

OUR MISSION

To promote, protect and
provide solutions for
Digital Rights.

OUR VISION

A world where Human Rights
and Digital Rights are
one and the same.



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THE IO FOUNDATION

INTRODUCTION

Human Rights are rights inherent to all human beings, regardless of nationality, place of residence, [gender], national or ethnic origin, colour, religion, language or any other status. We are all equally entitled to our Human Rights without discrimination. These rights are all interrelated, interdependent and indivisible. (OHCHR)

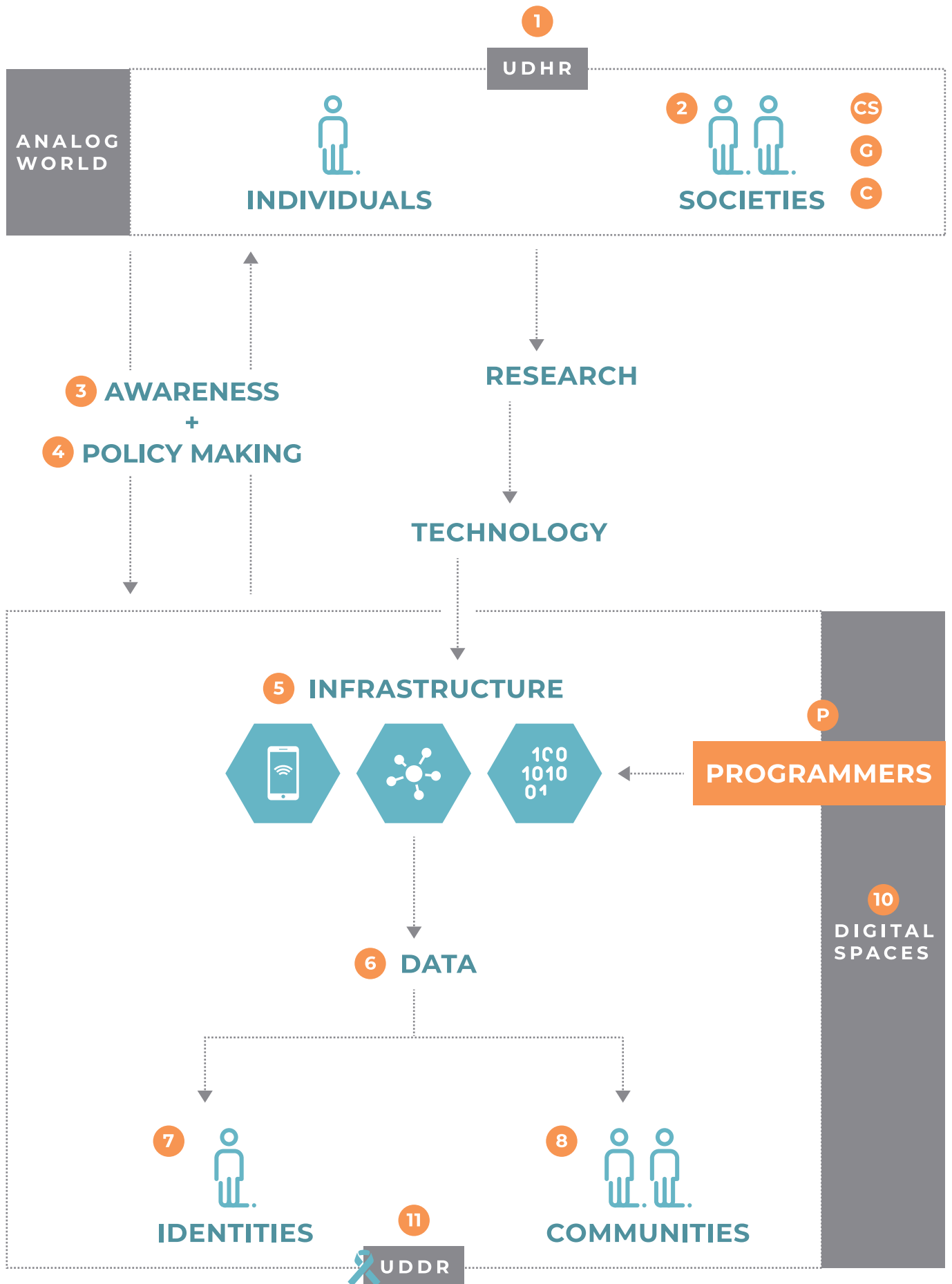
As technology evolves, we open doors to new channels of communication as well as access to information and services. The goal of technological development has always been to improve lives by breaking distances and streamlining results.

