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ABOUT THE HX BIG THINK

HX, short for Human Experience, is a banner for an emerging, interdisciplinary, and intergenerational community that cares deeply about the lived experience of youth. The HX Big Think brought together more than 40 leaders at the intersection of the way we design tech and the way that we experience tech. Together, this group continued refining HX as an approach for developing healthy, empowered, and equitable relationships with technology. With HX as the goal, we collaborated for two days to design how we can improve the Human Experience for young people, online or off. The following report, produced by SecondMuse's Headstream team, highlights the learnings, opportunities, focus areas, and insights for this emerging HX community to carry forward.



HX Big Think Goals

- Ideate the strategies, approaches, activities, and innovations that the HX community should prioritize and resource
- Build relationships that foster future collaboration between participants
- Expand the community of HX practitioners, advocates, contributors, builders, and champions in order to collaboratively advance the field of HX

FIELD BUILDING FUNDAMENTALS

What is HX? The language this community uses for HX centers it as an **approach** and a **banner** for a **community with shared goals**. Other practitioners might define HX as a field, an ecosystem, a movement, or even as a market. This report will use "**field building**" to represent these overlapping approaches. While the terminology to classify the organization and action around social or environmental issues varies, the core principles across these approaches share many similarities.

Leading up to the HX Big Think, the facilitators from the Headstream team at SecondMuse, analyzed the fundamental components of more than a dozen different approaches for building a field, a movement, an ecosystem, or a market. There is no one right way to address a set of **complex social issues**, but there are several learnings we can borrow from in building HX.

- Strengthened and supported leaders
- Connected and trusting network
- 3 Strengthened and accessible knowledge base
- Infrastructure to support leaders and networks
- Funding, resources, and supporting policy
- 3 Communications to engage the public

Six themes surfaced as field building fundamentals in a majority of the approaches that SecondMuse analyzed. Throughout this report, we will refer back to these six themes and explore how they compare to the outputs and priorities that emerged from the Big Think. As we continue to mold the characteristics of HX's approach to reflect our own priorities and expertise as a community, the insights from these six themes can help guide us.

FIELD BUILDING FUNDAMENTALS

Leaders & Networks

- Strengthened and supported leaders
- Connected and trusting network

The key driver of a field is not the field level agenda or a set of solutions or activities. What drives a field are the leaders and networks working to solve a set of issues. These humans are closest to the challenges, understand their nuances, and the communities that they impact. This network of leaders should be entrusted with developing the agenda and actions to address the challenge. Vital to enabling that ownership and agency are developing connectivity and trust between different actors so that a strengthened network works in coordination.

Supporting Leaders & Networks

- **3 Strengthened knowledge base**
- Supportive infrastructure

If these leaders, organizations, and communities are equipped with capacity, space, and resources, they will develop and implement an agenda responsive to the needs of those most impacted. We can support these networks of actors by strengthening the shared knowledge base and making evidence, data, and information accessible, as well as by providing infrastructure for capacity building, accessing tools and information, and convening the community.

Amplifying & Codifying

- **6** Funding, resources, and policy
- **3** Communications to engage the public

The leaders and networks of a field will ultimately need extensive platforms to reach the desired outcomes. One approach to scaling awareness and solutions is to mobilize the public to engage and support through the communication of a well-defined narrative or by creating a shared identity around a specific issue. Another approach is to elevate the voices of these leaders so that they are the ones influencing and driving long-term policy changes.



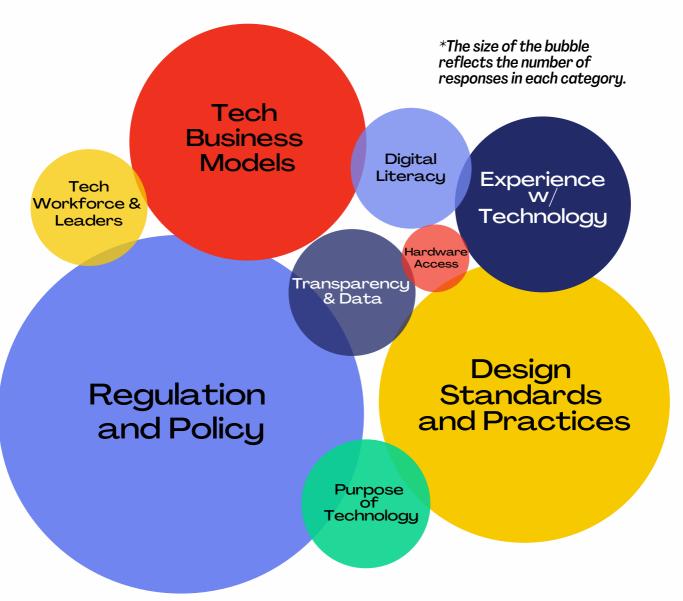


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WHAT PRIORITIES DID WE BRING?

Each of the Big Think participants arrived with a set of individual passions, priorities, and expertise. Some of those individual contributions were captured through the HX Advisory Board and were reflected in the nascent development of HX. For other participants, the Big Think was their first engagement with this emerging field.

Before the Big Think, everyone contributed one key thing that they believe needs to happen in the next five years in order for technology to play a role in creating a more healthy, human, and equitable future. Below is what we heard.



The Big Think was a starting point in breaking down some of the siloes between the diverse groups working to build healthier and more human experiences online. Over our two days together, we explored how we could harness the individual priorities of the participants to create a set of principles and actions that would move the field forward collectively.

WHAT PRIORITIES DID WE BRING?

Below are responses from HX Big Think Participants to the question:

What is one thing that needs to happen in the next five years in order for technology to play a role in creating a more healthy, human, and equitable future?

Regulation & Policy

Public oversight of platforms and the deployment of technology on and in communities. The people on the receiving end of the technology need to be the ones in positions of power and oversight.

Shift policy outside of US norms towards a more global accountable framework.

Design Standards & Practices Design needs to get a lot more participatory, with real commitments from innovators to design with their intended users in order to meet actual needs.

More uniformed codes of operation and conduct. Rules of the road. Once we establish how to protect users, technologist can be bold in creating innovative products while understanding the necessary parameters.

Tech Business Models Our capacity to thrive alongside technology rests upon the approach and mindset that large social tech corporations and those with financial and systemic influence take when maintaining digital spaces. Is it one geared towards profit and growth? Or one that cherishes positivity, inclusivity, and human interaction?

Creative Sandboxes like Fortnite Creative, Minecraft and PlayStation Dreams should become open source and allow creatives to monetize their work instead of hoarding assets. We should move towards a future that includes IP for creatives on sandbox games and platforms.

