Geneva : Digital Governance Hub
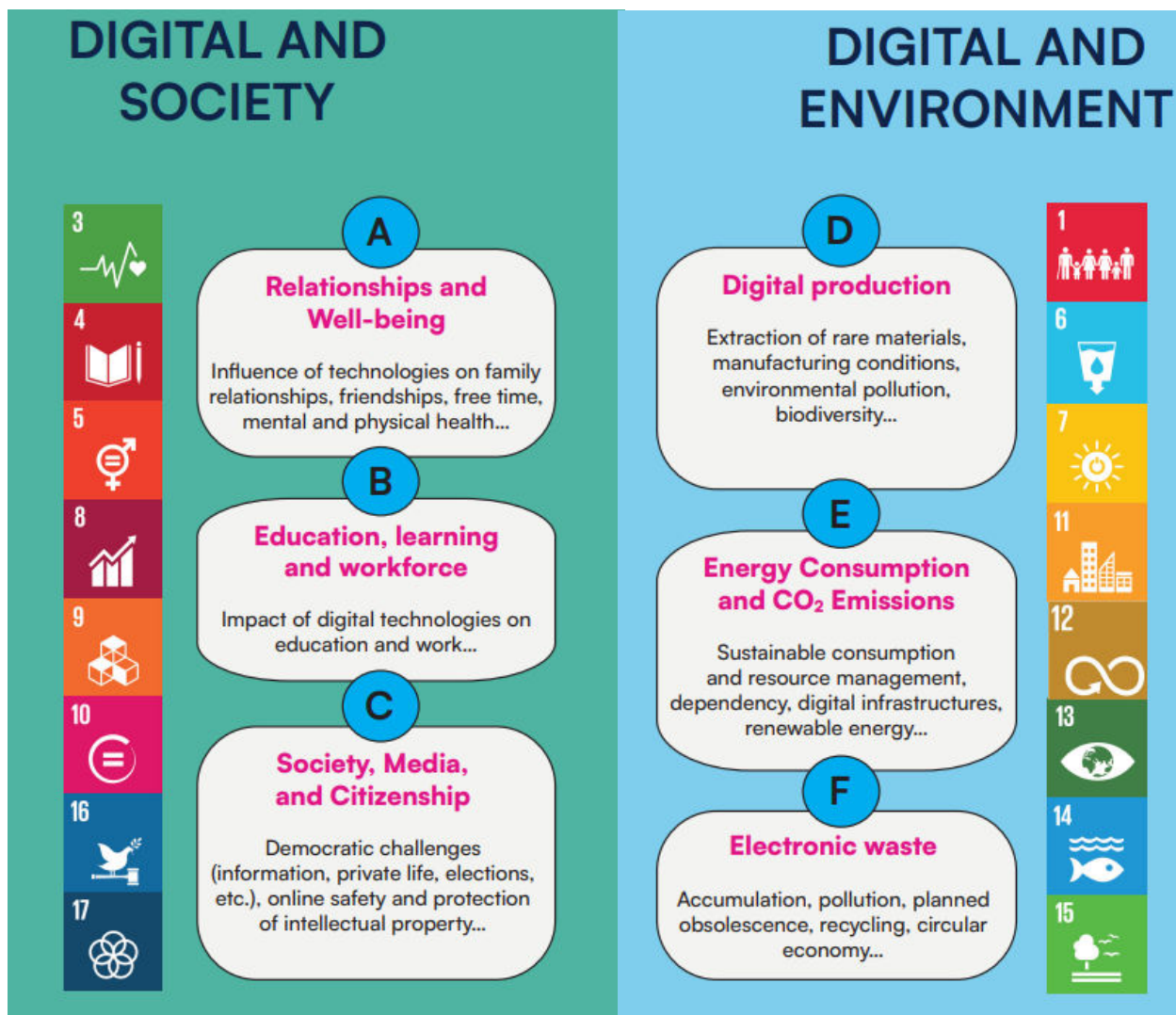
Understanding the challenges and ongoing actions

The challenges of digital technology

DIGITAL AND SOCIETY

A — Relationships and Well-being

Influence of technologies on family relationships, friendships, free time, mental and physical health...