Beyond the Internet, people and societies exist nowadays in an ever increasing set of Digital Spaces which should equally preserve the spirit of Human Rights.

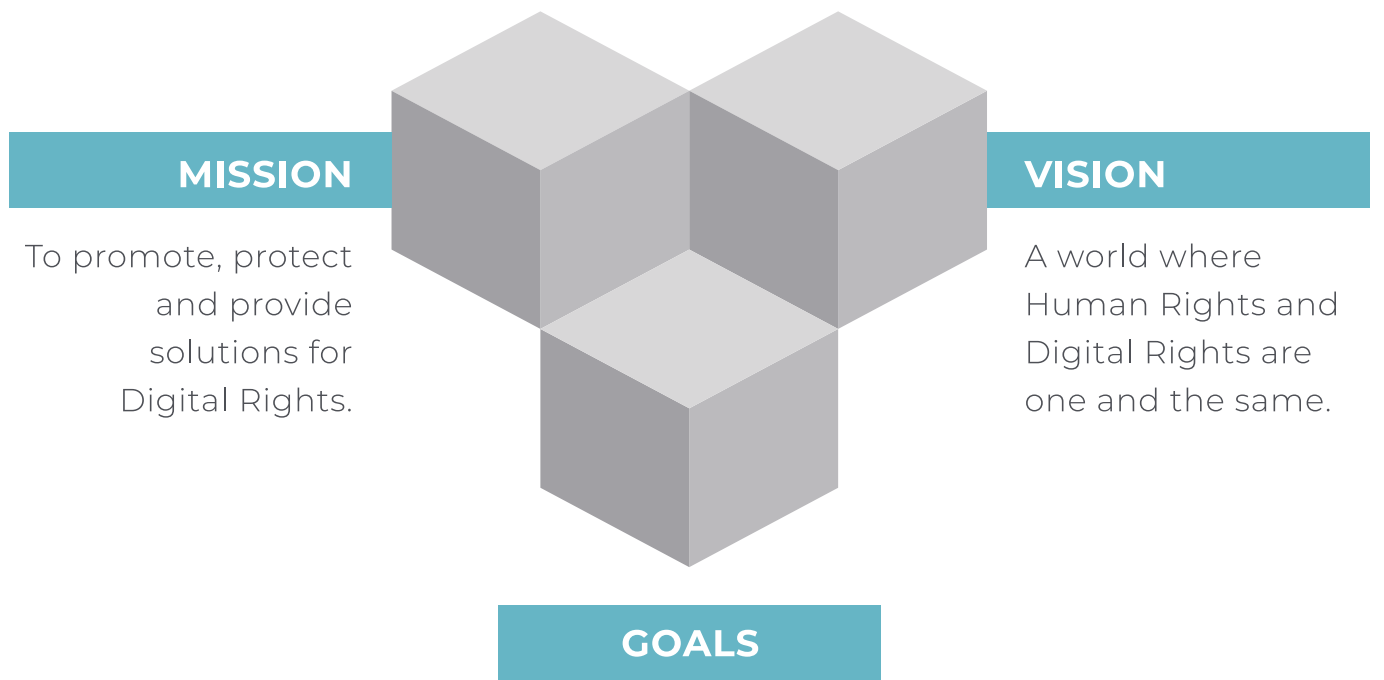
The IO Foundation (TIOF) was born out of a fundamental concern for the future of digital communities, both in their governance and implementation. The organization aims to provide platforms to raise awareness of Digital Rights as well as effective solutions to ensure both Human and Digital Rights are observed.



