

Regulatory Reform & Economic Development Subcommittee

Wednesday, December 6, 2023
2:00 PM - 5:00 PM
Webster Hall (212 Knott)

Meeting Packet

Paul Renner
Speaker

Tyler Sirois
Chair

The Florida House of Representatives

Commerce Committee

Regulatory Reform & Economic Development Subcommittee

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Meeting Agenda

Wednesday, December 6, 2023
2:00 pm – 5:00 pm
Webster Hall (212 Knott)

I. Call to Order

II. Roll Call

III. Welcome and Opening Remarks

IV. Presentation on How Social Media Affects Minors

Panel Discussion on How Social Media Affects Minors, and Related Solutions

V. Closing Remarks

VI. Adjournment

303 House Office Building, 402 South Monroe Street, Tallahassee, FL 32399-1300
(850) 717-4870

Presentation 1

Social Media and Kids

Presented before the Florida House of Representatives Regulatory Reform & Economic Development Subcommittee (RRS)

December 6, 2023

Andrew Selepak, PhD

- Assistant Instructional Professor in the Department of Telecommunication, UF College of Journalism and Communications
- Program Coordinator for the Master's in Mass Communication with a specialization in Social Media since 2013

- PhD in Mass Communications, University of Florida, 2011
- MA in Communication, George Mason University, 2006
- BA in American History, University of Virginia, 2001

Social Media and teens
The New York Times article from June 17, 2023

Everyone Says Social Media Is Bad for Teens. Proving It Is Another Thing.

Parents, scientists and the surgeon general are worried. But there isn't even a shared definition of what social media is.

What is Social Media?

Social Media is the social interaction among people and brands using mobile and web-based technologies where they create, share, discuss, exchange information, and modify content in virtual communities that are evolving day to day.

Social Media allows for content consumption

And content creation

Social Media is also more than platforms and the Internet, but everything connected to the Web.

But make no mistake

Social media is big business:

- Facebook’s revenue in 2022 was $116.6 billion
- Instagram’s revenue in 2022 was $51.4 billion
- YouTube’s revenue in 2022 was $29.2 billion
- LinkedIn’s revenue in 2022 was $14.5 billion
- TikTok’s revenue in 2022 was $9.4 billion
- Twitter’s revenue in 2022 was $4.4 billion

How do social media companies make money?

Social media companies generate revenue from:

- Advertising
  - The more time we spend on platforms, the more advertisements we see
  - Selling access to targeted audiences
- Subscriptions
  - LinkedIn Premium or X Blue
- Selling data to data collection companies who sell it to third parties for targeted advertising
  - When you like something on Facebook and then see ads for it off Facebook
- Transaction fees and Virtual Products
  - Facebook no longer charges to raise money for charities but does charge for personal fundraisers.
  - Dating sites will “sell” additional Super Likes
- Venture capital
  - For start-up companies

How do individuals make money on social media?

The most common ways individuals make money:

- Selling products:
  - Selling products directly with Instagram Shopping, or with links to company website
- Influencer marketing:
  - Companies partner with users with large followings to promote a product
- Creating subscriber content
  - Users paying to view creator content
- Advertising
  - YouTube ads

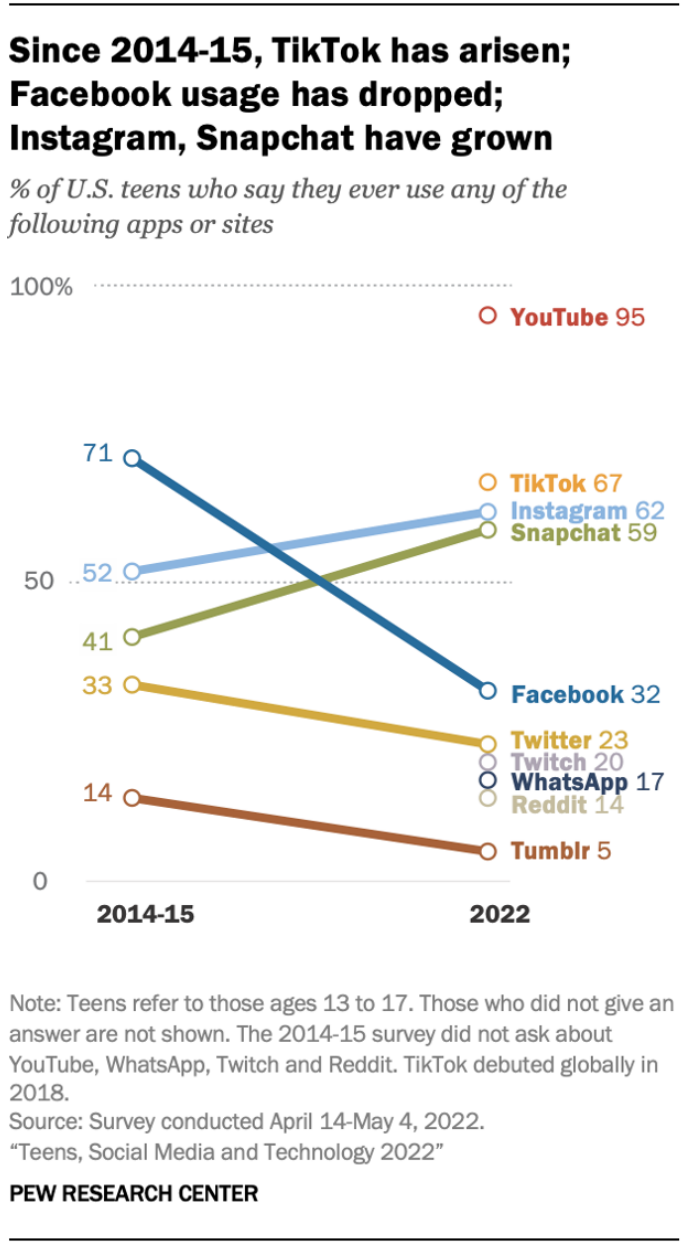
Different types of social media

There are many ways to divide social media by type, including:

- Traditional social media:
  - Examples: Facebook and LinkedIn
- Image sharing social media:
  - Examples: Instagram and Snapchat
- Video sharing social media:
  - Examples: TikTok and YouTube
- Blogging and Forum social media:
  - Examples: Tumblr and Reddit
- Messaging apps:
  - Examples: WhatsApp and Facebook Messenger
- Livestream social media:
  - Examples: Twitch and Instagram Live
- Other:
  - Examples: Multiplayer video games, music apps, dating apps, etc.

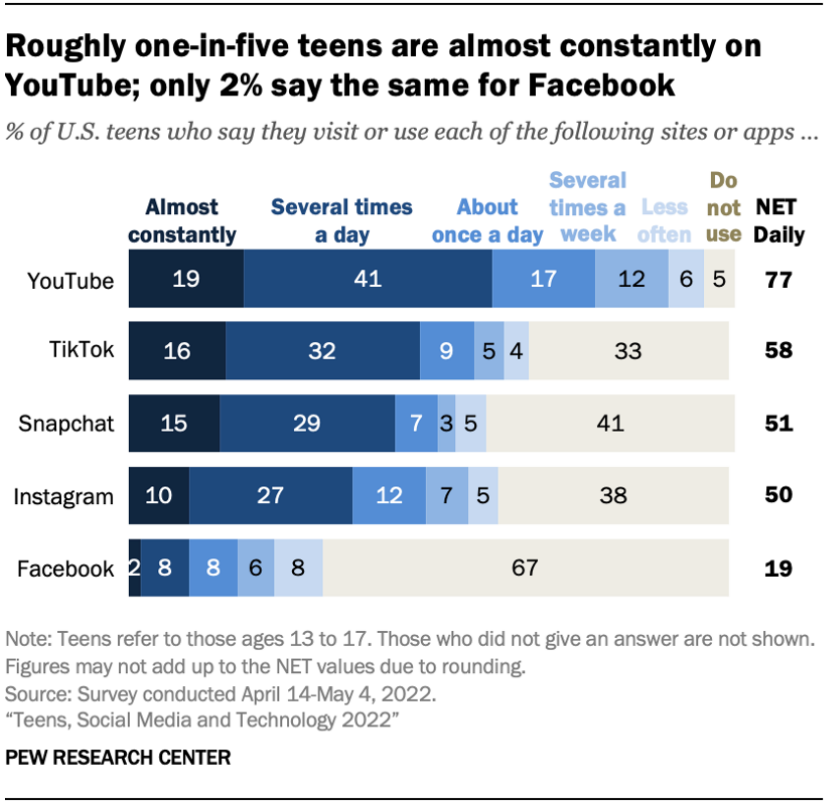
Platforms being used by young people

According to the Pew Research Center, YouTube is the most popular social media platform among 13 to 17-year-olds in the US



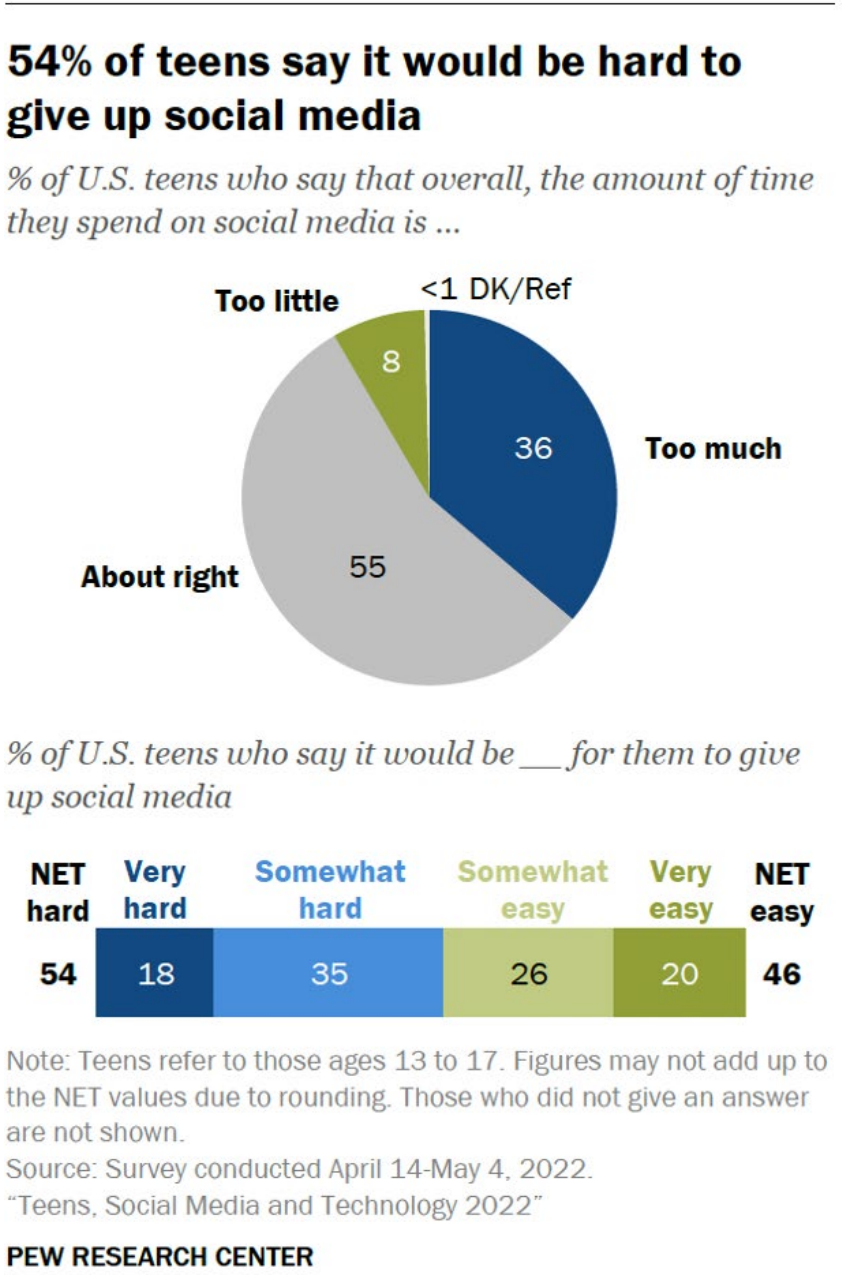
Daily usage

According to the Pew Research Center, a majority of teens use YouTube and TikTok every day



