

**Forum:** Youth Assembly First Committee (YA1)

**Issue:** Regulating the Excessive Use of AI in Educational Spaces (SDG 4)

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## Introduction

The excessive usage of AI platforms in educational institutions is a multifaceted problem. This document aims to go over the interrelation between these two significant aspects and come forth with recommendations for regulating the usage of AI to ensure that more developed countries and less developed countries attain equal rights and educational opportunities for personalized learning, as well as maintaining credibility and creativity in educational matters.

## Definition of Key Terms

### **AI**

A Technology that enables computers and machines to simulate human learning, comprehension, problem solving, decision making, creativity and autonomy.

### **Educational Spaces**

Environments specifically designed for learning teaching, which can be physical locations, digital/virtual platforms, or a combination of both.

## Background Information

Ever since the 1980s, AI has been slowly making its way into student's education, beginning

with simple tutoring systems to providing personalized feedback. Starting from the mid 20th century, AI platform usage has been exponentially increasing ever since, which has been noticeable due to the fact that some platforms have been specifically designed and upgraded to make the latest educational experience easier for both the student and the teacher. However, the UN has stated clear concerns regarding AI usage in educational platforms which go beyond the over-reliance of students on AI platforms, exploiting AI platforms to cheat on tests and fully complete tasks, dehumanizing the learning experience, and worsen existing educational inequities. If such scenarios become prevalent in society, the risks of losing students' critical thinking skills and creativity, as well as creating an unfair system in worldwide education, will become normalized.

## **Major Parties Involved**

### **China**

The government has invested laboriously in educational AI tools, including adaptive tutoring platforms like Squirrel AI. As part of its national strategy, China aims to be a leader in artificial intelligence.

### **United States of America**

Some U.S. school districts have passed restrictive policies limiting AI usage in schools, primarily due to concerns such as student cheating, academic integrity, child safety. Other educational institutions have banned AI tools such as ChatGPT, mentioning concerns about appropriateness for minors.

### **Japan**

In June 2023, Japan revealed restrictions on AI usage in educational environments, placing an outright ban on student’s reliance for examinations and potentially limiting/hindering student’s creative writing.

## Timeline of Key Events

Date	Description of Event
1980s - 2000s	Artificial Intelligence systems used to simulate decision-making, personalized feedback, and tutoring have begun their implementation in educational spaces and have been steadily integrated in school work and grading systems.
2020 - 2022	As COVID-19 became an international crisis, the integration of AI in educational institutions skyrocketed, as many school systems were forced to go online to proceed with education. Many AI platforms were created for personalized learning, administrative tasks, assessment and feedback, and language learning.
2023- 2024	The introduction of generative AI, such as ChatGPT and many others, marked a significant turning point and exponentially increased integration of AI in educational spaces, which have increased global concerns regarding AI’s

	effect on education.
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	<p>The UN, UNESCO in specific, raised pressing concerns regarding this issue in terms of the SDG 4, explaining that the excessive usage of AI has created equity, data privacy, and the potential exacerbation of the digital divide, as well as concerns about over-reliance on technology and the potential loss of human elements in teaching and learning.</p>
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## Previous Attempts to Resolve this Issue

There were numerous recent efforts addressing this global issue however 3 main trials stand out :

### 1. UNESCO's Guidance

In September 2023, UNESCO released guidance for governments to regulate Generative AI in schools. This consists of establishing an age limit of 13 for the use of AI tools in the classroom, calling for teacher training on AI, and promoting human agency, inclusion, equity, gender equality, and cultural diversity;

### 2. European Union AI Act

The EU has enacted a regulatory framework for AI, classifying universities as high-risk AI system providers. This framework imposes various obligations on universities, including risk management, data governance, and technical documentation requirements;

### 3. UNESCO AI

Competency framework for educators addresses the gap in teacher training by defining the knowledge, skills, and values teachers must master in the age of AI.

## Possible Solutions to Resolve this Issue

### 1. Age Restrictions

Raising the age limit on the usage of AI in educational institutions from 13 to 16;

### 2. Developing Policy Frameworks

Governments should establish policy frameworks for the ethical usage of AI in education and research;

### 3. Regular Policy Reviews

Execute periodic assessments of AI policies in education to keep pace with rapidly evolving technology and maintain educational values and ethics;

### 4. Foster International Collaboration

Encourage countries to work together in developing standards and sharing the best practices for AI in education to prevent inequity between less developed countries and more developed countries.

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