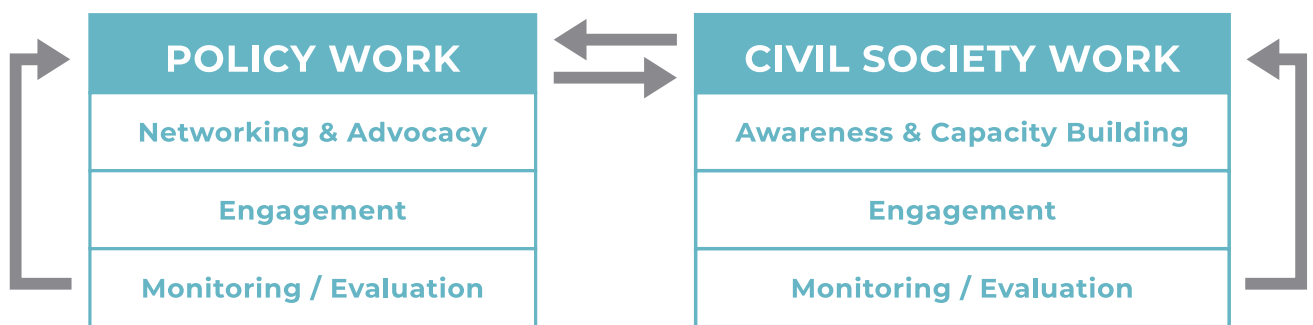
THE IO FOUNDATION'S OPERATIONAL DIAGRAM



THE IO FOUNDATION CORE



The IO Foundation aims to become a relevant stakeholder in ensuring societies are aware of their Digital Rights and will demand their observance. To this end, TIOF aims to promote the proclamation of a **Universal Declaration of Digital Rights** (UDDR). The UDDR hopes to enable a global observance of a framework for Digital Rights through a holistic approach:



Note: The work on Digital Rights also greatly involves the private sector, specifically tech companies, and in this regard TIOF is also developing a form of engagement in line with the **UN Guiding Principles on Business and Human Rights**.

ON THE ANALOG AND THE DIGITAL

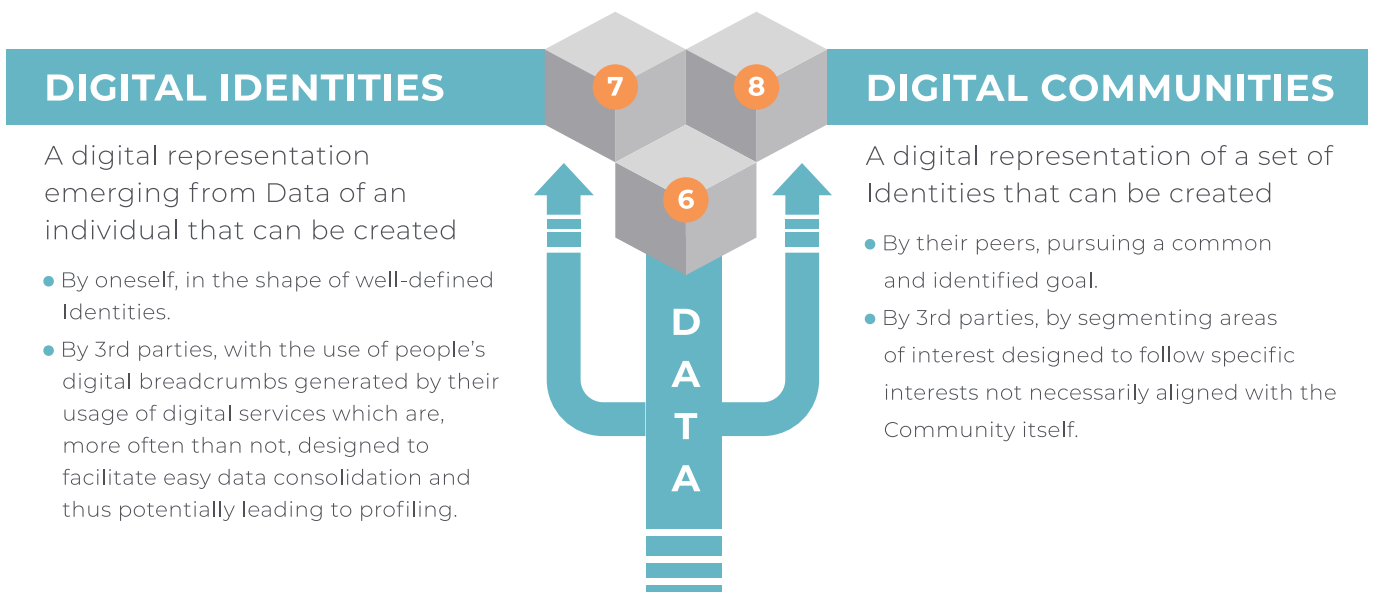
1 With the end of the second world war, the United Nations was created and with that the international community vowed never again to allow the atrocities we witnessed during that conflict. World leaders decided to complement the UN Charter with a road map to guarantee the rights of every individual everywhere. This road map is embodied in a milestone document - The **Universal Declaration of Human Rights** (UDHR) - adopted by the General Assembly on 10th December 1948.

