer protection, digital safety, and data privacy.

SEC. 6. *Age-Appropriate Digital Platform Regulation.* - Digital platform operators shall implement age-based safeguards that correspond to the developmental needs of children. The following age-based standards shall serve as the minimum national guide:

- (a) **Ages 0–2 years.** Screen exposure shall be prohibited, except for medically necessary purposes or supervised voice or video communication with immediate family members, recognizing that this developmental stage requires direct human interaction for healthy physical, cognitive, emotional, and social development.
- (b) **Ages 2–5 years.** Screen use shall be limited to not more than one (1) hour per day of high-quality, age-appropriate educational content under the active supervision of a parent, legal guardian, or caregiver.
- (c) **Ages 6–12 years.** Screen use shall be balanced with physical activity, adequate sleep, face-to-face social interaction, and learning, and shall not exceed two (2) hours per day for non-school-related purposes, subject to parental guidance and supervision.
- (d) **Ages 13–15 years.** Digital platform use shall promote digital literacy, responsible online behavior, privacy awareness, cyber safety, balanced screen time, and parental guidance. Platform operators shall provide enhanced privacy protections, age-appropriate content moderation, and digital well-being features.
- (e) **Ages 16–17 years.** Digital platform use shall encourage responsible digital citizenship and supervised independence. High-risk digital platforms shall provide youth safety features, enhanced privacy settings, content moderation, digital well-being tools, and mechanisms that discourage excessive or harmful online engagement while recognizing the evolving capacities of older adolescents.

The Department of Health (DOH), in coordination with the Department of Information and Communications Technology (DICT), Department of Education (DepEd), Early Childhood Care and Development (ECCD) Council, and the Council for the Welfare of Children (CWC), shall periodically review these standards based on prevailing scientific evidence and child development research.

SEC. 7. *Age-Assurance and Verification.* All high-risk digital platform operators shall implement privacy-preserving age assurance systems to ensure compliance with the age-based access requirements under this Act. Age assurance systems shall:

- (a) utilize reasonable, proportionate, and reliable methods to determine the age of users;
- (b) provide multiple verification options so that users are not compelled to submit government-issued identification unless strictly necessary;
- (c) minimize the collection, processing, retention, and disclosure of personal data in accordance with Republic Act No. 10173, otherwise known as the Data Privacy Act of 2012;
- (d) ensure that personal information collected for age assurance shall be used solely for age verification and shall not be processed for advertising, profiling, behavioral targeting, or any unrelated commercial purpose;
- (e) permanently delete or anonymize personal information immediately upon completion of the verification process, unless a longer retention period is expressly authorized by law; and

- (f) undergo periodic security and privacy audits as may be required by the Department of Information and Communications Technology (DICT) and the National Privacy Commission (NPC).

The DICT, in coordination with the NPC, shall periodically review age assurance technologies to ensure that such systems remain effective, proportionate, technologically current, and respectful of children's rights and privacy.

SEC. 8. Duty of Care of Digital Platforms. – Every covered digital platform accessible within the Philippines owes children a statutory duty of care to identify, prevent, minimize, and mitigate reasonably foreseeable risks arising from the design, operation, business practices, and use of its services. In fulfilling this duty, digital platforms shall adopt reasonable, proportionate, and effective measures to safeguard the rights, safety, privacy, health, and well-being of children and adolescents, consistent with the obligations provided under this Act.

SEC. 9. Obligations Under the Duty of Care. – The duty of care shall be proportionate to the nature, scale, and level of risk presented by the platform and shall include, at a minimum, the following obligations:

- (a) **Risk Assessment.** – Conduct, document, and regularly update comprehensive child safety risk assessments identifying potential harms arising from platform design, algorithms, content moderation systems, business models, and user interactions. Such assessments shall be reviewed at least annually and submitted to the DICT..
- (b) **Risk Mitigation.** – Implement appropriate and effective measures to address identified risks, including:
 - (i) **Algorithmic Safety.** - Designing or adjusting recommendation and ranking systems to minimize the amplification or promotion of harmful, exploitative, manipulative, violent, sexually explicit, self-harm, gambling-related, age-inappropriate, or disinformation-related content directed at children and adolescents;
 - (ii) **Content Moderation.** - Maintaining effective, age-appropriate content moderation systems capable of detecting, reviewing, restricting, or removing harmful online content and conduct in accordance with this Act;
 - (iii) **Privacy and Safety by Default.** - Ensuring that accounts belonging to users below eighteen (18) years of age are configured with the highest available privacy and safety settings by default, including private profiles, restricted messaging, limited content sharing, and similar protective measures;
 - (iv) **Restrictions on Addictive Design Features.** - Limiting, disabling, or otherwise mitigating platform features that exploit the psychological vulnerabilities of children, including infinite scrolling, autoplay, manipulative notifications, variable reward mechanisms, lock-in loops, and similar engagement-maximizing designs;
 - (v) **Reporting and Redress Mechanisms.** - Providing accessible, child-friendly, and effective mechanisms through which users may report harmful content, harassment, exploitation, abuse, or other violations, and ensuring timely review, response, and appropriate remedial action;
 - (vi) **Transparency.** - Publishing clear, accessible, and age-appropriate Terms of Service, Community Standards, and Privacy Notices that explain platform rules, moderation practices, and data processing affecting children and adolescents;
 - (vii) **Human Oversight.** - Ensuring that automated content moderation and decision-making systems are subject to meaningful human review, particularly where decisions significantly affect the rights, safety, or access of children and adolescents; and