Teens are addicted to social media

According to the Pew Research Center, more than half of teens say it would be difficult to give up social media



The good of social media

- Allows us to connect with others
- Provides quick access to information
- Educational
- Provides a sense of community and belonging
- Allows for greater civic engagement
- Provides entertainment and avenue for self-expression
- Acts as a public square

The negatives of social media

- Intentionally addictive
- Encourages self-image manipulation
- Peer pressure to post to social media
- Slacktivism and virtue signaling
- Cyberbullying
- Fear of Missing Out (FOMO)
- Privacy concerns
- Exposure to harmful content

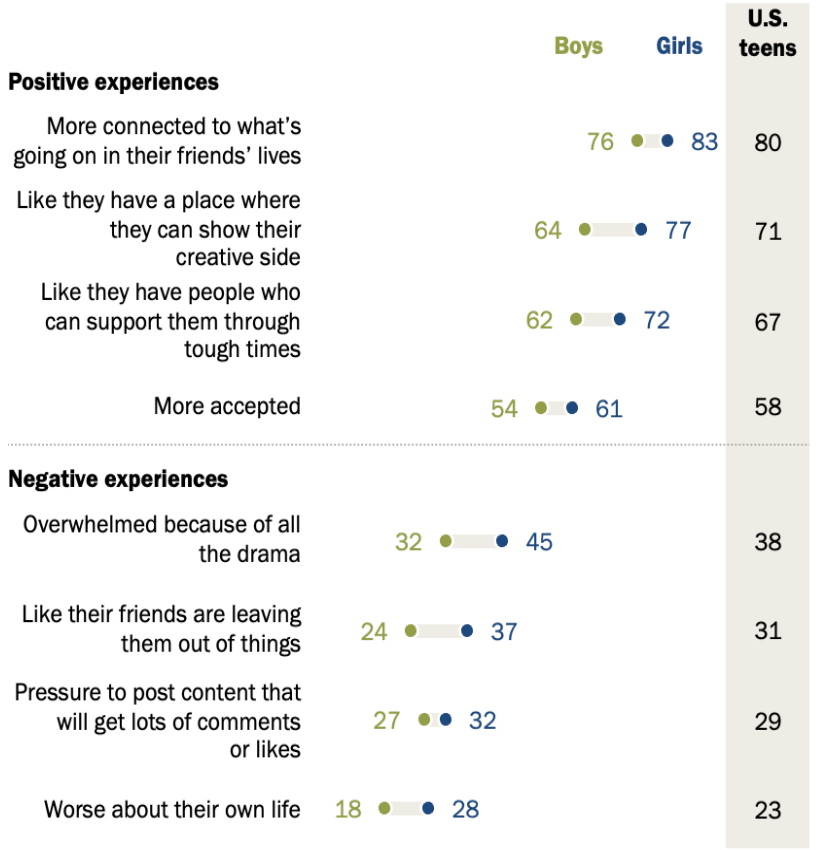
Teens see social media personally as positive

According to Pew, majorities of teens report social media helps them feel connected to their friends, allows them to be creative, and provides a sense of acceptance.

But many also feel overwhelmed, isolated, pressured into posting and engaging, and that it negatively impacts self-esteem.

Teen girls are more likely than teen boys to say social media makes them feel more supported but also overwhelmed by drama, excluded by friends

% of U.S. teens who say that in general, what they see on social media makes them feel ***a lot or a little*** *...*



Note: Teens are those ages 13 to 17. Those who did not give an answer or who gave other responses are not shown.
Source: Survey conducted April 14-May 4, 2022.

PEW RESEARCH CENTER

Problems with self-report data and responses

Self-report studies have several disadvantages, including:

- Social desirability bias:
  People may intentionally lie to make a good impression.
- Honesty:
  Subjects may choose a more socially acceptable answer than being truthful.
- Introspective ability:
  Subjects may not be able to assess themselves accurately.
- Invalid answers:
  Respondents may not answer truthfully, especially on sensitive questions.
- Lack of insight:
  Participants may lack insight into their own situation.
- Response distortion:
  Item transparency makes self-report measures susceptible to motivational and response distortion.
- Memory:
  Human memory is fallible, and people may "remember" events that never happened.

Harmful effects of social media for teens

- According to the Mayo Clinic:
  - A 2019 study of more than 6,500 12 - to 15-year-olds in the U.S. found that those who spent more than three hours a day using social media might be at heightened risk for mental health problems.
- According to US Surgeon General Vivek Murthy:
  - "Teens who use social media for more than three hours a day face double the risk of depression and anxiety symptoms.”
- According to the May 2023 Social Media and Youth Mental Health Advisory from the US Surgeon General:
  - Social media can perpetuate "body dissatisfaction, disordered eating behaviors, social comparison, and low self-esteem, especially among adolescent girls."

Conflicting views

- According to the American Psychological Association:
  - Using social media is not inherently beneficial or harmful to young people. Adolescents' lives online both reflect and impact their offline lives. In most cases, the effects of social media are dependent on adolescents' own personal and psychological characteristics and social circumstances.
    - The effects of social media likely depend on what teens can do and see online, teens' preexisting strengths or vulnerabilities, and the contexts in which they grow up.
  - But: In general, potential risks are likely to be greater in early adolescence—a period of greater biological, social, and psychological transitions, than in late adolescence and early adulthood.

Social Media companies know

- In 2021, it was revealed that Facebook (now Meta) had been studying the impact of their platforms on young users for at least two years
- Leaked documents of a March 2020 presentation titled “Teen Mental Health Deep Dive,” posted to Facebook’s internal message board revealed:
    - “Thirty-two percent of teen girls said that when they felt bad about their bodies, Instagram made them feel worse”
    - “Comparisons on Instagram can change how young women view and describe themselves.”
    - “We make body image issues worse for one in three teen girls”
    - “Teens blame Instagram for increases in the rate of anxiety and depression”
    - Among teens who reported suicidal thoughts, 13% of British users and 6% of American users traced the desire to kill themselves to Instagram

TikTok does it too

- The Intercept uncovered an internal document that confirmed TikTok once “instructed moderators to suppress posts created by users deemed too ugly, poor, or disabled for the platform.”
  - TikTok claimed this was to prevent bullying



Social Media companies don’t really care

- Expanding their base of young users is vital to a social media company as they may become longtime users, help platforms become socially relevant, and teens are prioritized by advertisers
- Internal documents from 2018 obtained by *The New York Times* revealed Instagram was afraid of losing the teenage market to other apps
  - An internal strategy memo stated: “If we lose the teen foothold in the U.S. we lose the pipeline.”

Mark Zuckerberg on teens and social media

- In a March 2021 congressional hearing, when asked about children and mental health, Mark Zuckerberg said:
  - “The research that we’ve seen is that using social apps to connect with other people can have positive mental-health benefits”

- According to *The Wall Street Journal*:
  - Facebook has consistently played down the app’s negative effects on teens, and hasn’t made its research public or available to academics or lawmakers who have asked for it.

Minimal protections in place for young people

- Children's Online Privacy Protection Act (COPPA)
- This Act protects children under the age of 13 and their data.
- This Act is applied to sites made for children
- COPPA requires that children under the age of 13 provide consent from parents before information from them can be collected

- But no one is really checking



Multistate lawsuit

- Attorneys general in 33 states filed a federal lawsuit against Meta.
- The lawsuit alleges Meta harmed young users on Facebook and Instagram through highly manipulative algorithms and technological tools.
- These techniques were allegedly deliberately deployed by Meta to attract and sustain engagement, and collect personal information for advertisers, including children without parental consent — which is required by law (COPPA).

- The lawsuit allege compulsive use of Facebook or Instagram by teens and children can cause physical and mental harm.

Meta has wanted to reach young audiences

- According to the New Jersey Bar Foundation:
  - In 2018, Instagram allocated $390 million to pursue and maintain teen users through digital ads, pinpointing 13- to 15-year-olds, dubbed the “early high school” category, as the most important target of their ad dollars.
  - Advertisers were encouraged to create ads intended for the early high school category but making them appeal to even younger children.
- In 2021, Facebook proposed an Instagram for kids which would have been designed for children under the age of 13
  - The project is on hold but not entirely scrapped

Instagram for kids

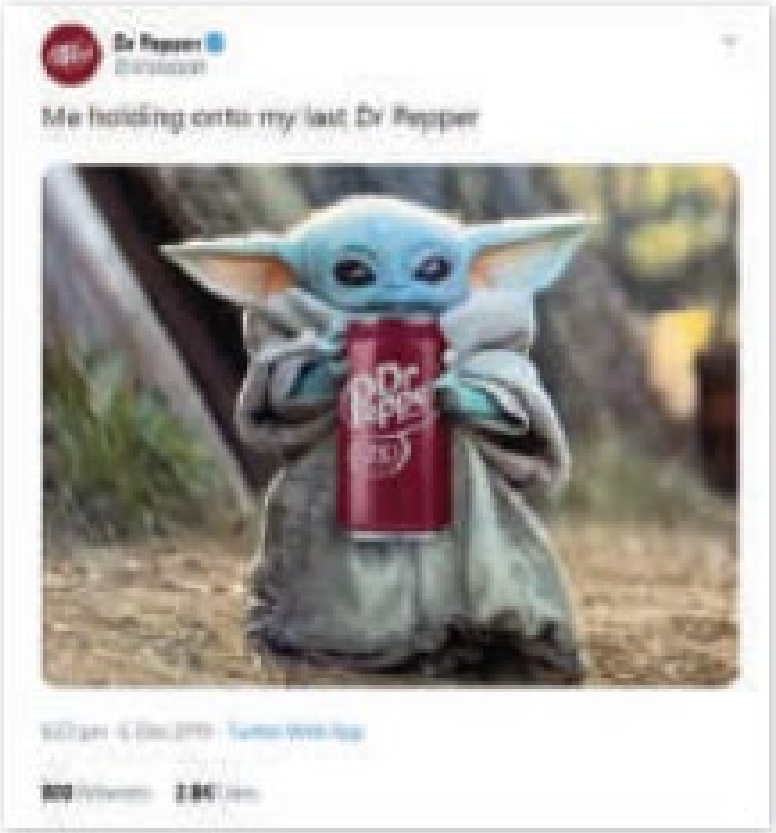
Pausing “Instagram Kids” and Building Parental Supervision Tools

By Adam Mosseri, Head of Instagram September 27, 2021

- **We believe building “Instagram Kids” is the right thing to do, but we’re pausing the work.**
- **We’ll use this time to work with parents, experts and policymakers to demonstrate the value and need for this product.**
- **We’ll continue to build opt-in parental supervision tools for teens.**

Example ads found on the web

Dr Pepper social media marketing appeals to youth through popular entertaining memes.