Experience with Technology Tech companies NEED to take charge in making that change for us. I think more parents and teachers need to be involved and informed on how to help children form healthier relationships with tech as well as model healthy behavior themselves.

Redefine the transfer of value between a user and a platform through: better moderation tools and business models that don't take advantage of people's mental health.

WHAT PRIORITIES DID WE BRING?

Below are responses from HX Big Think Participants to the question:

What is one thing that needs to happen in the next five years in order for technology to play a role in creating a more healthy, human, and equitable future?

Digital Literacy We need parents to feel equipped, competent, and confident to be able to engage as mentors and guides as their kids navigate their digital lives. Digital literacy and citizenship education should be available and taught in all U.S. schools.

Transparency & Data I believe there needs to be more transparency. We need to build a stronger trust between humans and the technology that we use. I believe giving some control of data back to the people is necessary. Our data is currently controlled by those with nothing but a profit incentive, and that needs to change.

Purpose of Technology We need to dismantle the myth of technochauvinism, which refers to the idea that technology is an infallible silver bullet for all of our problems. Once we rid ourselves of this mentality, we can think more critically about the deployment of technology and work towards more humanaligned machines.

Easily accessible, deeply integrated, support systems for people of all ages to navigate how to spend time and life in ways that feel meaningful. These systems would put life first, and see technology as something that can support living meaningfully, with an understanding of how difficult that can be in practice.

Tech
Workforce
&
Leaders

Celebration of new leaders, new voices, those with holistic understandings of technology.

A significant shift in who gets to lead and work in tech.

Hardware Access Equitable access to and use of digital technologies.

WHAT QUESTIONS DID WE BRING?

A motivation behind the creation of HX was the identification by community members that siloes currently exist between the individuals working to shift the way we design and engage with technology. Siloed approaches inhibit our ability to address complex challenges. For many participants, part of the draw in joining the HX community was the opportunity to collaborate. The variety of questions that participants brought reflected the vast array of ways we can approach the field of HX. We asked everyone to share a burning question about how we might talk about, engage with, and design technology in a way that is aligned with our needs as humans.

Tech Engagement & Access How do we engage with and involve the narratives of those who are new internet users (i.e. those who only access the internet via mobile devices, folks from international countries where internet is not as accessible)? How can we realign technological development to prioritize the safety, accessibility, and joy-related needs of marginalized peoples first?

Purpose & Relationship w/ Tech How do we continue to have the focus of these technologies be on building community and connection in a healthy way that doesn't drastically impact our overall mental health and wellbeing? How do we more seamlessly integrate tech in our lives and journey, without isolating from the real world and people around us? How do we ensure we are more connected not more isolated?

Design & Development

How can we ground tech in a UX/HX that starts from net good and considers unfettered harm to be a non-negotiable bug that must be addressed prior to launch and throughout the duration of new iterations?

I often think about how power flows through these kinds of decisions. I wonder WHO decides what 'our needs' are and how would/should we prioritize those needs as we consider design?

Motives & Profits What would it take for industry leaders to prioritize HX? How do we change incentive structures?

What are the funding structures that will support a new wave of more ethically responsible technology?

Knowledge Base What tools, resources and guides can we share and gather as a living library and community to share and engage in being human and tech?

Transparency & Data How do we balance youth safety with their autonomy and creativity?

Narrative

What is a concise and compelling call to action given that digital life is more than just social media? It is gaming, it is friendships, it is college admissions, it is civic engagement, it is news sites. Tech is baked into the fabric of our lives.





HX is a community-driven evolving field of practice. The participants at the Big Think were empowered to define the key components of HX. It is imperative that as HX develops, the field continues to reflect the values and priorities of its community. We wanted to know, how does this group of Big Think participants describe HX? Individual responses clustered around five themes.

Improving tech to build a safer, healthier, and equitable digital future

Centering the human experience - specifically for marginalized groups and youth

WHAT IS HX?

Creating spaces for ideas, holistic thinking, and iterative improvements Building community, empowering youth and marginalized voices

The intersection of technology and the human experience

Collectively, the individual descriptions of HX aligned closely with the working definition that was brought to the Big Think. Individually, each response largely centered on a specific component or two of HX. At this early stage of developing HX, it is understandable that individuals come in representing and connecting with their own aspects of this work more than identifying and engaging with the field in its entirety. There were, however, some responses that embodied the collective nature of HX, describing it as an "umbrella" and as a "collection of people, ideas, and approaches."

A lesson that emerged over the course of the Big Think was that we should focus more on aligning on the values and principles of HX rather than prioritizing specific actions. This group is mainly working on complementary but distinct issues. At this stage, creating cohesion on the principles behind where we center HX, who HX is for, how we define "human" and "experience", how the HX community grows, and how HX continues to evolve feels more tangible and uniting than prioritizing one aspect of HX over another.

HOW WE DEFINE HX

HX, to me, means both design and intention. It means recognizing that with design and intention comes the **potential for mistakes, messups and problems.** HX means taking the time, having the patience to revisit, redo and reconsider.

Creating spaces for ideas, holistic thinking, and iterative improvements HX is the idea that the **digital** world can be built to meet the NEEDS of people, and specifically marginalized groups.

HX demands a safer, brighter digital future. It challenges us to ask big-picture questions about the future and who has the most power to shape it. Centering the human experience - specifically for marginalized groups and youth

HX is a new way to think about building **intimate community** in a digital space. Can we learn each other's vulnerabilities and show up for each other vulnerably in digital spaces? Building community, empowering youth and marginalized voices HX is acknowledging all lived experiences with special attention and innovation to marginalized groups. Only when we serve those most in need can we truly progress as a global community.

HX is a **pathway** for concepts of **agency**, **sovereignty**, **justice**, **in gurria** of **marginalized people**, to be baked into the infrastructure of the digital world.

Improving tech to build a safer, healthier, and equitable digital future HX is the recognition that showing up as your authentic self is a challenge in any situation. The way technology is designed, used, and consumed can alter that. How can tech be designed and used to make it seamless?

HX is a **reorientation** towards the human - in all of its forms - that gives **space for ambiguity**, **curiosity**, **and empathy**. It's the language to make us all more human.

The intersection of technology and the human experience



LESSONS IN FIELD BUILDING



"When we think of community, we should be unapologetic."