- (viii) **Stakeholder Consultation.** - Regularly consulting child development specialists, educators, healthcare professionals, parents, youth representatives, child rights organizations, and other relevant civil society organizations in the development, implementation, and periodic evaluation of child safety policies, risk mitigation measures, and digital well-being initiatives.

ARTICLE III DIGITAL WELL-BEING, GADGET REGULATION, AND CHILD SUPPORT

SEC. 10. Regulation of Gadget Use in Home and Community Settings. - The regulation of electronic gadget use by children outside school premises shall primarily recognize the constitutional rights and responsibilities of parents and legal guardians while promoting healthy child development through education, voluntary participation, and community support. Implementation shall be guided by the following framework:

- (a) **Children Five (5) Years Old and Below.** - For children five (5) years of age and below, including those not yet enrolled in school or outside school hours, guidance on age-appropriate gadget use shall be undertaken by the ECCD Council, in coordination with the DOH the CWC, and LGUs through their:

- Barangay Health Workers (BHWs);
- Barangay Child Development Workers (BCDWs);
- Child Development Centers; and
- LCPCs.

Such guidance shall focus on healthy child development, responsive caregiving, parent education, developmental milestones, and responsible screen use.

- (b) **Children Six (6) Years Old to Eighteen (18) Years Old.** - For children six (6) years of age up to eighteen (18) years of age outside school hours, implementation shall be coordinated by the Department of the Interior and Local Government (DILG) through the LGUs, in coordination with:

- (i) DOH;
- (ii) DSWD;
- (iii) DICT;
- (iv) CWC;
- (v) LCPCs;
- (vi) BCPCs;
- (vii) BHWs;
- (viii) BCDWs; and
- (ix) Accredited civil society organizations.

Programs shall promote balanced gadget use, digital wellness, mental health, online safety, cyberbullying prevention, responsible gaming, and healthy family digital practices.

- (c) **Home-Based Guidance.** Parents, legal guardians, and caregivers shall remain the primary decision-makers regarding children's gadget use within the home.
- (d) Government agencies shall provide educational guidance and support without imposing intrusive monitoring or compulsory household inspections.

SEC. 11 Regulation of Gadget Use in Educational Institutions. - All public and private basic education institutions shall establish age-appropriate policies governing the possession and use of electronic gadgets within school premises and during school-authorized activities.

The Department of Education (DepEd), in consultation with the DICT, DOH, ECCD Council, CWC, teachers' organizations, Parents–Teachers Associations (PTAs), School Governing Councils (SGCs), school administrators, and child development experts, shall prescribe uniform minimum standards covering:

- (a) permitted classroom use;
- (b) prohibited use during instructional hours;
- (c) digital well-being policies;
- (d) responsible use of educational technologies;
- (e) procedures for temporary confiscation, safekeeping, documentation, and return of electronic gadgets when school rules are violated;
- (f) immediate notification of parents or guardians following confiscation; and
- (g) protection against loss, theft, or damage while gadgets remain under school custody.

Nothing in this Act shall prohibit the use of school-owned digital equipment utilized for officially approved instructional, research, assessment, or assistive learning purposes under the direct supervision of teachers.

SEC. 12. Permitted Use of Electronic Gadgets. Notwithstanding the age-based recommendations under this Act, children may use electronic gadgets under the following circumstances:

- (a) participation in supervised educational activities approved by schools or educational institutions;
- (b) use of assistive technologies for children with disabilities, developmental conditions, or special educational needs;
- (c) telemedicine, health monitoring, psychological counseling, or medically necessary healthcare services;
- (d) emergency communication;
- (e) supervised voice or video communication with parents, guardians, or immediate family members;
- (f) access to government services, emergency information, or public safety announcements;
- (g) officially sanctioned extracurricular, academic, cultural, or civic activities; and
- (h) such other circumstances as may be determined by the implementing agencies, provided that the use remains consistent with the developmental needs and best interests of the child.