Instagram ad policy:

We have additional policies in place for ads shown to teens (people under 18 years old globally, under 20 in Thailand, and under 21 in Indonesia). For example, our Advertising Standards prohibit ads about restricted topics, like alcohol, financial products and weight loss products and services, to be shown to people under 18 (and older in certain countries).

Additionally, we limit the options advertisers can use to show ads to teens. For example, we don't allow advertisers to select interests, behaviors, gender or activity on other apps and websites when choosing to show their ads to teens. Advertisers can decide to include teens in their audience based only on age and location.

But young people are already on social media

- As reported by *The Wall Street Journal* in 2021:
  - Social media usage is common for kids under 13, research finds. In that demographic, roughly 30% use TikTok, while 22% use Snapchat and 11% use Instagram.

- This does not count the number of young people exposed to YouTube and streaming services by parents
  - According to the New Jery State Bar Foundation: YouTube, which boasts 85 percent usership among 12- to 17-year-olds, continues to attract malicious content even on its platform for children, YouTube Kids.

And then there is AI

- Educators are often worried about students using AI for academic work
  - But this issue can often be resolved:
    - Lockdown Browser software for in-person exams
    - Handwritten in-class work
- A larger issue will be deepfakes
  - Cyberbullying
  - Image manipulation
  - Manipulating events and history
- And more

Deepfakes

- Deepfakes are a type of fake video that uses artificial intelligence (AI) to make an altered video virtually undetectable by swapping out someone's face and voice with an imposter's
- With deepfake videos, algorithms are used to recognize actual audio or visual aspects of a person and then, like with Photoshop, an actual video of that person is doctored to replace what they said or did with a false video clip that mimics them
  - It's nearly impossible to know that the video isn't real

The problem

- Deepfakes allow for new kinds of blackmail, cyberbullying, electoral manipulation, and inflaming social tensions

- A bigger problem?
- The liar's dividend
  - Once the public is aware of the possibility of deepfakes, it allows “liars” to claim that an accurate video is just a deepfake.

Can’t Detect

- Congress is struggling to agree on how to regulate AI in general including deepfake technology

- There are no sure-fire way to detect a deepfake
  - There are ways to get around software that detects fakes

- Suggested solutions:
  - Technological watermarking, legal bans, ongoing surveillance by trusted independent third-party organizations, digital signatures on videos, and knowing where a video came from and who created it

  - More critical analysis in education – media literacy

The future

- In the next few years manipulations will no longer be limited to a single image or video
- Entire events could be fabricated with images, videos, and audio from multiple views and locations, with overwhelming amounts of false evidence
- Young people often lack media literacy skills and firsthand experience with events
- This could lead to riots, political unrest, or even prompt militaries to act, all on bad information
- We rely heavily on visuals to help understand the world
  - If trust is undermined and we can no longer trust media, we will have difficulty believing all forms of communications

- You could change history



Why is the Social Media question so difficult?

- There is tremendous money in Social Media and the Internet
- Social Media and online companies have tremendous influence and want to maintain their influence
- Social Media is part of our every day lives including teens
- Social Media has become a political issue
- Not enough is known by the public about how these companies operate
  - And because the public doesn't understand, they are looking at those in charge

What is needed?

- Greater media literacy and Social Media literacy
  - Positive that Florida was the first state to require students in the state in grades 6 through 12 to learn social media literacy
- An understanding that Social Media does not represent the real world
- For big tech to be more transparent
- Terms of Services policies that are clear and easy to understand for the user

Final Thought

- We are looking in the rearview mirror
  - Social Media is two-dimensional on our phones and computers
- Increased computer processing and faster internet speeds will decrease latency and allow for haptic applications
  - We will have autonomous vehicles and remote surgeries
- AI is used and will continue to be used for customer service
  - Replacing in-store workers and office workers in call centers
- Augmented Reality (AR) and Mixed Reality (MR) is being used for shopping
  - To try on glasses or clothes, or to see how furniture will fit in your home
- Virtual Reality (VR) combined with AI is the future of human communication
  - We were just trained on Zoom, but the future in VR and companies like Meta are leading the technology

Presentation 2

Social Media and the Mental Health of Young People

Thomas Joiner, Ph.D.

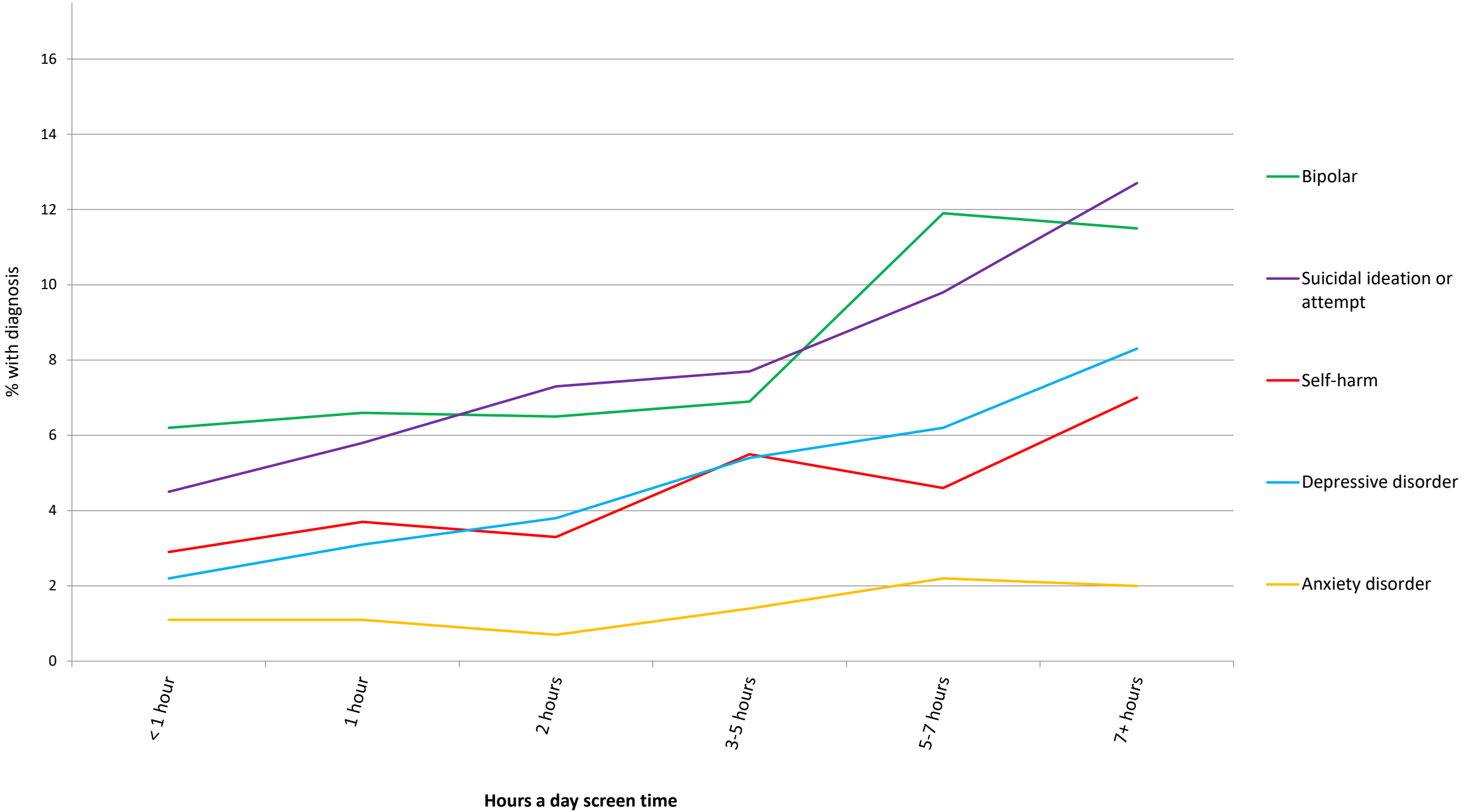
The Robert O. Lawton Distinguished Professor of Psychology

Florida State University

joiner@psy.fsu.edu

My Take on the State of Evidence

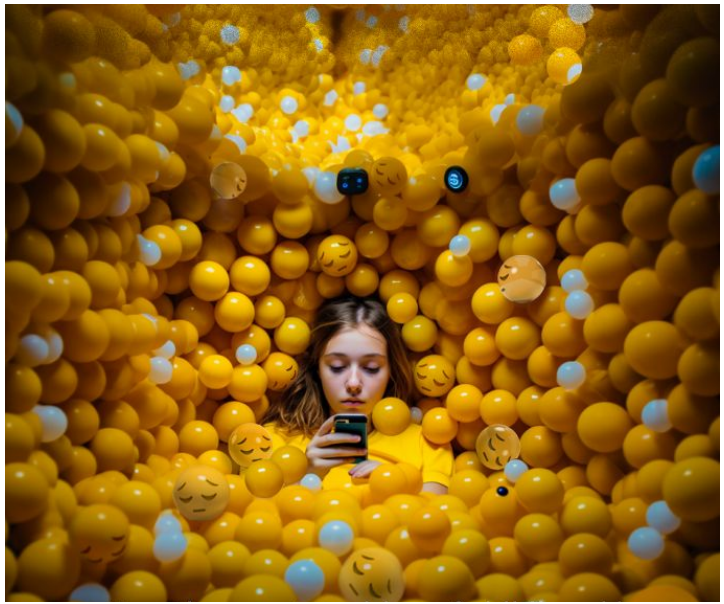
-Anecdotal: Very worrying
-Correlational: Worrying
-Experimental/Causal: Reason for Worry but Not Yet Definitive


16
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3-5 hours
5-7 hours
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Hours a day screen time
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Suicidal ideation or attempt
Self-harm
Depressive disorder
Anxiety disorder


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Males

Presentation 4

Solving The Social Dilemma: Improving Social Media to Improve Youth Mental Health



Zach Rausch

Associate Research Scientist
New York University

With support from Jonathan Haidt

March 25, 1911

Triangle Shirtwaist Factory

Manhattan, NYC




FIRE ESCAPE.

