



# Age Assurance Technology Trial

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## Participant Interview - Eden Game Development Centre

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## 1 Introduction

This document forms part of the Age Assurance Technology Trial (AATT) and provides a consolidated summary of the interview conducted with an age assurance technology provider participating in the trial. The interview was conducted via a Microsoft Teams meeting and represents the agreed summary of the discussion with the vendor.

The questions for this interview were shared with the vendor in advance, ensuring a structured and transparent approach. However, the interview also flowed dynamically, allowing for exploration of specific aspects of the vendor's technology that were directly relevant to the Australian context. The primary purpose of this interview was to engage with the vendor on their submitted practice statement, delving deeper into their technology, policies and deployment approach, particularly in relation to the Australian regulatory, cultural and operational environment.

This document is intended to support transparency and consistency in the evaluation process by providing a structured record of the discussion. It helps ensure that insights gathered through this interview are available to policymakers, industry stakeholders and researchers as part of the AATT's broader methodology. This interview complements the vendor's practice statement, technical demonstration and structured system testing undertaken during the trial, providing a richer, multi-dimensional perspective on the readiness, privacy compliance and operational effectiveness of the age assurance system.

### *Disclaimer*

The inclusion of this interview summary does not constitute endorsement, certification or approval of any product, service, or provider. The interview captures the perspectives and claims of the vendor as discussed with the trial team, but they have not been independently verified in full. While the discussion has informed the trial's evaluation activities, it remains the responsibility of the provider who participated in the discussion.

No guarantee is given as to the completeness, accuracy or ongoing applicability of the information provided in this interview. The trial team has assessed this discussion within the scope of the AATT only and its inclusion here should not be interpreted as regulatory acceptance, market readiness or policy endorsement.



# Summary of Eden Game Development Centre Participant Interview Responses

## Executive Summary

Eden Game Development Centre is developing a user-friendly, privacy-focused digital age verification system to protect children online. Prioritizing minimal data use, community input, and accessibility, it aims to offer scalable, ethical solutions for age assurance across games, education, and digital platforms.

## Interview Responses

### Section 1 - Background and Overview

#### Q1: Overview of the system and its primary functionality

Eden Game Development Centre is a youth-focused game development and education center. They plan to create a digital ID system that provides age verification, primarily for online safety and content access, with a strong focus on minimizing burden to users. It will allow verification without revealing full identity—using tokenized confirmation (e.g., “over 18”) instead of exact age or identity.

#### Q2: What is done to ensure age assurance?

Eden Game Development Centre verifies age in person through manual ID checks for participants in its educational programs. This is not yet a technological system but a manual verification at physical events like schools or community centers.

#### Q3: Inspiration for development and key problems it aims to solve

Inspired by public concern over children’s exposure to adult content and harmful interactions online, and a lack of practical, user-friendly age assurance tools. Eden seeks to bridge the gap between safety and ease of use.

#### Q4: Industries or use cases currently utilizing the system

- Game development and education



- Future goal: wider use in online games, platforms requiring age checks, and possibly social media or educational content portals.

## **Q5: Assessments of impact on fundamental rights, including children's rights**

Eden Game Development Centre recognises the importance of balancing child protection with autonomy and privacy, and plans to address this further during development with community input.

## **Section 2 - Privacy and Data Protection**

### **Q6: Types of data collected, processed, and stored**

Currently minimal – name, email, phone number for contact.

Proposed: government-issued ID data (passport, birth certificate), video verification call data (temporarily), and age token results (not exact age).

### **Q7: How is data collection determined?**

Driven by the principle of minimum viable data—only what’s needed to validate age status. Eden plans for user consent and control over data shared.

### **Q8: Specific purposes of data collection**

Solely for age verification and user access control to age-appropriate content or services.

### **Q9: Can Eden Game Development Centre track users' activities?**

No full implementation yet with the Australian privacy laws, but they plan to bring in legal experts to ensure compliance with the Privacy Act and Children’s Privacy Guidelines.

### **Q10: Data encryption and security measures**

Eden Game Development Centre anticipate supporting deletion and withdrawal features in line with best practices.

### **Q11: Can Eden Game Development Centre be hacked?**

The tokenized approach intends to anonymize by verifying only age status, not full identity.

## **Section 3 - System Security and Fraud Prevention**

### **Q12: How does the system prevent fraud?**

Digital footprint minimisation is used to reduce user burden and exposure. Eden Game Development Centre plan to allow control over what data is shared and only transmit essential age attributes, not full ID data.



## **Q13: Can users share their keys?**

Fraud prevention include a proposed solution includes video verification with trained staff to counter AI-generated identities or deepfakes, plus physical prompts (e.g., hand gestures) to test authenticity.

## **Q14: What measures prevent unauthorized key use?**

The system is in pre-funding stage, but such testing is planned once development begins.

## **Q15: Has the system undergone external validation?**

Eden Game Development Centre intent to test with government partners, schools, and potential industry collaborators once developed.

## **Section 4 - Accessibility and Inclusivity**

### **Q16: How does Eden Game Development Centre accommodate users with disabilities or low digital literacy?**

Central philosophy: make it as simple as email login. They aim to reduce friction and cognitive load. Also plan to integrate best practice UI/UX accessibility.

### **Q17: Considerations for First Nations and Indigenous communities**

Eden Game Development Centren operates in rural areas and has indicated testing in diverse communities, though no specific mention of consulting First Nations groups yet.

### **Q18: How does the system support children in government care?**

No explicit design yet, but the tokenized, minimal-data approach could support cases where guardianship or documentation is complex.

## **Section 5 - User Support and Adoption Challenges**

### **Q19: How does Eden Game Development Centre handle user feedback and complaints?**

Eden Game Development Centre are planning to use community testing and relationships with schools for iterative feedback loops. Specific complaint mechanisms not yet built.

### **Q20: Key strengths of Eden Game Development Centre compared to competitors**

A user-first, community-tested, and non-invasive approach—and strong network with local youth, developers, and influencers.

### **Q21: Biggest challenge in adoption**

Funding is the primary obstacle. Also, timing: if the government settles on another solution before Eden launches, relevance may decrease.



## Final Notes

- Emphasis on iterative design and real-world use (not just lab-based models).
- Focus on real trust and usability, rather than just compliance.