SEC. 13. Safeguards for Privacy, Family Autonomy, and Home Sanctity. - The implementation of this Act shall at all times respect the constitutional rights of parents and families, including the privacy of the home and the primary right and duty of parents in the upbringing and development of their children. Accordingly:

- (a) all home-based digital wellness activities shall be voluntary, educational, and supportive in nature;
- (b) no provision of this Act shall authorize warrantless entry into private residences or intrusive surveillance of household digital practices;
- (c) participation in Digital Wellness Pledges, family screen-time programs, parenting seminars, or home-based digital wellness initiatives shall be entirely voluntary;
- (d) all personal information collected under this Act shall be treated as confidential and processed in accordance with Republic Act No. 10173; and

- (e) all government interventions under this Act shall prioritize parental empowerment, child development, education, counseling, and voluntary compliance rather than punitive enforcement against parents or caregivers.

ARTICLE IV DIGITAL LITERACY, PARENTAL SUPPORT, AND COMMUNITY ENGAGEMENT

SEC. 14. *Integration of Digital Literacy and Online Safety in Education.* - The Department of Education (DepEd), in **collaboration** with the DICT, DOH, Commission on Higher Education (CHED), (ECCD)Council, and CWC), shall integrate digital literacy, media and information literacy, cyber ethics, responsible digital citizenship, data privacy, and online safety into the basic education curriculum, teacher education, and continuing professional development programs. Such integration shall include:

- (a) age-appropriate instruction on responsible internet use, fact-checking, digital citizenship, and respectful online behavior;
- (b) awareness of cyberbullying, online grooming, online sexual exploitation, scams, misinformation, disinformation, and other online harms;
- (c) practical instruction on privacy protection, cybersecurity, digital well-being, and healthy screen-time management;
- (d) responsible and ethical use of artificial intelligence and emerging digital technologies;
- (e) training materials for teachers, school administrators, guidance counselors, parents, and caregivers; and
- (f) periodic review of instructional materials to ensure consistency with evolving technologies and evidence-based child development standards.

ARTICLE V ADMINISTRATION ENFORCEMENT

SEC. 15. *Lead Implementing Agency and National Coordination.* - The DICT shall serve as the lead implementing agency of this Act. It shall formulate national policies, establish technical and operational standards, monitor compliance, coordinate inter-agency implementation, conduct compliance audits, issue advisory guidelines, and oversee the effective implementation and enforcement of this Act.

To ensure a coordinated and whole-of-government approach, the following agencies shall perform the functions consistent with their respective mandates:

- (a) **DICT** - Serve as the lead agency responsible for policy formulation, implementation, monitoring, accreditation of age-assurance systems, compliance audits, digital platform regulation, public awareness campaigns, capacity-building programs, and overall enforcement coordination.
- (b) **DOH** - Conduct research and issue evidence-based recommendations on the physical, cognitive, emotional, psychosocial, and developmental effects of children's use of digital platforms and electronic gadgets. The DOH shall formulate public health guidelines on healthy screen use, digital well-being, and child development.
- (c) **DepEd** - Integrate digital literacy, cyber ethics, online safety, responsible digital citizenship, and digital well-being into the basic education curriculum. DepEd shall likewise issue policies governing the responsible use of electronic gadgets in schools, provide teacher training, and coordinate with parents, PTAs, and school administrators in implementing this Act.
- (d) **DSWD** - Develop family-oriented interventions, parental education programs, counseling services, and community-based child protection initiatives. The DSWD shall assist children and families affected by online harms and coordinate social welfare interventions with LGUs.

- (e) **DILG** - Supervise and monitor the implementation of this Act by LGUs strengthen local child protection mechanisms, and ensure that LGUs establish community-based digital wellness and online safety programs.
- (f) **ECCD Council** - Lead the implementation of age-appropriate digital wellness programs for children from birth to five (5) years of age by developing parenting resources, early childhood interventions, and guidance promoting healthy child development and responsible screen exposure.
- (g) **CWC** - Ensure that all policies and programs implemented under this Act remain consistent with the best interests of the child and the Philippine Child Protection Framework. The CWC shall coordinate child rights advocacy, stakeholder engagement, and policy monitoring.
- (h) **NTC** - Assist in monitoring digital platform operators and telecommunications entities, ensure compliance with lawful directives issued pursuant to this Act, and coordinate with the DICT in enforcing regulations involving electronic communications services.
- (i) **NPC.** - Ensure compliance with Republic Act No. 10173, otherwise known as the *Data Privacy Act of 2012*, particularly in relation to age-assurance systems, processing of children's personal data, and privacy-preserving technologies.
- (j) **CHED** - Promote digital literacy, online safety, cybersecurity awareness, and responsible digital citizenship programs in higher education institutions, including teacher education institutions.
- (k) **Presidential Communications Office (PCO).** - Lead nationwide information and advocacy campaigns to promote public awareness on responsible digital engagement, child online protection, digital wellness, and the objectives of this Act.