B — Education, learning and workforce

Impact of digital technologies on education and work...

C — Society, Media, and Citizenship

Democratic challenges (information, private life, elections, etc.), online safety and protection of intellectual property...

DIGITAL AND ENVIRONMENT

D — Digital production

Extraction of rare materials, manufacturing conditions, environmental pollution, biodiversity...

E — Energy Consumption and CO₂ Emissions

Sustainable consumption and resource management, dependency, digital infrastructures, renewable energy...

F — Electronic waste

Accumulation, pollution, planned obsolescence, recycling, circular economy...

Some examples of "Digital and Society" :

Relationships and well-being (A)	- Cyberharassment - Technological addiction - Invasion of privacy - …
Education, learning and workforce (B)	- Loss of cultural diversity (uniformization of content favoring certain languages, cultures, ideologies) - Exclusion of minority perspectives (in generated content) - Privacy (students) - Reduction of the human aspect in education - Automatisation (employment) - …
Society, media and citizenship (C)	- Digital divide (unequal access to technological advances) and widening of North-South gap - Increased surveillance - Algorithmic biases that may exacarbate discrimination - Proliferation of deepfakes and misinformation - Decreased trust in democratic systems - Cyberattacks and data security - Lethal autonomous weapons - Digital counterfeiting - …

Some examples "Digital and Environment" :

Digital production (D)	- Exploitation of scarce ressources - Production conditions - Biodiversity - Environmental pollution - ...
Energy consumption and CO_2 Emissions (E)	- Enegry consumption of data centers - Dependence on fossil fuels - Global warming - Renewable energies - …
Electronic waste (F)	- Recycling - Pollution - Planned obsolescence - Accumulation - …

Geneva's role in digital governance

INTERNATIONAL ORGANIZATIONS

Actors	Mandate	Themes	Projects	Objectives
Food and Agriculture Organization of the United Nations (FAO)	Leads international efforts to **eradicate hunger, improve nutrition, promote sustainable agriculture, and ensure food security** for every individual	Relationships and well-being (A) Education, learning and workforce (B) Society, media and citizenship (C) Energy consumption and CO_2 Emissions (E)	Global Network for digital agriculture innovation hubs	A global network of interconnected national platforms promoting **the digital transformation** of agri-food systems by supporting farmers, youth, and women through **innovative digital solutions** tailored to local priorities and encouraging **knowledge exchange** among nations.
International Tele-communication Union (ITU)	Regulation and planning of telecommunications worldwide	Relationships and well-being (A) Education, learning and workforce (B) Society, media and citizenship (C) Digital production (D)	AI for Good Global Summit (annually)	Promote **digital inclusion;** Foster **ethical** and responsible **AI governance;** Find a balance between **innovation** and **regulation**; Ensure **AI** contributes to the **Sustainable Development Goals (SDGs);**

		Energy consumption and CO$_2$ Emissions (E) Electronic waste (F)		Facilitate collaboration between **public** and **private sectors**; **Train future generations** in the responsible use of AI.
International Tele-communication Union (ITU**), United Nations Children's Fund** (UNICEF)		Education, learning and workforce (B) Society, media and citizenship (C)	Giga Initiative	Provide **Internet** connectivity to **schools worldwide.**
International Tele-communication Union (ITU**), International Organization for Standardization** (ISO) and the **International Electrotechnical Commission** (IEC)		Relationships and well-being **(A)** Education, learning and workforce **(B)** Society, media and citizenship **(C)** Digital production **(D)** Energy consumption and CO$_2$ Emissions **(E)** Electronic waste **(F)**	Standard for Responsible AI (planned for 2025)	Ensure that AI usage complies with technical standards promoting **transparency**, **ethics** (non-discrimination, respect for human rights), and **security.**

