



SENATE FLOOR ALERT: SUPPORT

File Item #171: AB 2273 (Wicks/Cunningham/Petrie-Norris)- California Age-Appropriate Design Code

More than 10,000 citizens, technologists, parents, and youth have signed on to support AB 2273 and 90%¹ of California voters support the measure,² which would require businesses that provide an online service, product or feature that is likely to be accessed by a child to comply with specific requirements to ensure that products are designed in the best interests of children.

The CDC³ found that between 2007 to 2017, the suicide rate among people ages 10 to 24 increased by 56%. In the pandemic year between spring 2020 and 2021, emergency room visits for girls ages 12 to 17 increased by 50%.⁴ In 2020, 81% of 14 to 22-year-olds said they used social media either “daily” or “almost constantly.”⁵ This is by design.

Hundreds of teens have called on CEOs to design tech for them; now the Legislature can act to ensure platforms design in the best interests of children and teens (LAT, 8/10/22 >). The bill is already law in the UK where tech companies have added privacy protections by design and default, why wouldn't we ensure California youth have the same protections?

Senate amendments provide additional clarity and direction to obligated parties, including specificity around “likely to be accessed,” constraining enforcement to the Attorney General, adjusting the standard of harm, providing direction for Data Protection Impact Assessments, and providing further legislative intent to ensure smooth implementation. The bill continues to mirror the UK AADC and must stay as strong as, and aligned with, that framework in California.

For these reasons, we respectfully request you AYE vote when this measure is before you on the Senate floor.



¹ Accountable Tech Polling

² Citizen petition (7,792), parent petition (447), youth petition (617)

³ PBS, Youth suicide rates are on the rise in the U.S.

⁴ U.S. News, CDC Study Documents Rise in Adolescent Suicide Attempts During Pandemic

⁵ Common Sense, COPING WITH COVID-19: HOW YOUNG PEOPLE USE DIGITAL MEDIA TO MANAGE THEIR MENTAL HEALTH