The DICT shall establish an ***Inter-Agency Committee on Digital Platform Safety and Child Online Protection***, composed of representatives from the agencies identified in this Section and such other agencies as may be necessary. The Committee shall coordinate implementation, facilitate information sharing, recommend policy improvements, monitor implementation, and submit an annual report to Congress on the implementation and effectiveness of this Act.

SEC. 16. Local Implementation Framework. - The implementation of this Act at the local level shall be undertaken by the **LGUs** through a coordinated and community-based approach involving the **LCPCs**, **BCPCs**, **Local School Boards**, **City or Municipal Social Welfare and Development Offices**, **Local Health Offices**, **BHs**), **BCDWs**, educational institutions, **Parents–Teachers Associations (PTAs)**, **SGCs**, civil society organizations, professional associations, and other community stakeholders.

The **LCPC** shall serve as the principal coordinating body for the local implementation of this Act at the barangay, municipal, city and provincial levels and shall ensure the integration of child online protection, digital wellness, and responsible technology use into existing local child protection programs. For this purpose:

- (a) **LGUs** shall allocate appropriate financial and material resources for community-based digital literacy campaigns, and coordinate with national government agencies in monitoring and evaluating compliance with this Act.
- (b) **LCPCs** shall coordinate all child online protection initiatives within their jurisdiction, convene stakeholder consultations, monitor emerging digital risks affecting children, and recommend local policies and interventions.
- (c) **BCPCs** shall promote awareness activities at the barangay level, assist in identifying children requiring appropriate intervention, and support community-based digital wellness initiatives.
- (d) **City or Municipal Social Welfare and Development Offices** shall provide counseling, case management, referral services, and family interventions for children exposed to online exploitation, cyberbullying, digital addiction, or other online harms.

- (e) **Local Health Offices, BHWs, and BCDWs** shall conduct community education on healthy screen use, child development, mental health, and responsible gadget use, particularly for young children and their parents or caregivers.
- (f) **Local School Boards, Schools, Teachers, and School Administrators** shall implement school-based digital literacy and online safety programs, enforce school policies on gadget use, coordinate with parents and PTAs, and promote responsible digital engagement among learners.
- (g) **PTAs and SGCs** shall support schools in promoting responsible digital citizenship, organize parent education activities, encourage family participation in digital wellness programs, and strengthen school-community partnerships.
- (h) **Civil Society Organizations, Professional Associations, Academic Institutions, Youth Organizations, Faith-Based Organizations, and Other Stakeholders** shall assist in research, advocacy, capacity-building, community education, policy consultations, and the development of innovative programs that advance child online safety and digital well-being.

Local implementation under this Act shall emphasize education, prevention, capacity-building, stakeholder collaboration, and voluntary family participation, while respecting parental authority, children's rights, and the privacy of the home. Community-based activities shall be advisory and supportive in nature and shall not authorize compulsory household inspections or intrusive monitoring of families.

SEC. 17. School-Based Implementation. - Public and private educational institutions shall implement this Act through:

- (a) school administrators;
- (b) Teachers;
- (c) guidance counselors;
- (d) PTAs;
- (e) SGCs;
- (f) Student organizations; and
- (g) other appropriate school officials.

Schools shall:

- (a) implement age-appropriate gadget-use policies;
- (b) conduct digital literacy and online safety activities;
- (c) provide counseling and intervention programs for learners affected by online harms;
- (d) orient parents regarding responsible digital engagement;
- (e) ensure safe educational use of digital technologies; and
- (f) coordinate with the LCPCs and local government units when necessary.

SEC. 19. Home and Community Implementation. - Implementation within the home shall recognize that parents and legal guardians have the primary responsibility for guiding children's digital engagement. Participation in home-based digital wellness initiatives shall remain voluntary.

For children from birth to five (5) years of age, the ECCD Council, together with the DOH, LGUs, BHWs, and BCDWs, shall provide developmental guidance and parent education.