- Michael Crawford

We invited experienced field builder, Michael Crawford, to join us at the Big Think to share concrete learnings from past field and movement-building initiatives. Michael reflected on the lessons he learned as a leader of the Freedom to Marry movement and other campaigns around voting rights, immigration, and racial justice. Many of Michael's learnings align with the six themes highlighted in the Field Building Fundamentals section. In particular, Michael encouraged us to center HX around its community of leaders.

What We Learned

When we think about community, we should be unapologetic

- The real power is not with those who hold it but with those who learn how to shift power.
- There is power in community and strength in creativity. Don't ignore, but push beyond focusing exclusively on creating change through traditional power structures.
- In order to accomplish this, there must be a genuine focus on a deeper understanding of the stakeholders.

Focus on finding the best next step

- Having a clear mission makes everything much more straightforward. If the
 possibilities are not helping you accomplish your mission, then it is something
 to think twice about.
- It is ok for what comes down the road in the short, medium, and long-term to feel a bit ambiguous right now.
- If we come together and use our "little bits," there'll be answers and a plan that can guide us in fighting against the hopelessness to co-create the next steps.

What is the HX Narrative?

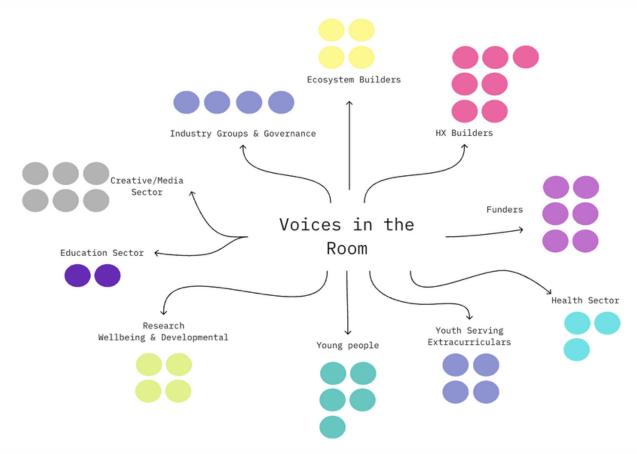
 The group was curious about a possible narrative for HX. Michael pushed us to avoid cynicism which can cause hopelessness. Instead, he suggested focusing on what we should be moving towards, not away from. And to foster a sense of belonging.



COLLECTIVE POWER IN THE ROOM

The participants at the HX Big Think included leaders from across tech, health, wellness, education, and youth. Many in the group are community builders and play cross-connecting roles across different areas of HX. Having a solid representation of both young people and individuals in parenting, caregiving, and youth-serving roles aligned with a core value of HX to center the voices and experiences of youth. Nearly half of the participants had previously contributed to HX through the HX advisory group and other engagements. For everyone else, the Big Think was their first in-depth exploration of HX.

Throughout the two days together, energy and passion filled the space. The energy didn't always stem from alignment. There were passionate opinions about what should be included within the parameters of HX, such as focusing on the role of technology in democracy. And there were critical discussions about how HX defines and centers equity, youth, and access in our work. This group modeled how we can listen, share, and sense-make together. As more voices are included in HX's work, we should further explore the areas that elicit energy and passion. This energy, even when stemming from disagreement or frustration, illustrates a commitment and care for the work of HX. Continuing to build trust among the network will allow us to have these complex and critical conversations.



* Each bubble, next to a corresponding sector, represents a participant at the HX Big Think



Together, we get to define HX's path forward

During the second portion of the HX Big Think, we turned our focus to co-creating the vision, priorities, and short-term activities for HX. The following sections explore:

- IDEAS FOR THE FUTURE OF HX
- A HX PRIORITIES
- (3) HX CONCEPT CANVASES

IDEAS FOR THE FUTURE

What Happened

Building off the inspiration and hopeful energy from Michael Crawford's field building lessons, participants were invited to exercise their creative muscles to think about the probable, the possible, and the preferred future revolving around HX. Although invited to capture descriptions, most participants jumped straight into ideating the solutions that would move us towards a preferred future. After imagining alone, participants further refined their ideas in small groups before coming back together to synthesize the outputs visually. Together, we were building a bigger picture and understanding the relationships between the complementary ideas.

What We Learned

Most participants interpreted the task to create visions of the future as an opportunity to start ideating potential solutions. As we began to map the different ideas in clusters, a significant group of participants started to voice a desire for more foundational components of HX. It was noteworthy that the desire for HX assets, such as common language, a definition, a framework, principles, and a stakeholder map, emerged when we transitioned from individual and small groups to the full group. For many participants, seeing individual ideas in the context of the collective sparked the realization of the breadth of HX. This aha moment was a key lesson for HX as the work scales and the community grows.

For one, as the community grows, having resources in place that outline the principles for engaging in the field will enable more people to shape and participate in HX. Not everyone is able, willing, or comfortable navigating within the ambiguity of a developing field of practice. Creating shareable assets for HX will lower the barrier to entry for new participants and make the work more approachable. This holds true, especially for individuals not traditionally included in systems-level initiatives like HX.

Secondly, seeing the potential breadth of HX brought up a key lesson from Michael Crawford's talk about having a clear goal. The work that Crawford was leading for the LGBTQ+ community took off when they narrowed their focus to marriage equality as the central issue. Achieving the goal of legalizing same-sex marriages opened up pathways to address other vital priorities for the LGBTQ+ community. There are other examples of successful fields and movements built around specific issues, such as reducing teen pregnancy or lowering tobacco use. HX is not built around a singular issue, allowing for a diverse and rich set of actors to shape the field. Questions around how broad or narrow HX's focus is should be an area that this community frequently revisits.

WHAT WAS PRIORITIZED

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The HX Big Think captured a specific moment in time with a representative subset of the HX community. We wanted to know how this group, at this moment, would prioritize the mixture of themes, focus areas, and ideas that had emerged during previous sessions. Each participant allocated their prioritization by marking where their individual energy landed and what the system needed most in the next year. The following is a summary of the collective priorities for HX as mapped by the participants at the Big Think.

<u>The complete set of images capturing the different categories and priority mapping is in the Appendix</u>.

Experience with Tech

The focus area of digital literacy had a lot of heat both from individual energy and what the system needs. The group also prioritized specific ideas about peer-led programs and a national digital navigator corps.

Purpose of Tech

Within the exploration of this theme, there was a lot of individual desire to imagine and solve for what is coming in the future. Participants flagged wanting to reflect on whether our ideas should focus on addressing what exists in the present or what we imagine may come in the future.

