

AFK Inc. Theory of Change

Vision:

A safer, more inclusive digital world where children, carers, and vulnerable people are protected from harm, empowered through education, and recognised in digital policy and AI design.

Mission:

To relieve digital distress through trauma-informed education, lived experience advocacy, and ethical engagement, ensuring vulnerable communities are equipped to navigate technology safely and confidently.

Problem Statement / Need for Change

AFK Inc. was born in regional Victoria during COVID-19 lockdowns, where the mental health and digital safety of children, families, and carers declined sharply. Isolation, overexposure to unregulated technology, and a lack of protective digital environments revealed urgent gaps in both support and prevention.

The needs we respond to are reinforced by international frameworks:

- **UNCRC Article 19:** Protection from all forms of violence, including online exploitation.
- **UNCRC Article 17:** Access to safe, appropriate information from media and digital sources.
- **CRPD Article 21:** Accessible, inclusive communication and digital safety education for people with disabilities.
- **Beijing Platform for Action (Section D & L):** Prevention of gender-based violence and empowerment of the girl child in digital spaces.

Inputs

- Volunteer-led development of trauma-informed educational resources
- Strategic partnerships with:
 - **Two Face Investigations** (cybercrime prevention)
 - **Soroptimist International & SISEAP** (global advocacy platforms)
- International delivery and engagement (CSW69, ECOSOC Youth Forum)
- Development of the Unsafe.by.Design workshop and network
- Alignment with the UN Global Digital Compact

Activities

- Facilitation of **interactive, inclusive workshops** on grooming, scams, and AI awareness
- **Co-delivery with expert partners** (e.g., Kylee Dennis) to ground learning in real-world case studies
- Development of **digital safety resources** tailored to neurodivergent youth, elderly users, and carers
- Delivery in **schools, community centres, aged care, and online**
- Creation of the **Unsafe by Design Network** to expand reach, collaboration, and global advocacy

◆ Short-Term Outcomes

- Increased awareness of online risks and rights
- Improved confidence in navigating AI-powered platforms
- Reduced digital distress and fear among children and families
- Greater digital literacy among carers and community members

◆ Medium-Term Outcomes

- Empowerment of vulnerable users to advocate for safer digital design
- Expansion of trauma-informed digital education practices
- Stronger collaboration across sectors to address online safety
- Visibility and inclusion of lived experience in global AI ethics and digital governance

◆ Long-Term Impact

- Reduced rates of technology-facilitated abuse and exploitation
- Safer, more inclusive digital environments that uphold **UNCRC**, **CRPD**, and **SDG** goals
- Establishment of AFK Inc. as a leading voice in community-based AI safety education
- A generational shift in how children and vulnerable groups engage with technology: **informed, protected, and heard**