No Safety Regulations

- No fire drills
- No sprinkler systems
- Few entrances and exists
- Doors locked to prevent unauthorized breaks
- Highly flammable materials (e.g., use of gas lamps)





HUNDRED AND FIFTY PERISH IN FACTORY FIRE; WOMEN AND GIRLS, TRAPPED IN TEN STORY BUILDING, LOST IN FLAMES OR HURL THEMSELVES TO DEATH





BUILDING AT NORTHWEST CORNER OF EAST WASHINGTON PLACE AND GREENE STREET, THREE THRILL TOP FLOORS IN WHICH LOSS OF LIFE OCCURRED, WERE COMPLETELY DESTROYED.

It was preventable

How did we let this happen…
so many times?

Any factory that improved conditions were at a **competitive disadvantage**

Collective Action Problem

A situation where an action would be beneficial to many people, yet if only one person takes the action while others do not, it becomes too costly for that individual

This makes it unlikely that any individual can or would undertake action to solve it

Collective Action Solutions

Collective Action Solutions

Activism

Government Action

38 New Labor Safety Laws

A Century of Reform



21st Century Fires

Flames rage less in factories…



…now mostly behind screens



Millions of new adolescent and young adult “workers” for social media companies that has caused a **mental illness epidemic**

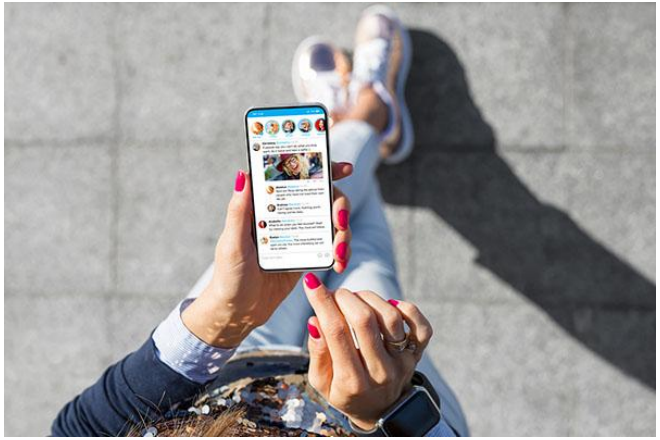
Viewing



Engaging

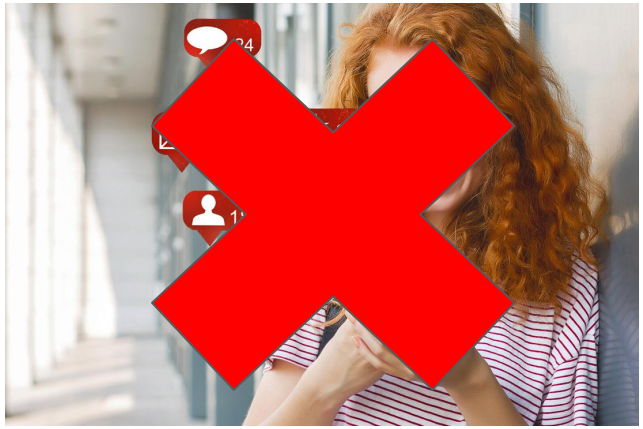


Posting



To hook other users and increase time spent on platform

Customer



Product

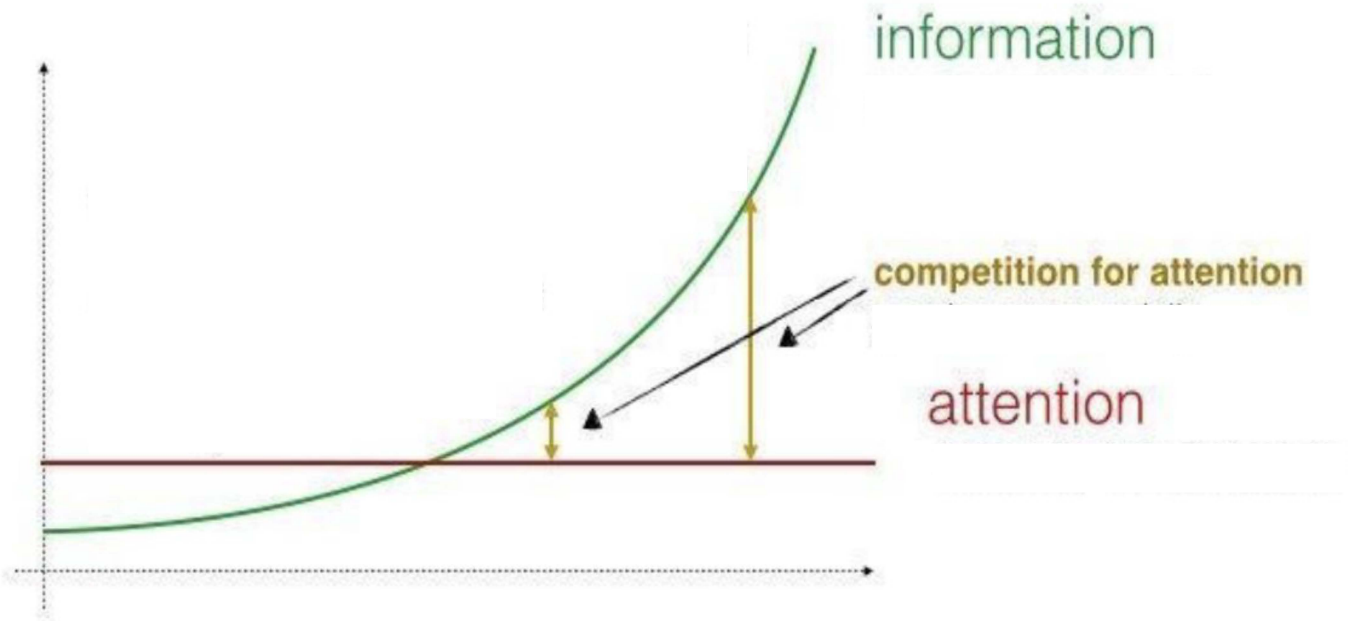


Customer



More Accurately: Attention is the product

Attention is in short supply



Business Model Leads to…

Development of addictive features that harm users

Competition for younger and younger users

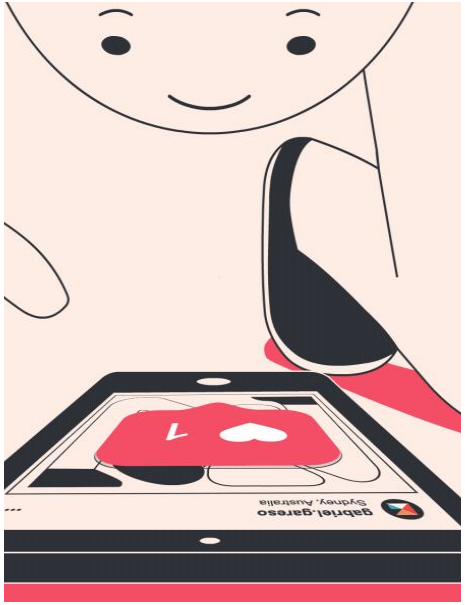
Infinite Scroll



Push Notifications



Addictive Design



What about the companies that don't do this?

Remember AOL
essenger?



Friendster



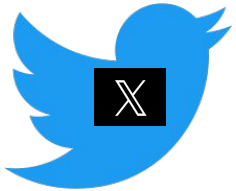
Path
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But this did



And set the standard for all to come…

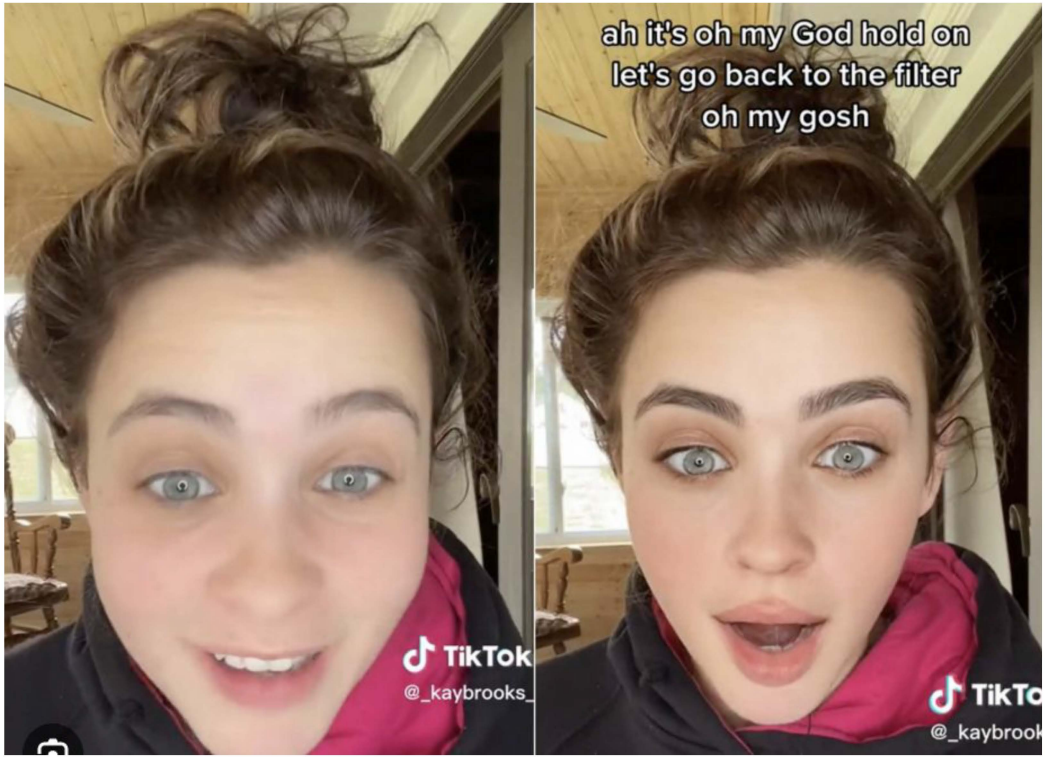


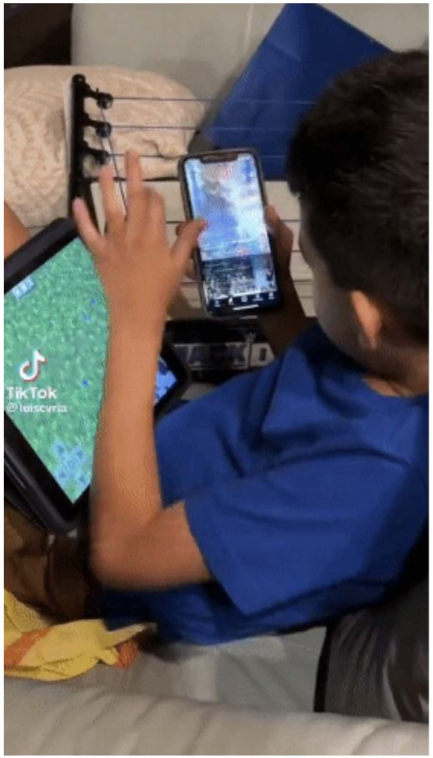






Extraordinary Harm to Users, Especially Young Users





Companies know what they are doing

THE WALL STREET JOURNAL.

the facebook files

Facebook Knows Instagram Is Toxic for Teen Girls, Company Documents Show

Its own in-depth research shows a significant teen mental-health issue that Facebook plays down in public



Yet do nothing…

Why?