Representation in Tech

We called out representation in tech, which included a focus area on equity, as its own theme to encourage specific ideas. The group advocated for embedding equity in all of HX's action items rather than as a stand-alone area. There was also significant system energy around representation being critical to HX because tech is not neutral.



WHAT WAS PRIORITIZED

Know How to Build Tech

There was interest in this theme both from individuals and for the system. One priority was to create design guidelines. Another was to have the system prioritize the creation of safe online communities. The theme of youth co-creation was essential for individuals in the room. One specific idea that resonated was to create a toolkit or framework for best practices of youth engagement. Additionally, the role of creators, storytellers, art, community organizers, and media attracted a lot of individual prioritization.

Govern

The theme of govern fostered a lot of specific idea generation that had both individual and system-level prioritization. There was energy among both individuals and system need for exploring new business models with different types of community engagement and ownership. Compensation for data was one pathway that the system should prioritize. HX certification was prioritized as a way for the government to create and fund different entities. An intergenerational coalition was one specific idea for ways to support governance.

And What Else

The theme of tech and democracy was flagged as an area that needed to be added in and received a lot of individual energy. Infrastructure had a small subset of passionate individuals who prioritized a specific idea around ensuring access to tech hardware and broadband for all youth in the next five years.





WHAT WAS PRIORITIZED

As some of the critical components to building the field of HX develop, such as trust within the network and a shared understanding of the challenges we are collectively addressing, the priorities that emerged at the Big Think may shift. These priorities, captured in green, are a foundational data point for the community to utilize when organizing and aligning on what comes next. However, they should not be used exclusively. On the following page, we begin to explore the intersection of these priorities with two other data points. In yellow are the six fundamentals of fielding building detailed at the beginning of this report. And in red are the themes that emerged when we asked what individual actions each participant could contribute to HX. The Venn diagram provides insight into the intersection between individuals, the group at the Big Think, and fields of practice.

Two themes were present across all three inputs:

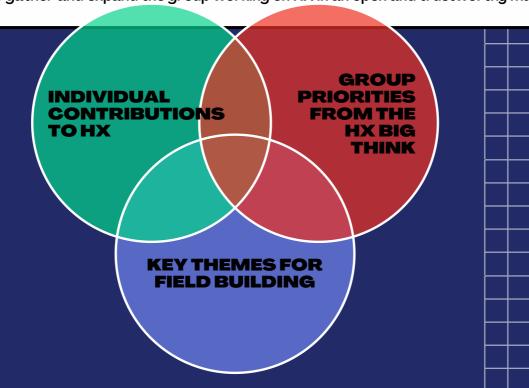
- An accessible knowledge base that could be utilized to build technology
- Representation and support for a diverse set of leaders

Opportunistically, these could be two areas for immediate collaboration coming out of the Big Think, given the energy from all perspectives. Developing a knowledge base is a strength of this early set of community members. Throughout the Big Think, participants raised representation and support for grassroots leaders as critical focus areas for HX moving forward.

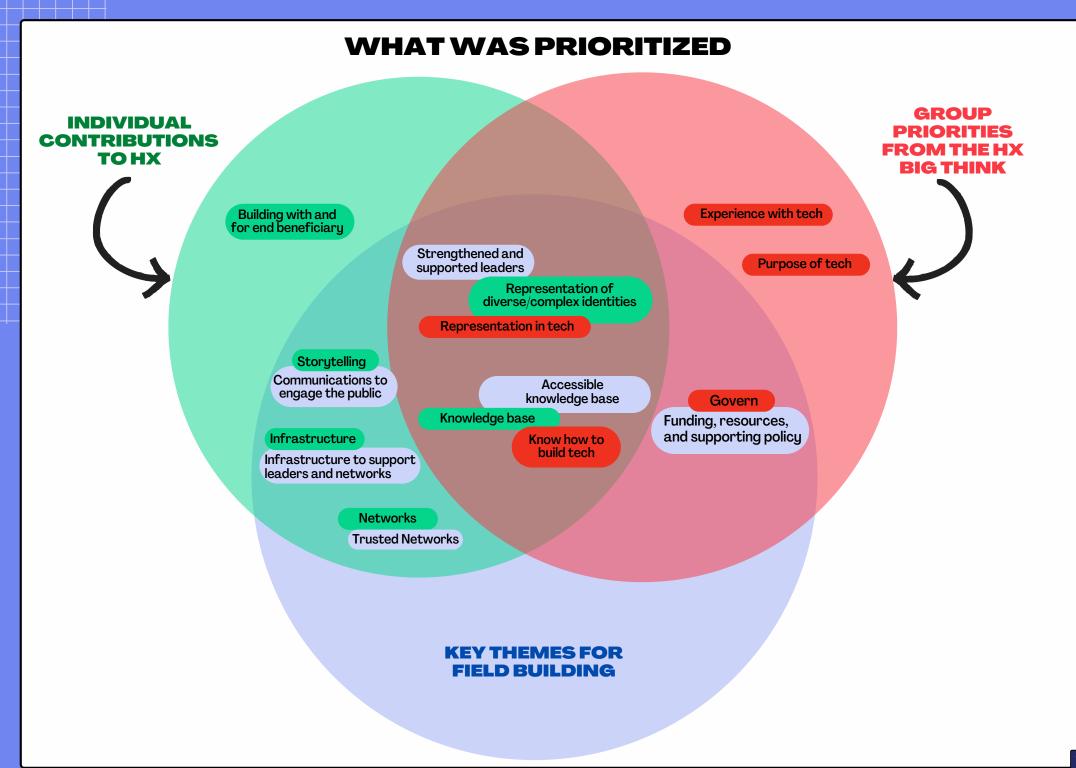
The priorities that emerged at the Big Think (green) were more action-oriented than the themes from the other inputs. Collectively, the participants focused more on ideating specific activities than on creating broad strategic containers. That focus was partly a result of the structure of the activity, but also an important insight for the community to reflect on when identifying who will lead other foundational activities such as prioritizing support for leaders and continuing to define HX.

The theme around informing policy and resourcing HX work was a priority at the Big Think and a key theme of field building but was not an area that individuals offered to contribute. Moving forward, who are new community members who could support this priority area?

It was also noteworthy that the theme around connected and trusting networks was a priority for individual contributors as well as for the key components of field building but was missing from our group priorities at the Big Think. Did we omit this because we were deeply embedded in building a trusting community at that moment, or is this an area where we need to be intentional about how we continue to gather and expand the group working on HX in an open and trustworthy manner?