International Organization for Migration (IOM)	Promote **safe migrations**	Relationships and well-being **(A)** Society, media and citizenship **(C)**	[Migrant E-nclusion Project](#)	Promote the **digital inclusion** of **migrants** by developing **accessible and inclusive** digital solutions.
Office of the United Nations High Commissioner for Human Rights (OHCHR)	Promotion and protection of **human rights**	Society, media and citizenship **(C)**	[Special Rapporteur](#) on the right to privacy	Organize expert consultations and publish reports to explore the impacts of digital technology on the **right to privacy** and other **human rights**.
United Nations (UN)	Preservation of **international peace** and **security**	Relationships and well-being **(A)** Education, learning and workforce **(B)** Society, media and citizenship **(C)**	[AI Advisory Body](#)	Ensure that AI is implemented for the benefit of humanity and in respect of **human rights**.
		Relationships and well-being **(A)** Education, learning and workforce **(B)** Society, media and citizenship **(C)** Digital production **(D)**	[United Nations Office for Digital and Emerging Technologies](#) (UNOCD)	Created as a continuation of the 2024 Global Digital Compact, this office aims to ensure that digital technologies are implemented **responsibly** and for the **benefit of all**.

		Energy consumption and CO_2 Emissions **(E)** Electronic waste **(F)**		Objective : define digital governance principles supporting **human rights, social justice, and sustainable development**.
		Relationships and well-being **(A)** Education, learning and workforce **(B)** Society, media and citizenship **(C)**	United Nations Office for Disaster Risk Reduction (UNDDR)	Coordinate global efforts for the **prevention, reduction, and management** of natural disasters.
United Nations Children's Fund (UNICEF)	Protection of **children's rights**	Relationships and well-being **(A)** Society, media and citizenship **(C)**	Strategic guidance on AI for Children (2021)	Define the implications of AI for **children's rights** and the strategic
United Nations Conference on Trade and Development (UNCTAD)	Promote balanced participation of **the global south** in the **world economy**	Society, media and citizenship **(C)**	eTrade for All (2016)	Encourage **developing countries** to take ownership of **digital transformations** with a **sustainable and inclusive** approach.

United Nations Educational, Scientific and Cultural Organization (UNESCO)	Strengthen collaboration among nations through **education, science, and culture**	Education, learning and workforce **(B)**	Recommendations on the Ethics of Artificial Intelligence (2021)	Provide a **global normative framework** for the ethical development and use of AI while protecting **human rights, human dignity, transparency, and fairness.**
United Nations International Computing Centre (UNICC)	Main provider of **IT and communication services** for all systems used by the United Nations	Education, learning and workforce **(B)** Society, media and citizenship **(C)**	New Artificial Intelligence Hub to accelerate AI deployment across the UN system	Collaborative platform launched in June 2025 offering expertise, strategic and technical advice, shared solutions, and staff training software development to promote the **responsible and ethical deployment of AI within the UN**.
World Health Organization (WHO)	Promote **collaboration** among countries in the field of **health**	Relationships and well-being **(A)**	Global Model WHO	Organization of a four-day World Health Assembly model (October 28-31, 2025) offering students the opportunity to participate in high-level debates on major global health issues, notably **digital health and artificial intelligence** topics.