Because any company that does the right thing loses to the company that makes the sleazy move.

They would be at a **competitive disadvantage**

Collective Action Problem

Collective Action Solutions

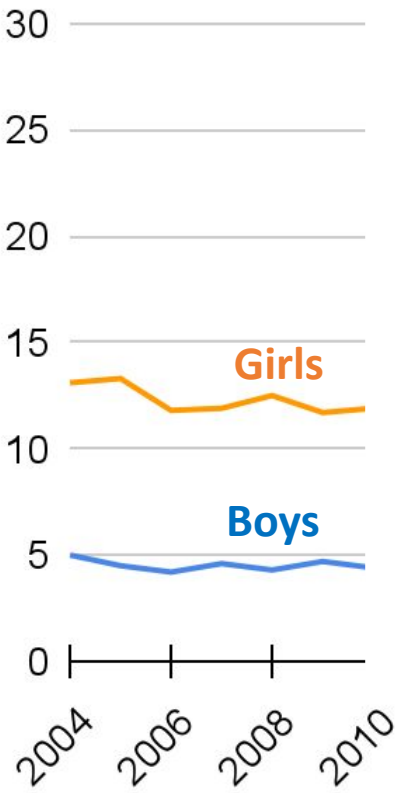
Assumption

Social Media is a Major Driver of the Adolescent Mental Health Crisis

Pattern With 5 Parts

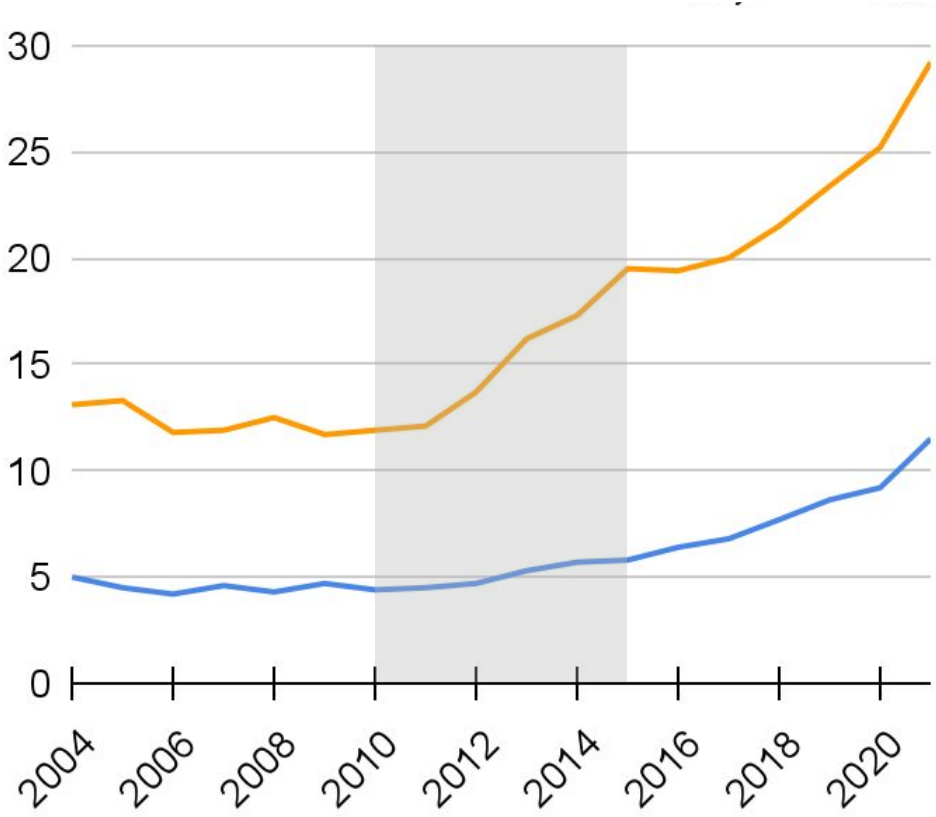
1. Mental health deteriorates in the early 2010s
2. Hits girls harder than boys
3. Internalizing disorders (e.g., anxiety and depression)
4. Hits adolescents harder than adults (and hits Gen Z harder than other generations)
5. International in scope

Major Depression Among Teens



SOURCE: U.S. National Survey on Drug Use and Health

Major Depression Among U.S. Teens



Girls

145% increase since 2010

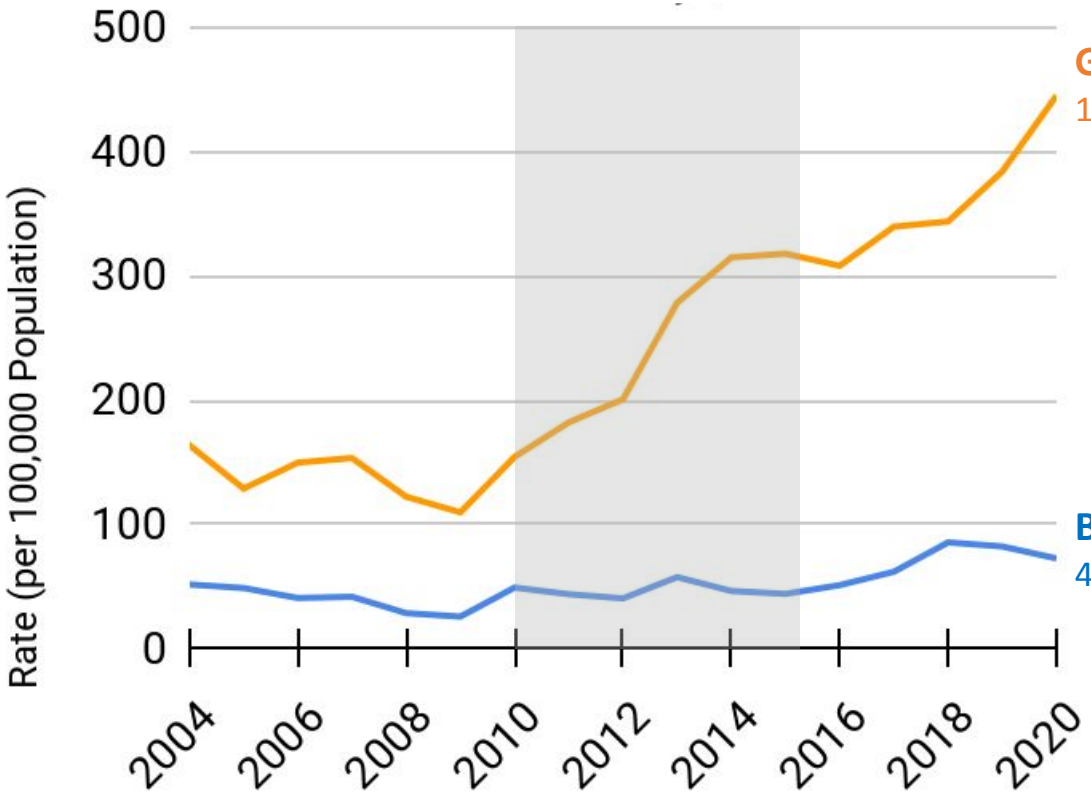
Boys

161% increase since 2010

SOURCE: U.S. National Survey on Drug Use and Health

Emergency Department Visits for Nonfatal Self-harm (Ages 10-14)



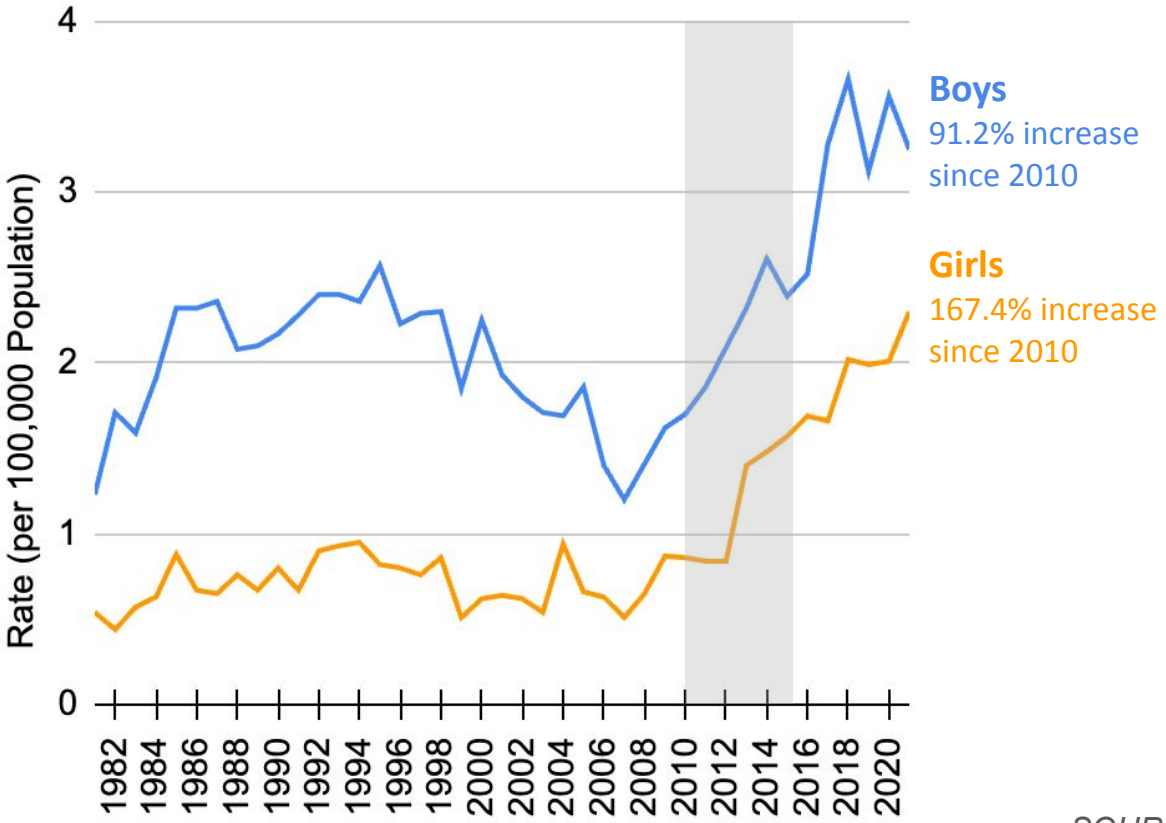


Girls
188% increase since 2010

Boys
48% increase since 2010

SOURCE: Centers for Disease Control and Prevention, National Center for Injury Prevention and Control

U.S. Suicide Rates (Ages 10-14)



SOURCE: CDC Wisqars Fatal Injury Reports

What Can Explain All Five Parts?