18



CONCEPT CANVASES



What Happened

Eight focus areas emerged from the priority mapping. These areas were broad and served as starting points for further exploration and the development of actionable concepts. Before self-selecting into groups, a critical call-out was made about the need for the focus areas of equity, youth co-creation, and access (hardware and internet) to be cross-cutting for the work of HX to thrive. It is worth this community further exploring how equity, youth co-creation, and access can be both cross-cutting and the focus of specific activities.

Participants then mobilized into groups around the focus area of their choice. Equipped with Concept Canvases, which can be viewed on the following page, each group began to build out a core idea for HX over the next 12-18 months. Once in groups, the focus areas and the ideas that were generated evolved organically. For example, the Digital Literacy and Youth Co-Creation groups combined. Collaborations across groups began to fill small pockets of the room. Participants moved around to different tables, visited other focus areas that caught their attention, and splintered off into new groups. The energy in the room was palpable as the Big Think concluded with a fair that allowed for everyone to contribute additional resources, key questions, and ideas to each concept.

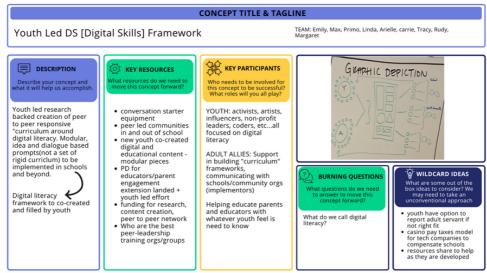
CONCEPT CANVASES

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What Ideas and Concepts Emerged

Seven groups formed around the different focus areas that had been prioritized. Listed below are the concepts that the small groups developed. A few of these initiatives have been further developed following the Big Think. You can find the full set of Concept Canvases in the Appendix.

- **HX Collective, BBB for HX, Policy Accelerator** | Introduce an organization to commission guidelines and policy for HX, including policy ideas like an FDA for algorithms and certification for HX
- Organized Digital Data Movement | Movement that defines the value of data, civic responsibility, and communal effort
- **HX Advisory Board** | External, community serving experts to represent the HX community and advocate/articulate key messages
- State Youth Advisory Councils on Digital Equity Planning | Young people developing materials, resources, ideas, demands, and communication strategies to provide input into state digital equity plans
- Youth-Led DS (Digital Skills) Framework | Youth-led research-backed creation of peer-to-peer responsive "curriculum" focused on digital literacy
- New Funding Mechanism (Hyper Community) (Digital + Physical) | Build a symbiotic ecosystem and portfolio to help each other identify value and new measurement mechanisms
- **HX4all.org** | A backbone entity that codifies, promotes, implements, and supports HX



An example of one of the Concept Canvases that was developed by the participants

PARTICIPANT CONTRIBUTIONS TO HX

At the conclusion of the Big Think, participants provided commitments for ways that they can contribute to further developing HX. Here are some of those contributions mapped to the shared themes that emerged from the priority area Venn diagram. These shared priority areas are populated with resources and inputs from the community and are a starting point for continued collaboration.

Accessible Knowledge Base

- Digital wellness and mental health investment report
- Free digital curriculum resources
- · The Grind youth co-created tool
- Youth perspectives on media and tech

Connected & Trusting Network

- Slow Talk platform for small group dialogue
- Host NYC meetings at Sesame
- · Showcase work at monthly HX dialogue
- Create an HX community of practice with updates on HX initiatives and funding opportunities

Infrastructure to Support Community

- Facilitate and advise as we clarify the definition of HX
- · Visioning of HX future
- Use lessons from the field of digital equity as a model for HX
- Youth course offering on HX
- Framework and definition for the field

Representation & Support of Diverse Leaders

- Involvement from All Tech is Human
- Connect HX to Data 4 Black Lives
- Connections and access to networks of young people
- Support further development of equity framework concept
- Participate in equity stream that reviews and analyzes HX outputs

Storytelling & Public Engagement

- Crafting a compelling narrative
- · Humanize HX through its narrative
- Craft an HX influencer strategy
- Journalistic reporting and distribution of HX work
- · Communications Campaign

Funding, Resources, & Supporting Policy

- Co-chair concept focused on a new collective funding model
- Seed the HX concepts into policy ecosystems
- · Lead digital equity council concept
- Bring in HX leaning VCs and investors
- Open funding call





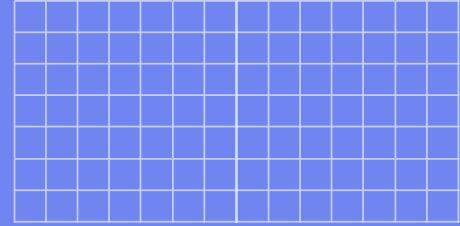
APPENDIX





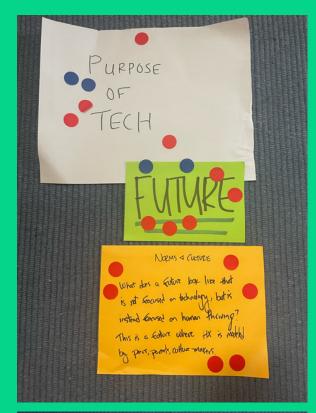
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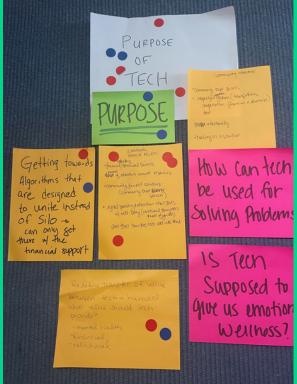
IDEAS FOR THE FUTURE