For children six (6) years of age until below eighteen (18) years of age, LGUs, LCPCs, schools, community organizations, and relevant government agencies shall provide continuing education on healthy gadget use, digital wellness, cyber safety, and responsible online behavior.

No provision of this Act shall authorize compulsory household inspections or intrusive monitoring of private homes.

SEC. 20 Incentives and Recognition Programs. - To encourage responsible digital engagement, promote child online safety, and recognize exemplary compliance with this Act, the DICT, in collaboration with the DepEd, DOH, DSWD, DILG, ECCD Council, CWC, (NT), (NP), (LGU), (LCPC), and other concerned agencies, shall establish a National Digital Wellness Awards and Recognition Program. The Program shall recognize outstanding initiatives and best practices in promoting responsible digital citizenship, child online protection, digital literacy, and healthy technology use. Awards and incentives may include, but shall not be limited to:

- (a) **Digital Wellness Champion School Award** shall be conferred upon public or private educational institutions that demonstrate exemplary implementation of digital literacy programs, responsible gadget-use policies, child online safety initiatives, and parent engagement activities.
- (b) **Child Online Safety Champion LGU Award** shall be conferred upon provinces, cities, municipalities, or barangays that establish innovative and effective community-based programs promoting child online protection, digital wellness, and responsible technology use.
- (c) **Outstanding Local Council for the Protection of Children (LCPC) Award** shall be granted to LCPCs that successfully integrate digital safety, online child protection, and digital wellness into local child protection programs.
- (d) **Digital Wellness Educator Award** shall be granted to teachers, school heads, guidance counselors, and education personnel who demonstrate excellence in promoting responsible digital citizenship and online safety among learners.
- (e) **Responsible Digital Parenting Award** shall be granted to Parents-Teachers Associations (PTAs), parent organizations, and community-based family support groups that actively promote healthy digital habits and child online safety.
- (f) **Youth Digital Citizenship Leadership Award** shall be granted to children, adolescents, youth organizations, or student leaders who demonstrate exemplary leadership in promoting responsible technology use, peer education, digital literacy, online safety, and positive digital engagement.
- (g) **Digital Platform Child Safety Excellence Award** shall be granted to covered digital platform operators that consistently demonstrate outstanding compliance with the child safety, privacy, transparency, age-assurance, and duty-of-care obligations established under this Act.
- (h) **Community Digital Wellness Innovation Award** shall be granted to civil society organizations, academic institutions, healthcare organizations, professional associations, faith-based organizations, and other stakeholders that develop innovative and evidence-based programs advancing digital wellness and child online protection.

ARTICLE VI FINAL PROVISIONS

SEC. 21. Periodic Review. - The DICT, in coordination with the DOH, DepEd, DILG, DSWD, ECCD Council, CWC, NTC, NPC, CHED, LGUs, LCPCs, and other concerned agencies and stakeholders, shall conduct a comprehensive review of the implementation and effectiveness of this Act every two (2) years.

Such review shall assess the effectiveness of age-appropriate regulations, child online safety measures, digital literacy initiatives, platform accountability mechanisms, and enforcement strategies, taking into consideration emerging technologies, scientific and pediatric evidence, international best practices, and evolving educational approaches. The DICT shall submit the results of such review, together with recommendations for legislative or policy amendments, to Congress.

472 **SEC. 23. *Implementing Rules and Regulations.*** - Within ninety (90) days from the effectivity of
473 this Act, the DICT shall, in coordination with the all concerned government agencies with their mandates
474 under this Act, promulgate the necessary implementing rules and regulations for the effective
475 implementation and enforcement of this Act.

476 The DICT shall also conduct consultations with parents, children and youth organizations, teachers'
477 associations, PTAs, SGCs, civil society organizations, professional associations, digital platform
478 providers, academic institutions, healthcare professionals, and other relevant stakeholders to ensure that
479 the implementing rules are evidence-based, child-centered, and responsive to technological
480 developments.

481 **SEC. 24. *Separability Clause.*** If any provision of this Act is declared unconstitutional or invalid, the
482 remaining provisions not affected thereby shall continue to be in full force and effect.

483 **SEC. 25. *Repealing Clause.*** All laws, decrees, executive orders, proclamations, administrative
484 issuances, rules and regulations, or parts thereof inconsistent with the provisions of this Act are hereby
485 repealed, amended, or modified accordingly.

486 **SEC. 26. *Effectivity.*** This Act shall take effect fifteen (15) days after its publication in the Official
487 Gazette or in at least one (1) newspaper of general circulation.

488 *Approved,*