

Structural Lack of Child Protections on Twitch Interactive

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Executive Summary

Twitch Interactive has a host of structural problems that have caused the victimization of child users. Easily deceivable age verification systems have allowed for the accessing of Twitch Interactive's content for those under the age of 13. But not only does this age verification system fail parents and users below 13, it also fails to protect those under the age of majority from accessing content inappropriate for their age, such as gambling streams and mature video games. Children, both above and below 13, are also at risk for child predators prevalent on Twitch Interactive. As of right now, a known 280,000 children were predated upon over just the past two years, meaning that the actual number may actually be much more. A call to action for Twitch Interactive to further protect its users through preventative measures is immediately necessary. We propose a multi-faceted solution for this ethical issue, beginning with stronger age-verification systems, a changing of community guidelines for different age groups, and a disabling of certain features for verified youth that are abused by child predators. These solutions would not only protect children on the platform but also allow Twitch Interactive to monetize content currently not allowed, such as with certain attire and mature video games, so long as children are not allowed on these streams. Our solution is the desirable ethical remediation for the current structural lack of protection for children on Twitch Interaction.