World Intellectual Property Organization (WIPO)	Foster **creativity** and **economic** development by promoting an international **intellectual property** system	Education, learning and workforce **(B)** Society, media and citizenship **(C)**	Capacity-building programs	Explore the implications of AI on **intellectual property** rights and implement **capacity-building programs.**

NON-GOVERNMENTAL ORGANIZATIONS

Actors	Mandate	Themes	Projects	Objectives
Cyber Peace Institute	Strengthen **cybersecurity** in the service of **peace** and **human rights**	Education, learning and workforce **(B)** Society, media and citizenship **(C)**	Humanitarian Cybersecurity Center (HCC)	**Free** cybersecurity **assistance** offered to humanitarian NGOs, including training, threat detection, and technical support in case of attacks.
Dev.tv	Promote **committed and creative** audiovisual **coverage of social and environmental issues**	Society, media and citizenship **(C)**	Young Activists summit (2019)	Platform showcasing young changemakers from around the world engaged in **human rights, the environment, and social justice**.
Geneva Centre for the Democratic Control of Armed Forces (DCAF)	**Support** the promotion of **democratic governance** and **accountable** security governance using new technologies	Relationships and well-being (A) Education, learning and workforce (B) Society, media and citizenship (C)	Digitalization and ssgr projections future	Assesses challenges and opportunities as well as how key actors adapt to emerging technologies by examining the **complex interaction between digitalization and security sector governance to guide the ethical use of digital technologies**.

Geneva Centre for Security Policy (GCSP)	**Strengthen the capacities** of governments, organizations and experts to **promote peace, security and international cooperation** through research and **training**	Relationships and well-being (A) Education, learning and workforce (B) Society, media and citizenship (C)	Courses and training on various topics related to international security	**Train** professionals **(diplomates, civil servants, ...)** capable of effectively managing **global security challenges** to **promote** peace and **international cooperation**.
ICT4 Peace Foundation	Promote responsible **use of information and communication technologies** for **peace, security, and the protection of human rights**	Relationships and well-being **(A)** Society, media and citizenship **(C)**	Tech against terrorism	Helps combat the terrorist use of the internet while **protecting human rights and freedom of expression**.
ImpactIA Foundation	Accelerate the adoption of **ethical, robust, and legally compliant AI to sustainably transform social and work sectors**	Relationships and well-being **(A)** Education, learning and workforce **(B)**	AIIA festival (up to the 2022 edition)	An artistic and cultural laboratory where artists, thinkers, and an AI named Chimera explore, through exhibitions, **how culture shapes and is shaped by artificial intelligence**.

Itopie	Provide services such as **repair and refurbishment** of computer equipment, training in free/open-source software, while adhering to a **circular economy** approach	Digital production **(D)** Energy consumption and CO_2 Emissions **(E)** Electronic waste **(F)**	Itopie.ch	**Repair** and **refurbishment** of equipment, IT asset management, website creation, and home training in free/open-source software as well as secure data wiping.
Swiss Association Against Planned Obsolescence (NoOPS)	**Raise awareness** about the issues related to **planned obsolescence** and **propose solutions** through the collection of devices for **refurbishment or recycling to support a circular economy**	Digital production **(D)** Energy consumption and CO_2 Emissions **(E)** Electronic waste **(F)**	NOOPS/AGIR	Collect used smartphones, tablets, cables, and chargers through a relay network in French-speaking Switzerland to **refurbish, repurpose their materials, or dismantle them to create artistic and ecological works**.
Swiss Digital Initiative (SDI)	Promote **ethical practices** in the digital world to strengthen **trust in digital technologies**	Relationships and well-being **(A)** Society, media and citizenship **(C)**	Digital Trust Label	Label certifying the **quality of a digital service** based on criteria such as **security, data protection, reliability, and ethical responsibility** to enhance **user trust**.

World Economic Forum (WEF)	Promote **cooperation** on **economic, technological, social, and environmental issues**	Education, learning and workforce **(B)** Society, media and citizenship **(C)**	The Rise of Global Digital Jobs	Identifies the most suitable jobs for global work, assesses the future size of the global digital jobs market, and calls on leaders and policymakers to **prepare for a fair transition to a global digital workforce**.

☐ **If you need support to contact an expert within one of these organizations, please contact the Eduki Foundation's Visitor Services** (visites@eduki.ch).