Here are 13 Other Explanations For The Adolescent Mental Health Crisis. None of Them Work.



JEAN M. TWENGE

OCT 24, 2023

Our Explanation:

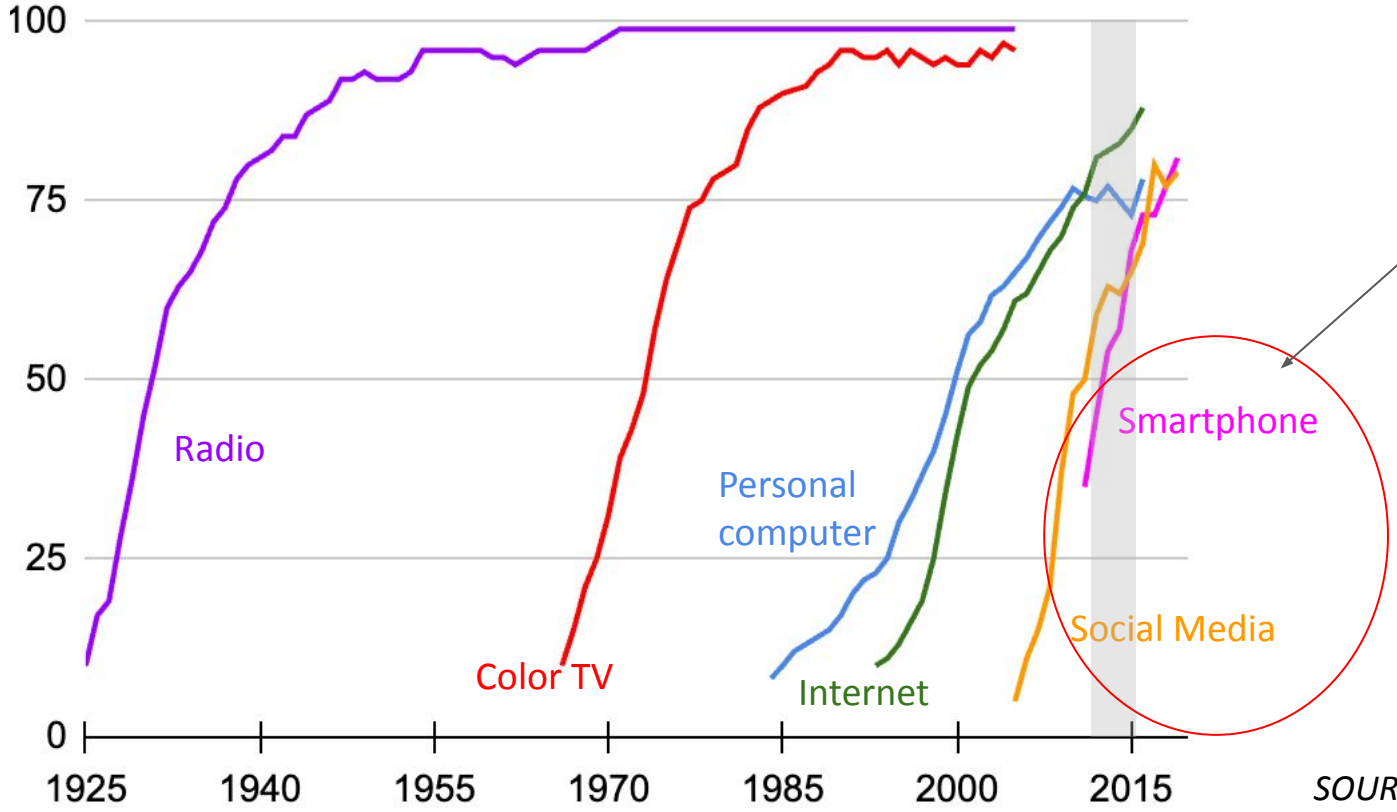
Play-Based to Phone-Based Childhood

2010-2015

Smartphones and Social Media Explain the Pattern

Smartphones and Social Media Fit The Timing

Share of U.S. Households Using Specific Technologies (1925-2019)

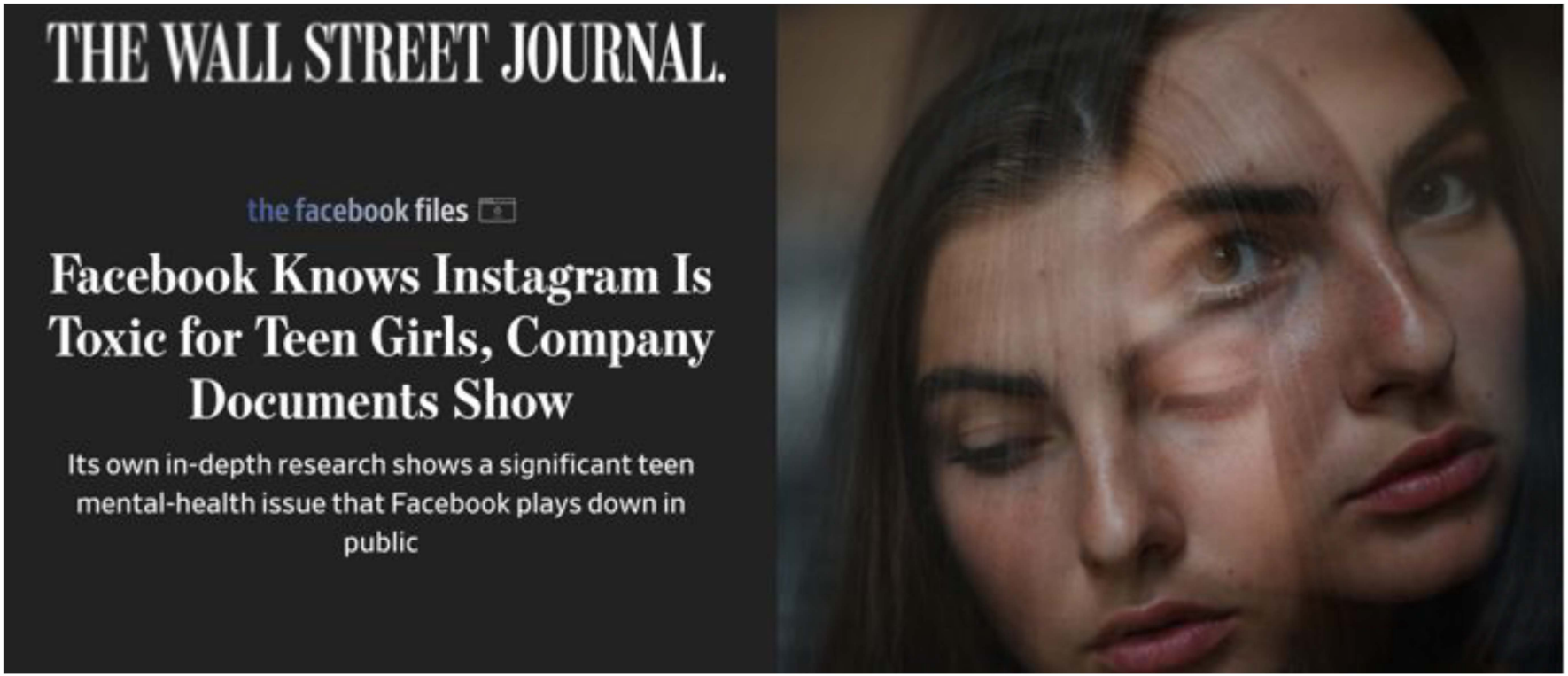


Migration to the Digital World

2009-2011 was the core period of movement for teens

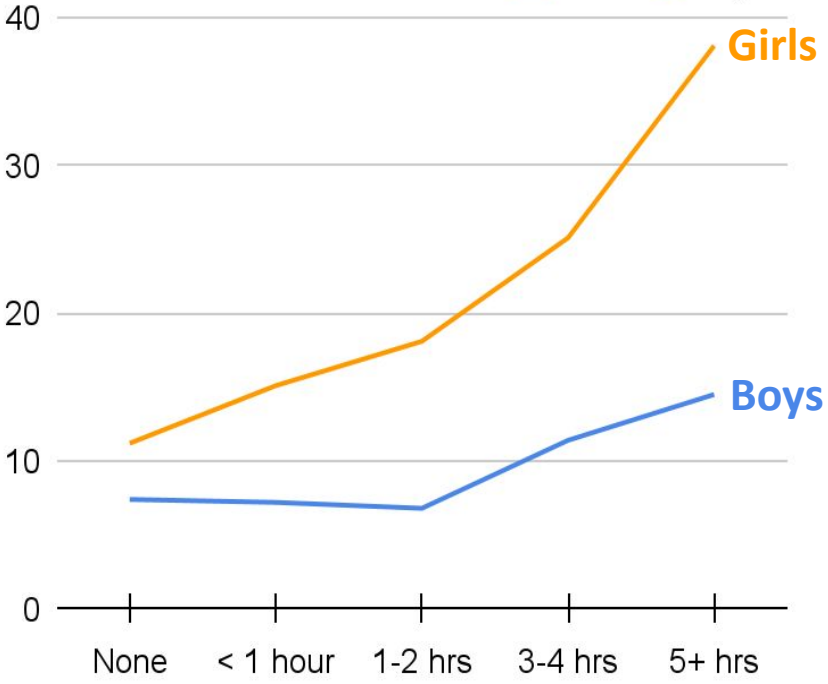
SOURCE: Our World in Data, 2023

Smartphones and Social Media Explains the Sex Difference



Smartphones and Social Media Explains the Sex Difference and the Disorders

Percent of UK Teens Depressed as a Function of Hours per Weekday on Social Media



Correlational studies: Heavy users have twice the rate of depression as light users

SOURCE: Millennium Cohort Study. Kelly (2018)