Prior to the UDHR, there were many other documents that aimed to reduce violence and were grounded in the search for eliminating oppression and to foster societies that are respectful to its citizens and of each other.

However, little did we know that the developmental changes in technology would bring new challenges in Human Rights. As technology evolved, we enabled sophisticated Digital Spaces to host digital representations of our selves where we exist and become vulnerable to new forms of violence.

Nowadays, we live in both domains, the Analog and the Digital. We switch in between both spaces in such an increased pace that the lines become even more blurry as days pass.

Out of this new reality, emerged:



Sets of information in digital format that can be interpreted by automated systems. They can be generated by people or inferred by context (for instance metadata), providing the foundation for Digital Identities Communities.

ENTERING AN ERA OF DIGITAL RIGHTS

10 Beyond the Internet, people have digital representations in many other networks. In TIOF, we call the collection of these networks, whether public or private, as Digital Spaces. They encompass any digital medium in which people may store Data in any way that conforms their Identities, with or without their consent and/or knowledge.

As recent years have shown us, when improperly regulated, these representations are susceptible to abuse and manipulation and thus, in the same spirit that brought Human Rights, they need to be protected.

11 This is a brand new approach in understanding people and societies and their digital selves. Following TIOF’s vision, Digital Rights are the set of rights we as societies hope to observe for our digital Identities and Communities in any Digital Space where they may reside. Digital Rights should represent a collective effort to protect those Identities, conformed by Data, under the umbrella of the UDDR.

It is important to note that a new infrastructure paradigm arises from this reality:

01 while in the analog world we shape and observe our rights through laws, in Digital Spaces we do it through **code**.

02 while in the analog world we are left to react, in Digital Spaces we are given the opportunity to immerse ourselves in an environment that **proactively** respects the rights we hope for.



In other words: **we do not have the source code for the analog world; we however have it for any Digital Space that we implement.**

It is critical to understand this essential difference as Digital Rights gives us the opportunity to, for the first time, create a framework of reference where rights are observed transparently for people and protection can be established prior to any development.

NEW CHALLENGES

Digital Spaces, by their very nature, bring along a number of new challenges. The fast pace of societies has brought upon the necessity of convenience, favoring solutions that are easy to use while neglecting other crucial considerations.

Time is a scarce resource in our days and the lack of understanding on the representational power of Identities have created a series of unintended repercussions such as refined profiling of citizens. Preferences, political ideology, social status and a myriad of emotional attributes are put together to follow 3rd-parties' agendas. This information is extremely powerful and is invariably used to emotionally manipulate citizens in their daily activities and decisions.

- 3 There is an alarming consensus among new generations that “Privacy is dead”. The consequences of this assumption are dire: the Human Rights we strived to observe in societies may not get considered in our Digital Spaces.
- 4 However, these challenges can be turned into perfect **opportunities**. As opposed to the legal realm where regulations are, by their very nature, reactive, in Digital Spaces we are empowered to **proactively enforce the observation of Rights by coding them**. This new reality opens the doors to better protection of people's Digital Rights and by extension their Human Rights.



