# HL challenges and interventions

IB DP Digital Society HL challenges and interventions full package

# One hour on Friday night

> Was it a good intervention? It depends on what you measure.

- August 2021: players under 18 may play online games only 8-9 pm on Fridays, weekends and holidays.
- Companies must check every player's real name and age.
- Paper 3 (1 hour 15 minutes, 25% of HL) is built on a **pre-released brief** about one challenge.

# Three challenges of digital society

| **Challenge** | **Digital systems can help** | **Digital systems can harm** |
|---|---|---|
| **well-being** (5.1) | online appointments; staying in touch | sleep lost; bullying; comparison |
| **governance** and rights (5.2) | laws that give people rights over data | platforms richer than many countries |
| **sustainable development** (5.3) | connecting more people | electricity, mining, e-waste, the digital divide |

# Two laws for personal data

## GDPR - European Union, 2018

Rights over your data, such as seeing what a company holds.

Fines up to 4% of worldwide yearly turnover.

## PIPL - China, from November 2021

Consent needed to collect personal information.

Stricter rules for sensitive data, such as health and children's data.

# E-waste grows faster than recycling

> Most **e-waste** is never documented as recycled.

- About 62 million tonnes of e-waste in 2022; only about 22% properly collected and recycled.
- 82 million tonnes a year expected by 2030 (Global E-waste Monitor 2024).
- The **digital divide** is a development question too.

# Read an intervention four ways

| Question | The 2021 gaming rule |
|---|---|
| what does it change? | real-name checks; limited under-18 play time |
| who acts, who is affected? | government sets it; companies apply it; players and families live with it |
| what does it claim? | less gaming addiction; more sleep and study |
| what evidence is there? | company reports of lower play; surveys; reports of rule-breaking |

# Effectiveness, equity, acceptability

## Equity

Who gains and who loses? Is anyone left out or harmed more?

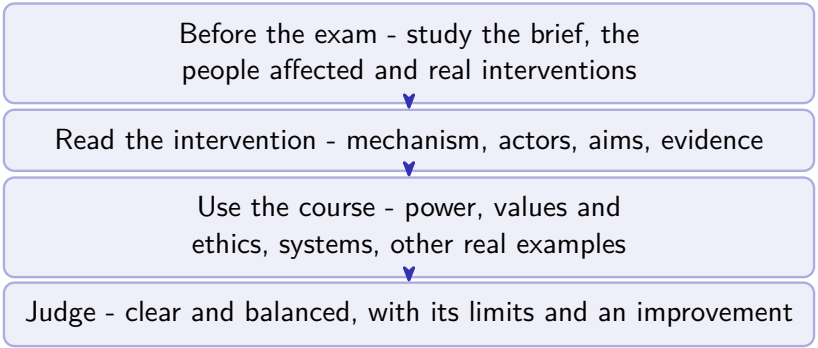
## Acceptability

Do the people affected accept it? A limit you choose, such as focus mode, is usually more acceptable than one imposed.

# Worked plan: the 2021 gaming limit

1. **Effectiveness** Much lower play by registered minors - but adults' accounts are invisible.
2. **Equity** One rule for all, yet borrowed accounts escape it; social players lost more.
3. **Acceptability** High among parents, lower among teenagers, who were not asked.
4. **Judgement** Effective for most, weaker for heavy gamers; evidence mostly from companies and government.

# Four steps for Paper 3



# Check yourself

## Your turn

Without notes,

A. Name the three HL challenges with one example each.
B. Compare GDPR and China's PIPL in one sentence each.
C. Read the USB-C rule for mechanism, actors, aims and evidence.
D. Judge the 2021 gaming limit on equity and acceptability.