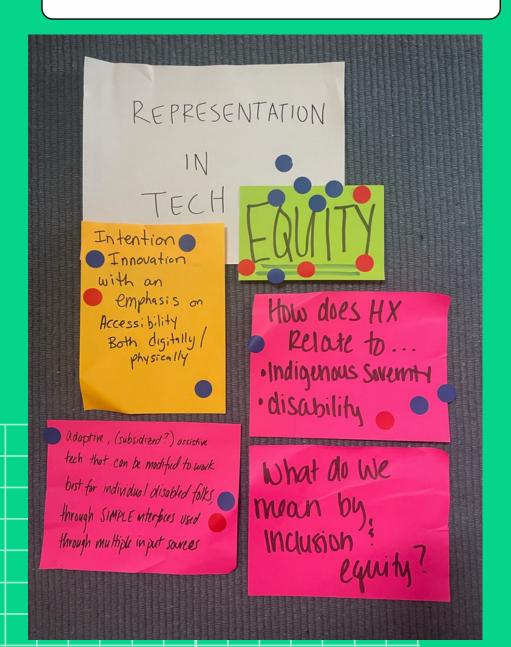
















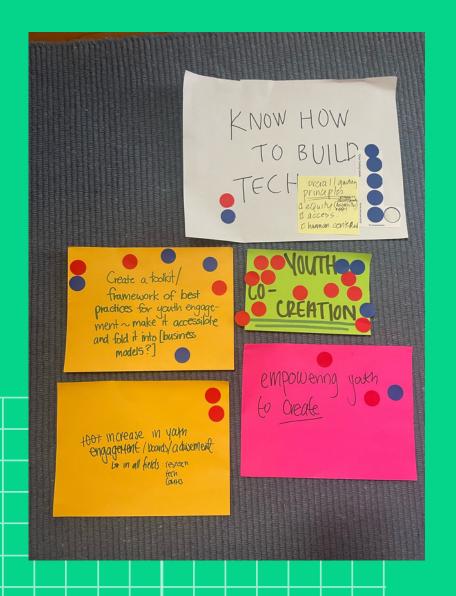




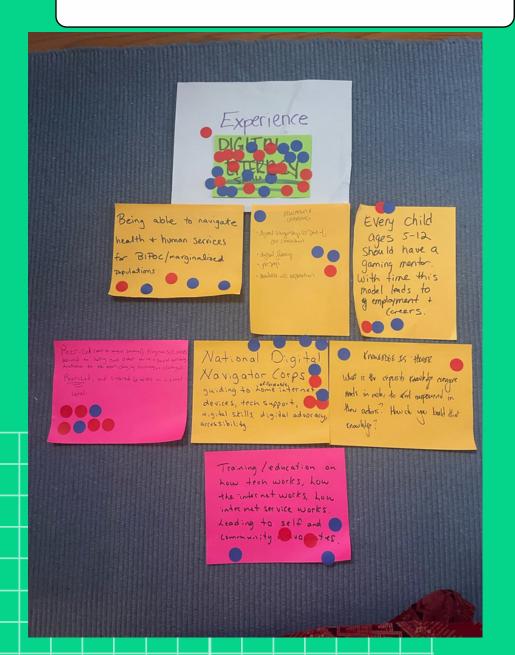


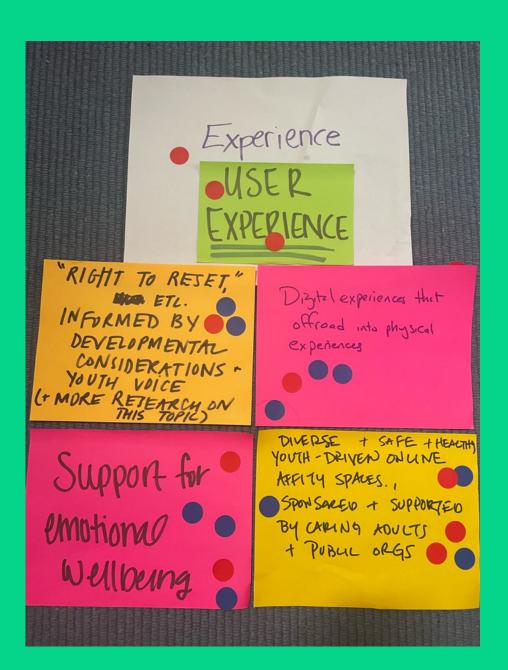


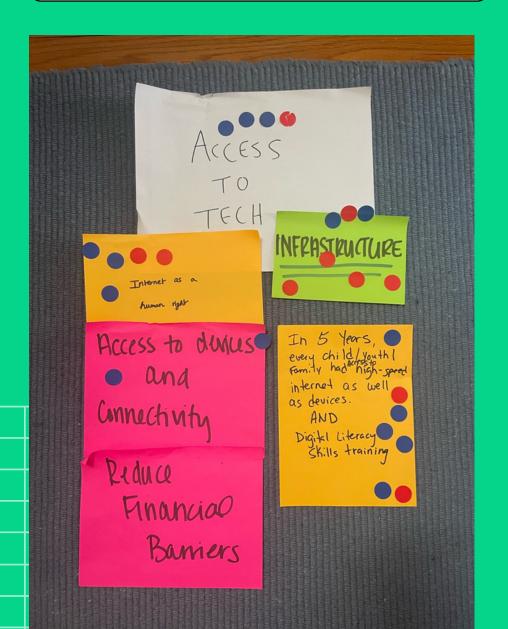
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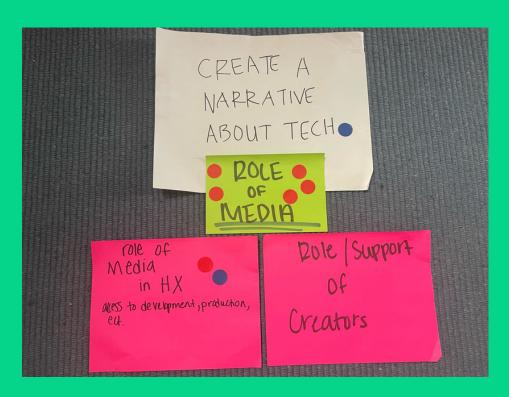


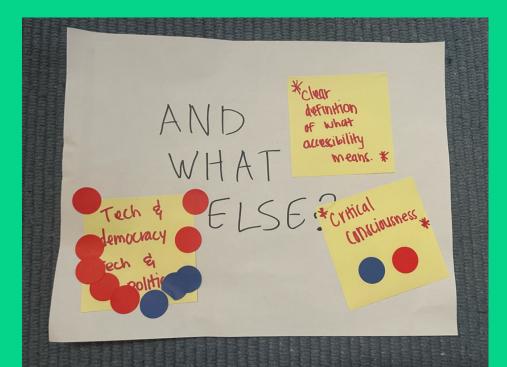












Ideas: HX Collective, BBB for HX, Policy Accelerator

TEAM: Solome, Sneha, Alicia, Trey, Grace, Natalia, Amanda, Kelsey

Introduce an org to commission guidelines and policy for HX, including policy ideas like an FDA for algorithms and certification for HX



DESCRIPTION

Describe your concept and what it will help us accomplish.

An independent entity that:

- generates research position papers and evaluation
- certification of data sources, algorithms, and features (or rankings)
- intergenerational input into regulation
- metaphors:
 - building codes
 - o BBB
 - nutrition labels
 - LFFD
 - o Think Tank

(C) KEY RESOURCES

What resources do we need to move this concept forward?