ACTORS IN DIGITAL SOCIETIES

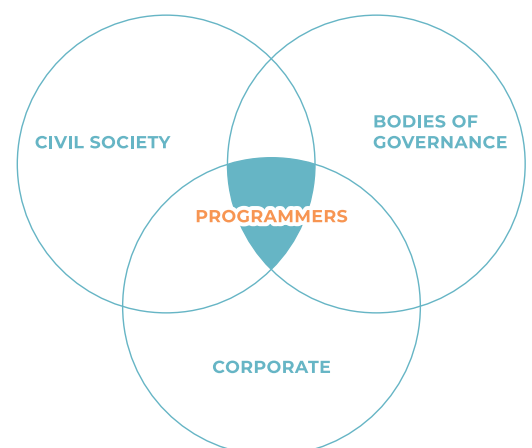


Just as efforts in Human Rights have revolved around the stakeholders that had an impact in their observance, the same applies for Digital Rights. By identifying the most effective actors in Digital Spaces we hope to empower a new member of Human Rights Defenders.

CS The traditional sectors of Civil Society, Bodies of Governance and Corporate share the responsibility to engage in crafting and observing Digital Rights in their Digital Spaces. One intersecting sector of society, however, does stand out due the critical role they play: **Programmers**.

5 Programmers are the architects of Digital Spaces. They are tasked to design and implement the necessary infrastructure wherein Identities, Communities and services are created based on extensive sets of Data. As builders, they play a crucial role in the observance of Digital Rights.

P In TIOF we believe **Programmers** are the next generation of Human Rights defenders. There is, therefore, a need to invest time and energy in raising their awareness, building their capacities and to provide them with the necessary tools so that they can become the first line of defense in Digital Rights.



PROGRAM OVERVIEW

The IO Foundation's work on Digital Rights is structured around 3 interrelated programs.

STRATEGIC

Actions directed at enabling a Digital Rights aware society that will demand proper policies to achieve their observance.



AWARENESS

The IO Foundation's work on Digital Rights is structured around 3 interrelated programs.

ENGAGEMENT

Initiatives designed to provide actual solutions to the problems people face when protecting their Digital Rights and other technological challenges.

PROGRAM DESIGN

To effectively address arising challenges in Digital Spaces, TIOF designed a holistic approach which intends to provide a full cycle of solutions for Digital Rights.

| PROGRAMMERS | | |
|---|---|--|
| AWARENESS | CAPACITY BUILDING | ENGAGEMENT |
| <ul style="list-style-type: none"> • TechUp • Coder Bootcamps | <ul style="list-style-type: none"> • TechUp • Coder Bootcamps | <ul style="list-style-type: none"> • TechUp (Sprints & Hackathons) • Coder Bootcamps • DIALogs • UDDR • DR SDK + Sidekick |

| CIVIL SOCIETY | | |
|---|--|--|
| AWARENESS | CAPACITY BUILDING | ENGAGEMENT |
| <ul style="list-style-type: none"> • TechUp • Sirocco • Brother / Aeon • Stage Play • CryptoFund | <ul style="list-style-type: none"> • Global Initiatives • Brother / Aeon • CryptoFund | <ul style="list-style-type: none"> • TechUp (Sprints & Hackathons) • DIALogs • UDDR • DR SDK |

| BODIES OF GOVERNANCE | | |
|---|---|--|
| AWARENESS | OBSERVANCE | ENGAGEMENT |
| <ul style="list-style-type: none"> • BHR | <ul style="list-style-type: none"> • Sirocco | <ul style="list-style-type: none"> • DIALogs • UDDR • DR SDK + Sidekick |

| CORPORATE | | |
|---|---|---|
| AWARENESS | CAPACITY BUILDING | OBSERVANCE |
| <ul style="list-style-type: none"> • BHR | <ul style="list-style-type: none"> • BHR | <ul style="list-style-type: none"> • Sirocco |

PROGRAM BRIEF

BHR

3 4 : C

The UN Guiding Principles on Business and Human Rights are a set of guidelines for States and companies to prevent, address and remedy human rights abuses committed in business operations. TIOF's BHR projects collaborates with civil society actors and tech companies in ensuring implementation and observance of the UN Guiding Principles. To some extent, TIOF implements targeted policy advocacy in the adaptation of the Guiding Principles in respective countries.