Smartphones and Social Media Explains the Age Difference

Article | Open access | Published: 28 March 2022

Windows of developmental sensitivity to social media

Amy Orben ✉, Andrew K. Przybylski, Sarah-Jayne Blakemore & Rogier A. Kievit

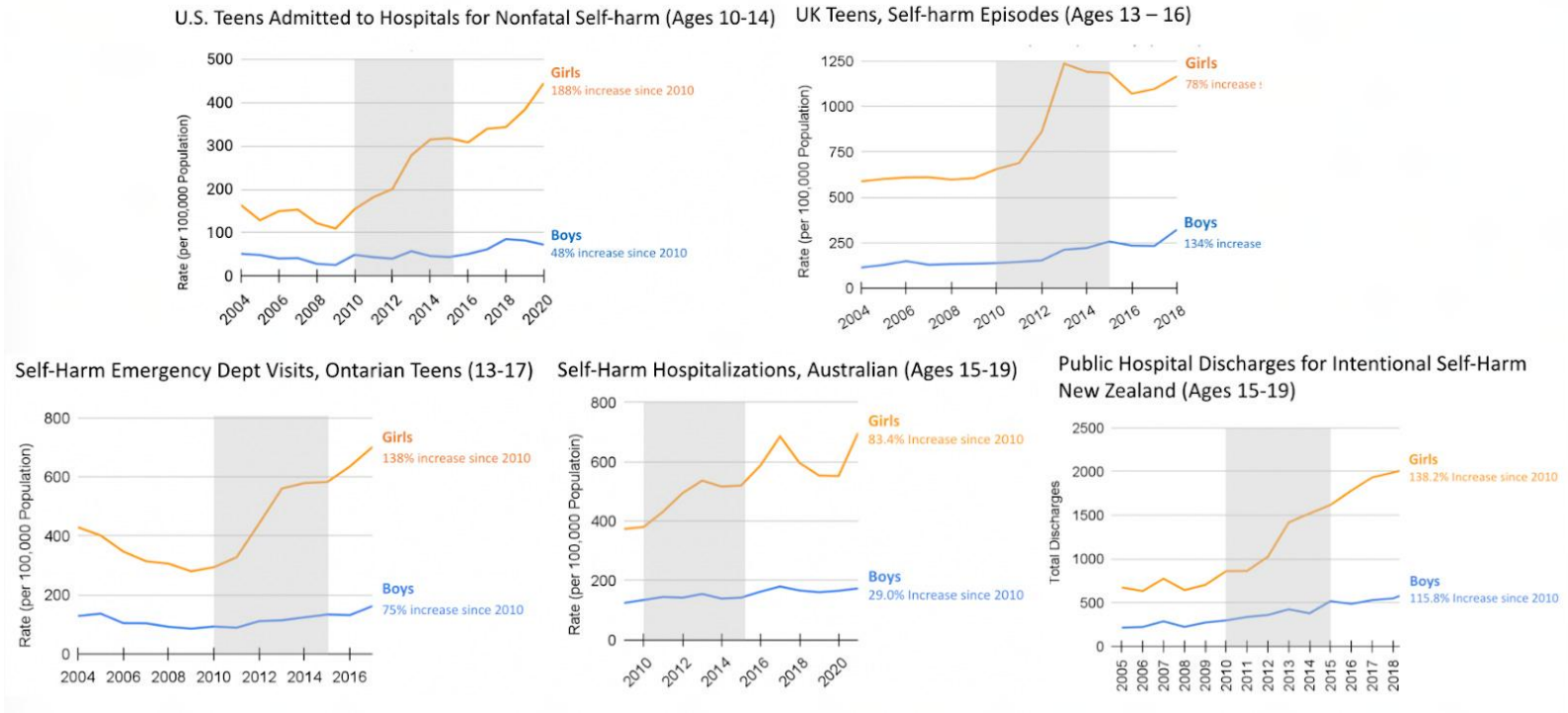
Nature Communications **13**, Article number: 1649 (2022) | Cite this article

58k Accesses | **53** Citations | **2336** Altmetric | Metrics

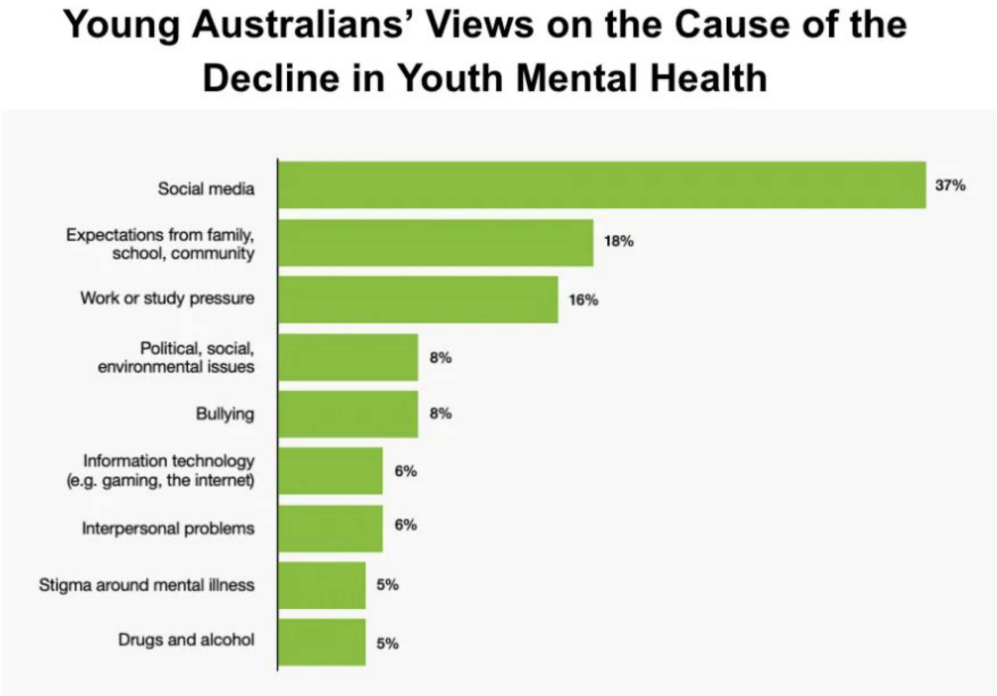
Females: 11–13
Males: Ages 14–15



Smartphones and social media explain why it happened at the same time and in the same way in so many countries



Young People Agree



Methods: Ages 12-25, N = 4,000+
Source: *Headspace National Youth Mental Health Survey, 2018*.

If you agree

1. Mental health crisis among youth
2. A primary driver of the crisis is the phone-based childhood
3. Companies won’t change on their own (competitive disadvantage for doing so)

Collective Action Solutions

Four Foundational Reforms to Overcome The Collective Action Problem

1. No Smartphones Until High School (Age 14)
2. No Social Media Until 16
3. Phone Free Schools
4. Much more childhood independence and free play

Four Foundational Reforms to Overcome The Collective Action Problem

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Solution 1: Ending the race to get younger users And their attention

Age Restrictions

Design Regulation

Solution 1a: End The Race Through Age Restrictions

Get social media out of middle school and out of puberty.

Ban social media for those under 16

Solution 1b: End The Race Through Design Regulation

Adopt the age-appropriate design code (for those under 18)

Address the root cause of the problem

Solution 1b: End The Race Through Design Regulation

There are 16 standards contained in the code

Examples Include:

1. Best interests of the child
2. Default settings
3. Data minimisation

Parents and Teens are Trapped



Solution 2: Phone-Free Schools





Solution 2: Phone-Free Schools

1. Encouraging schools to go phone free
2. Funding phone lockers and pouches
3. Funding research



Two Big Solutions

1. End The Race To Get Younger Users

2. Phone Free Schools


TRIANGLE
WAIST
COMPANY
MEYERS
CROWN
&
WALLACH
CLOTHING
MAURICE
BLUM
CLOTHING
23-29
HARRIS
BROS
MENS
CLOTHING
BERNSTEIN
& MEYERS
CLOAKS
AND
SUITS
THE HATTERS FUR EXCHANGE 23-29
7244

Hopeless



What seemed impossible was possible



It may seem impossible today



But it is possible.

You can help create the childhood we need for the 21st century





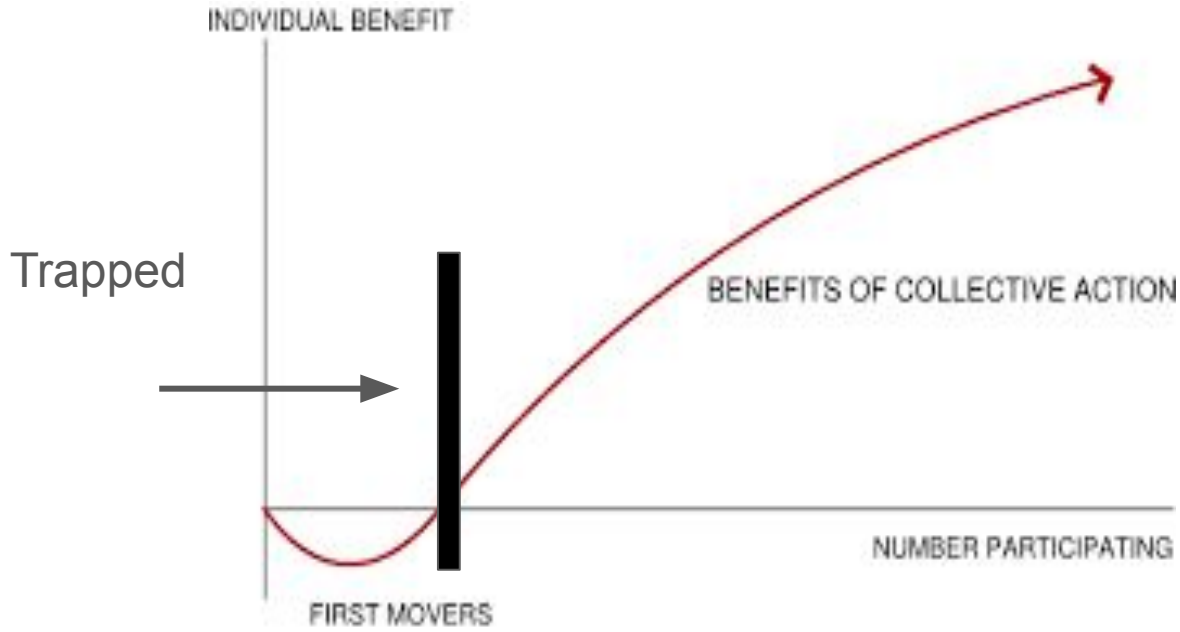
For data, graphs, and sources:
Jonathanhaidt.com/reviews

For more on smartphones and social media:
jonathanhaidt.com/social-media

For the book and supplementary material:
Jonathanhaidt.com/anxious-generation

For writing and updates:
afterbabel.com

Collective Action Problems



Stacey Steinberg, Esq.