- Independent funding
- centralized org
- contributors to white papers/researchers
- charismatic leadership
- mission statement/values
- international integration

We have:

- regulation models from Aus and EU
- Examples of orgs like Day 1 and BBB
- Looking at models of other orgs/countries

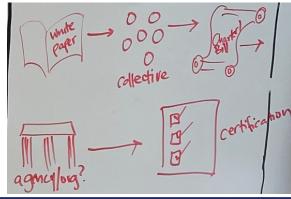


KEY PARTICIPANTS

Who needs to be involved for this concept to be successful? What roles will you all play?

- vouth
- experts from other countries (e.g. policy)
- NGOs
- Tech
- Academia
- Foundations
- Gov Agencies
- Expertise broadly defined
 - community members
 - lived experience







BURNING QUESTIONS

What questions do we need to answer to move this concept forward?

- accountability
- credibility
- independency
- Benefits to tech
- Longevity of this
- Change minds / culture long-term
- What model does this take long-term



What are some out of the box ideas to consider? We may need to take an unconventional approach

- Does this also work on narrative change?
- Health and safety convenings
- Does this have other programs



TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

- Stakeholders (youth experts)
- What the central org looks like
- Conversations with orgs with similar
- leadership (adults and youth)
- input from community

- **Start Research**
- Policy papers involving youth to write or inform these
- building out team
- convos w/ org. The Digital Corp (example)
- Finding funding

- Select the model that works best
- Move some of the experts into policy positions internal to the government
- bring together lessons from other countries for a convening

Now 6 months 12 months 18 months

ORGANIZED DIGITAL DATA MOVEMENT

TEAM: Diara, Bre'Lynn, Sabrina, Dee, Delaney, Smit, Nancy, Kwame



DESCRIPTION

Describe your concept and what it will help us accomplish.

Movement that:

- defines the value of data, civic responsibility, communal effort
- defines the role and power of data
- empowers people to decommodify their data and own the platforms that are profiteering from the data
- sources and enforces core equitable innovation and development framework/requirem ents



KEY RESOURCES

What resources do we need to move this concept forward?

- digital organizing hub (platforms, servers, security, service/access)
- My-T: App that surveys community

Examples:

- Truth and Reconciliation
- Mutual Aid Networks
- Network and **Coalition Work**



KEY PARTICIPANTS

Who needs to be involved for this concept to be successful? What roles will you all play?

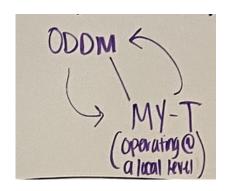
- Data Workforce (this is everybody)
- Community Members
- Local organizers
- Media justice
- Digital equity orgs

Who is involved already:

- Community boards
- mutual aid organizers
- community rooted orgs
- civic institutions



GRAPHIC DEPICTION







BURNING QUESTIONS

What questions do we need to answer to move this concept forward?

Who hosts the conversations, the hub and platform?



WILDCARD IDEAS

What are some out of the box ideas to consider? We may need to take an unconventional approach

Blockchain sort of style of encrypting the data to not be tampered with.

Maybe a dao



TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

My-T response group

T & R Conversations

Equitable Innovation and development framework

- Version 1
- Ethics
- **Impact Assessment**
- **Investor Commitment**

Now 6 months 12 months 18 months

HX Advisory Board - External, community serving experts

TEAM: Nathan, Julia, Kevin



DESCRIPTION

Describe your concept and what it will help us accomplish.

A set list of committee members designed to represent our community and advocate/articulate key messages to our audiences (10-12 ppl)

- young people (sub groups based on age)
- emerging tech practitioners
- creators
- parents
- youth serving people
 - o influential adults
 - teachers
 - community members
- media
- industry
- established tech practitioners
- conferences
- researchers
- legislators



KEY RESOURCES

What resources do we need to move this concept forward?

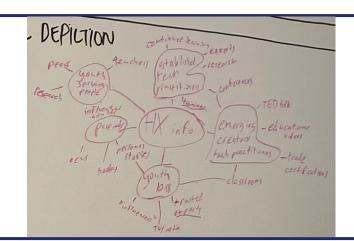
- messaging
 - clear goals
 - compelling proof points
 - o call to action
- Funding
 - compensate members
 - create conferences
 - create opportunities to share messaging
- Calendar
 - ensure engagement internally and externally
- Connections
- Research



KEY PARTICIPANTS

Who needs to be involved for this concept to be successful? What roles will you all play?

- Youth (focus on diversity)
- industry educators
- digital literacy leaders
- creators
- policy leaders
 - racial justice and equity advocates
 - disability advocates
- translators (conceptual and language)
 - expertise >> youth
- mental health expert





BURNING QUESTIONS

What questions do we need to answer to move this concept forward?

What level of funding is needed?

Who will oversee the board? Who will be on the board? What is our messaging? What are our goals? What are the best practices?

¯∰¯ WILDCARD IDEAS

What are some out of the box ideas to consider? We may need to take an unconventional approach

What ways can we present these ideas?

- TED talks
- Panels
- Peer to peer
- education videos
- podcasts
- books



TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

Speak with trusted experts and media sources

Begin Research

Full on larger HX Conference

Assemble a board

Talks/Panels/Conferences

Focus on emerging data in making (sp?)

Now 6 months 12 months 18 months

State Youth Advisory Councils on Digital Equity Planning

TEAM: Names not listed but included Andrew Coy, Angela Siefer, Primo Gold, Arielle, and Linda Burch



DESCRIPTION

Describe your concept and what it will help us accomplish.

Young people developing materials, resources, ideas, demands, and communication strategies to provide input in state digital equity plans.



KEY RESOURCES

What resources do we need to move this concept forward?

What already exists

- state digital equity plan structure
- \$2.75 billion funding
- Youth Advocacy organizations

What else do we need?

- organizing structure
- awareness of opportunity for input
- funding
- resources
- convening calls



KEY PARTICIPANTS

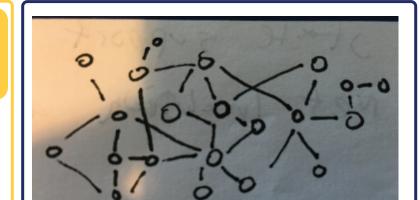
Who needs to be involved for this concept to be successful? What roles will you all play?

Who is already involved?

- Digital Harbor Foundation
- National Digital Technology Alliance
- Chief Science Officers
- Common Sense Media
- Somos youth

Who else do we need to engage?