Brother/Aeon

3 : 2

An independent project, based on a board game, designed for children to undertake an interactive exercise that will allow them to make choices and from those learn about Human and Digital Rights in Digital Spaces.

Coder Bootcamps

3 5 : P

An off-grid camp designed for programmers to dive into in-depth strategizing on implementing Human and Digital Rights in Digital Spaces through code, thereby creating a conducive environment for their realization.

CryptoFund

3 : 2

A grassroots community capacity building program that provides communities with the opportunity to learn about Decentralized Ledger Technologies and prepares them for new forms of economies as societies evolve into an increasingly digital world.

DIALogs

4 11 : 2

A High Panel conversation where relevant figures and organizations dedicated to Human and Digital Rights will be convened to frame the conversation on Digital Rights and to establish an engagement calendar for the years to come.

This event is being designed following a results-oriented approach. It would be structured under 2 days of learning and discussion followed by 2 days of implementing actual solutions resulting from the agreements achieved.

DR SDK

5 : P

The Digital Rights Software Development Kit provides programmers with a set of code and the accompanying principles to interpret and bridge Human and Digital Rights in Digital Spaces. The DR SDK is the technical framework of the UDDR.

PROGRAM BRIEF

GLOBAL INITIATIVES

3 4 : 2

TIOF is committed in participating in any global initiative spearheaded by other Human and Digital Rights organizations and will actively join those that are deemed adequately focused and practical.

SIDEKICK

5 : 6 7 8

A project oriented to provide solutions for the ever growing concern on the impact of business-oriented Personal Assistants. Through the sum of highly concentrated Data sources, user profiling and business interests, TIOF recognizes the enormous impact these platforms will have in individuals and societies as information gets excessively biased and targeted. Leveraging existing Open Source Personal Assistants, the project aims to develop an Emotional Firewall that would incorporate the DR SDK and thus connect users to Digital Spaces in a more secure and unbiased way.

SIROCCO

3 4 : 2

An interactive map reporting the state of Digital Rights across the world aimed at raising awareness among the public and relevant actors. Sirocco assists in establishing a legal framework of reference of the state of Digital Rights looking at user data protection laws worldwide and other forms of metrics.

STAGE PLAY

3 : 2

“First, we take your data”
Utilizing art and engaging the art sector in raising awareness on Digital Rights, a stage play is being developed to provide the public with a picture on how society currently operates in Digital Spaces and how Human and Digital Rights are constantly abused.

TECHUP

3 5 : 2

TechUp bridges the local tech scene with local NGOs - and the participation of other key stakeholders - with the objective of nurturing a society that is conducive to the observance of Digital Rights. Activities include tech capacity building, bridging sessions between the local tech scene and NGOs and engagement events such as Sprints and Hackathons where solutions on Digital Rights will be implemented.

PROGRAM BRIEF

UDDR

4 5 : 11

The Universal Declaration of Digital Rights is the milestone document that TIOF advocates to Human Rights organizations, government bodies, civil society and the business sector. In the same spirit of the UDHR, the UDDR serves as the road map in realizing Human Rights in Digital Spaces. It would be composed of a legal description of the Rights we as societies wish to observe in Digital Spaces, a technical description of said Rights to serve as reference to programmers and the DR SDK, which will serve as the practical framework to implement Digital Rights.

It is TIOF's understanding that just as the UDHR is a reference document to understand Human Rights taught in academia, the UDDR should also be incorporated in coding syllabus so that Digital Rights are considered and observed from the onset of architecting software and other digital elements.



GET IN TOUCH WITH TIOF



MORE INFORMATION

MORE INFORMATION

Find more information on TIOF's website.



www.TheIOFoundation.org

CONTACT

Are you interested in TIOF? Do you want to know about our projects? Contact us for more information on partnerships to develop our initiatives.



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JOIN

Do you find our projects exciting? Do they resonate with you? Do you want to contribute? Join us!



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DONATE

If you wish to support TIOF and the development of our initiatives check our donation page or contact us.



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