Master Legal Skills Professor

Director, Center on Children & Families

Supervising Attorney, Gator TeamChild Juvenile Law Clinic

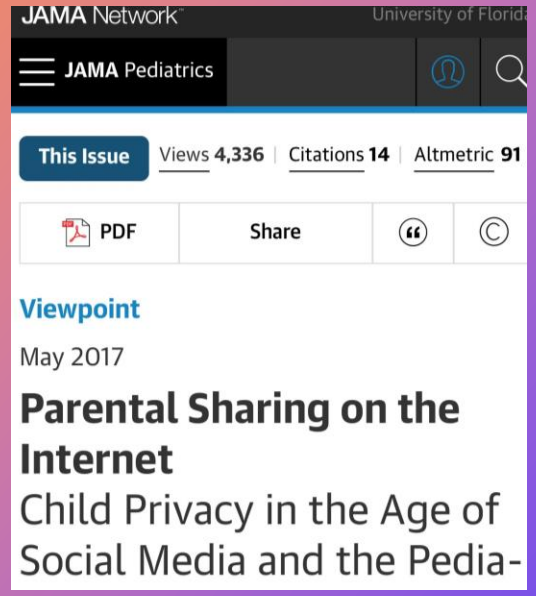
University of Florida Levin College of Law

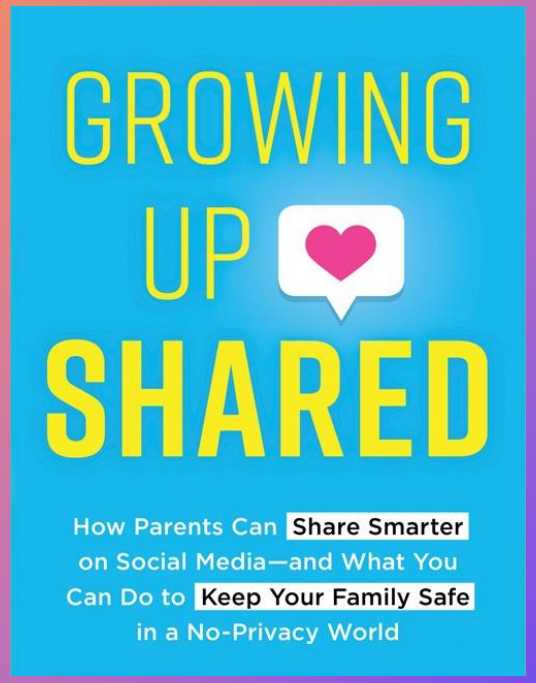
I am here based on my own views. These do not necessarily represent the views of my employer.

My Background

- Child Abuse Prosecutor
- Parent (three kids ages 10-17)
- DCF Attorney
- Photographer
- Legal Skills Professor









Sharenting

How do we balance:

- A parent's right to share online with
- A child's interest in privacy/maintaining some control over their own digital footprint.

Have we prepared kids for a digital future?



Children's Rights in the Digital Environment

United Nations Committee on the Rights of the Child (Comment 25)

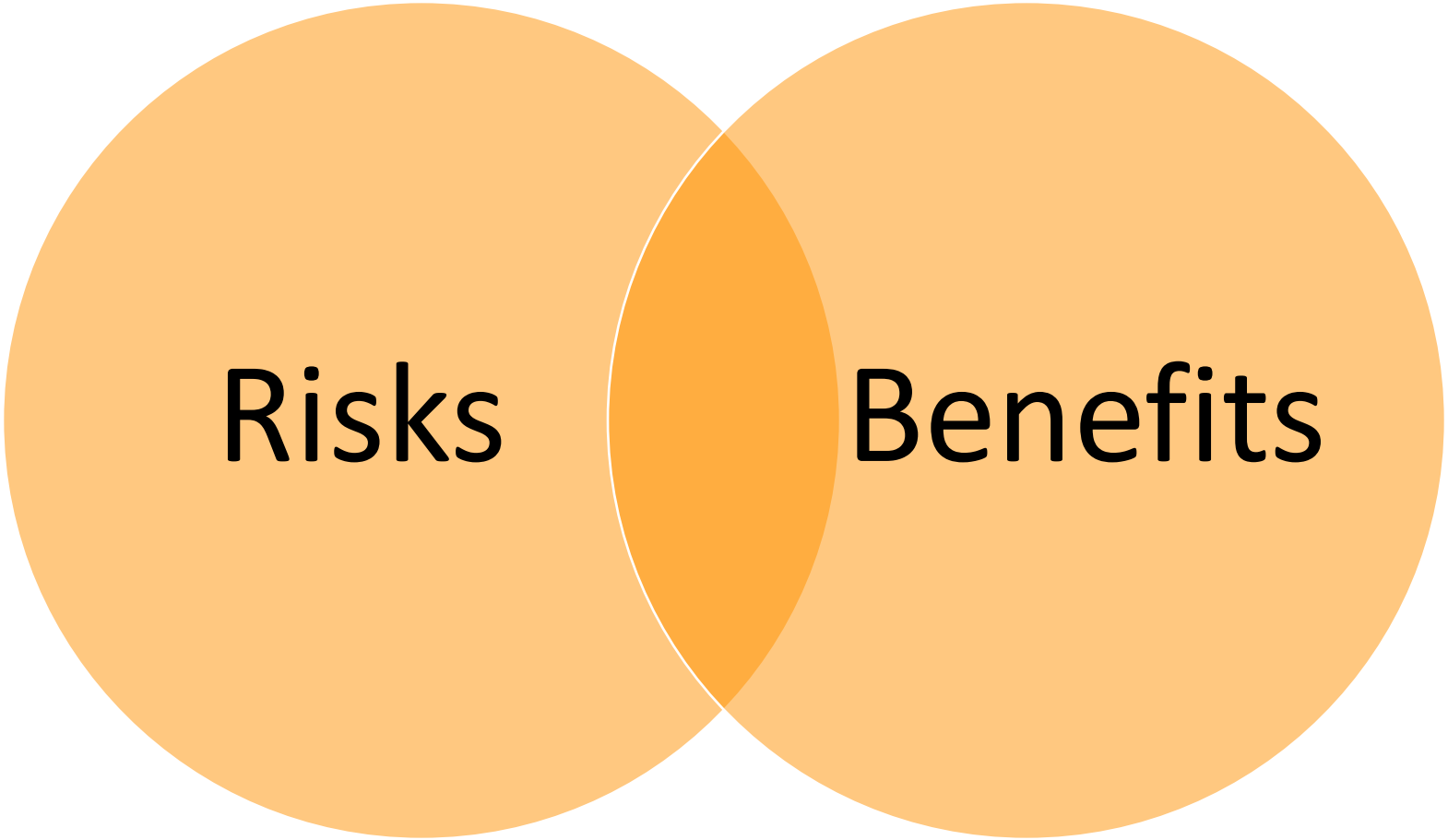


Know Your Rights! General comment No. 25 (2021) posters, 5Rights Foundation, 2021



Youth Advocacy and Involvement

Kids and Social Media



Benefits to Online Connectivity



Connection



Information



Creativity



Entertainment

Mitigating Risks – Policy Focus Areas

Education/Training for Stakeholders and Kids

- Parents
- Schools
- Community

Website Operator Responsibility

- Age-Appropriate Design
- Age ratings

5Rights Foundation: https://childonlinesafetytoolkit.org/wp-content/uploads/2022/05/5Rights-Child-Online-Safety-Toolkit-English.pdf

Mitigating Risks - Policy Focus Areas

Enforcement

- Notice
- Victim protections
- Takedown mechanisms

Safer Technology

- Age-Appropriate Design
- Mechanisms for enforcement

5Rights Foundation: https://childonlinesafetytoolkit.org/wp-content/uploads/2022/05/5Rights-Child-Online-Safety-Toolkit-English.pdf

Concrete Legislative Action Items

- Update child pornography laws:
  - Deep fake images depicting child pornography are not protected by the First Amendment
- Provide parents with a private cause of action to sue internet companies that harm their children.
- Give young people the right to delete information they post and (at times) information that others post about them online.
- Gold Seal Recognition

Questions to Consider

WHAT IS THE NATURE OF THE RISK?

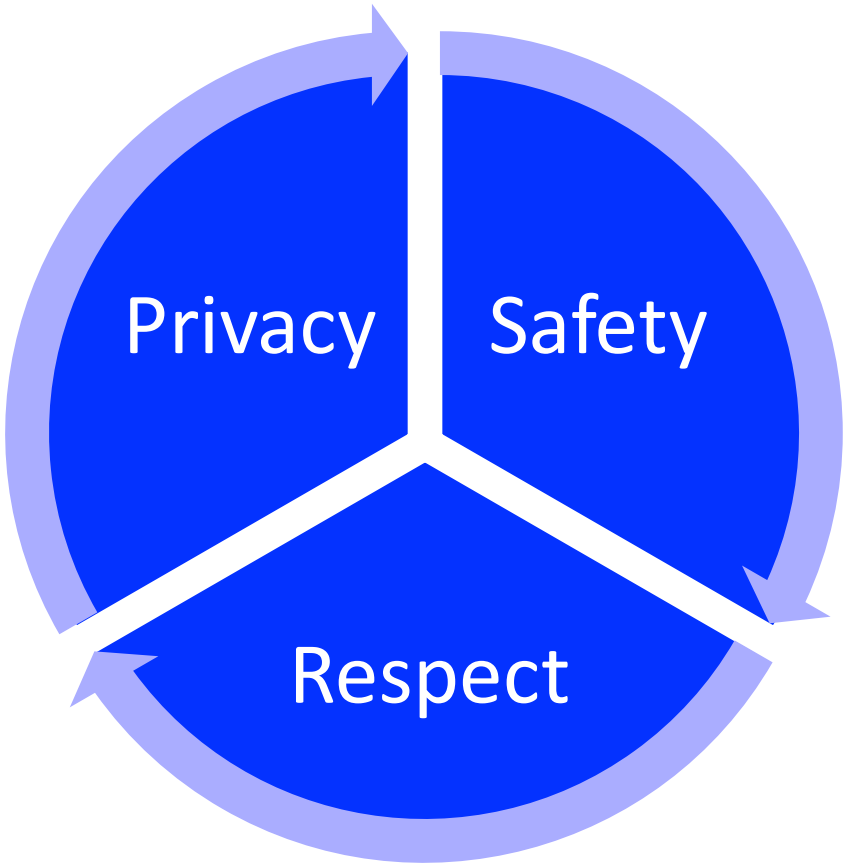
WHAT ARE THE CAPACITIES OF THE YOUNG PERSON?

HOW DOES THE OPPORTUNITY BENEFIT THE YOUNG PERSON?



This Photo by Unknown Author is licensed under CC BY

Social Media and Young People



If young people are not trusted, they will not learn to trust.

Charles Fried, *Privacy*, 77 Yale Law Journal 475 (1968)

“We emphasize, however, that surveillance of children should not be understood as an inherent or standard practice of good parenting, but rather as the exception.”

Benjamin Shmeili and Ayelet Blecher-Prigat. *Privacy for Children*, 42 Columbia Human Rights Law Review, 759 (2011)

Support Youth Advocacy and Involvement

Consider creating a Youth Cabinet on Digital/Social Media Safety

Questions?

Please connect with me!

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