- Youth serving program
- offices of statewide broadband
- national telecommunication and information admin
- Schmidt Futures





BURNING QUESTIONS

What guestions do we need to answer to move this concept forward?

- who will serve roll of facilitator?
- Who fund the infrastructure?



ି<u>ଲ</u>ି WILDCARD IDEAS

What are some out of the box ideas to consider? We may need to take an unconventional approach

Would it be possible and appropriate to compensate (pay or stipend) for YAC members or does this conflict with lobbying constraints?



TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

write proposal. pursue funding

> national call for youth advisory council for each state (Sept)

Monthly national convening calls. bi-monthly state/local working séssions

State Digital Equity Plans Complete

Continued awareness building and convening in preparation for implementation

State and competitive application implementation

Now 6 months

Youth Led DS [Digital Skills] Framework

TEAM: Emily, Max, Primo, Linda, Arielle, carrie, Tracy, Rudy, Margaret



DESCRIPTION

Describe your concept and what it will help us accomplish.

Youth led research backed creation of peer to peer responsive "curriculum around digital literacy. Modular, idea and dialogue based prompts(not a set of rigid curriclum) to be implemented in schools and beyond.

Digital literacy framework to co-created and filled by youth



KEY RESOURCES

What resources do we need to move this concept forward?

- conversation starter equipment
- peer led communities in and out of school
- new youth co-created digital and educational content modular pieces
- PD for educators/parent engagement extension landed + vouth led effort
- funding for research, content creation, peer to peer network
- Who are the best peer-leadership training orgs/groups



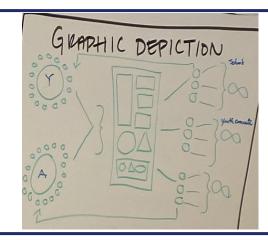
KEY PARTICIPANTS

Who needs to be involved for this concept to be successful? What roles will you all play?

YOUTH: activists, artists, influencers, non-profit leaders, coders, etc...all focused on digital literacy

ADULT ALLIES: Support in building "curriculum" frameworks, communicating with schools/community orgs (implementors)

Helping educate parents and educators with whatever youth feel is need to know





BURNING QUESTIONS

What guestions do we need to answer to move this concept forward?

What do we call digital literacy?



WILDCARD IDEAS

What are some out of the box ideas to consider? We may need to take an unconventional approach

- youth have option to report adult servant if not right fit
- casino pay taxes model for tech companies to compensate schools
- resources share to help as they are developed



TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

Youth define what's missing

Schools leaders, youth activists, coders, artists

Planning stage to define youth-led, responsive & dynamic model

Youth influencers + youth led non-profit creating content

> activate sponsorship brands MSFT AMD Tiktok, Epic

Bring them together to produce/culminate content + curriculum

Where do we want to implement? Schools? Games? Pilot Program?

Update based on youth group leaders

Now

6 months

12 months

New Funding Mechanism (Hyper Community) (Digital + Physical)

- Contribute/Invest/DAO

TEAM: Greta, Faye, Michael F, Kristine, Mimi

- Inclusive community/Learn/Collective
- Align on "value," mix of maturity + type of co (NP/P)



DESCRIPTION

Describe your concept and what it will help us accomplish.

- Build symbiotic ecosystem + portfolio to help each other
- Identify value and new measures
 - learning
 - # individuals
 - community
 - dashboard
 - o financial
- Multi source funding, public + private partnership, DAF, ESG, ETF, hyperlocke, crowdfunds, gout grants, philanthropic bonds, corp, angels, PIR,



KEY RESOURCES

What resources do we need to move this concept forward?

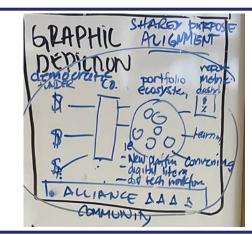
- Future economy lab SecondMuse
- Pivotal
- Aspen Institute
- Crowd Funding
- EDA Alejandra Castilla + Scot Andres
- Constitution DAO/Web3.0/Issue **Focused Community**
- Gary community FDN Venture
- Every Table
- Wilson Think Tank
- Smithsonian
- Mass challenge
- FCYO



KEY PARTICIPANTS

Who needs to be involved for this concept to be successful? What roles will you all play?

- Fundraiser, Grants
- Funder collective
- Youth
- Legal
- Financial advisor +
- Organize ecosystem portfolio
- Container org
- Alliance partners
- Economist
- Regional develop initiation





BURNING QUESTIONS

What guestions do we need to answer to move this concept forward?

What involved funder?

- Who has done something similar?
- · Community define
- How do we force alignment?
- Replicable How big portfolio? + How large fund?

What other values? How much money? Are funders interested? What is "local"?



WILDCARD IDEAS

What are some out of the box ideas to consider? We may need to take an unconventional approach

- Founders equity in fund/pool
- Shared returns across ecosystem
- What do portfolio companies give back?
- learning
- mutual support
- revenue + return
- community

TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

subgroup identify/explore/learn interview SME landscape

convening structure + plan pilot test w/ funder + potential portfiolio

refine based pilot learning + build to deploy

Now

6 months

12 months

HX4all.org

TEAM: Angela, David Polgar, Hassan, Mica, Michael, Yennie



DESCRIPTION

Describe your concept and what it will help us accomplish.

A backbone entity that codifies, promotes, implements, supports HX; grows the field/community of HX Ambassadors, do-ers



্রি KEY RESOURCES

What resources do we need to move this concept forward?

Money + People:

Founding team (hired or SecondMuse) Youth fellows/advisory board Entrepreneurs in orgs residence Front door (website resumes) Research experts of various stripes



KEY PARTICIPANTS

Who needs to be involved for this concept to be successful? What roles will you all play?

Anchor funding partner Industry professionals (US, here today) Youth-serving organizations/programs Digital equity practioners



GRAPHIC DEPICTION

We all learn and process in different ways. Bring your concept to life with a little art.



BURNING QUESTIONS

What questions do we need to answer to move this concept forward?

Should this be housed in a stable, government group (ie.e federal, intergovernmental)?



ଜୁ- WILDCARD IDEAS

What are some out of the box ideas to consider? We may need to take an unconventional approach

TIMELINE

Outline at least five steps that are necessary to take over the next 18 months

HX Cohort 1

- youth engagements guide + model draft HX principles
- landing page
- HX readiness test
- HX directory

HX.org launch

- HX cohort 2
- HX Big Think 2.0

Now

6 months

12 months

HX: IS OUR HUMAN EXPERIENCE

Learn more here:

