EN
E-003454/2026
Answer given by Executive Vice-President Virkkunen
on behalf of the European Commission
(30.10.2026)

On 17 September 2026, taking into account calls of the European Parliament and building on the recommendations of the Special Panel on Child Safety Online, the Commission adopted a proposal for an EU Kids Act[1].

It proposes a gradual exposure of minors to social media. Platforms would only be able to allow minors to autonomously open accounts on social media and video-sharing platforms once they reach the age of 15. Between 13 and 15, guardians would be able to set up safeguarded 'mini accounts'. These will have limited features and extra protections like a screen time limit of one hour per day. Under 13 there would be no social media use and guardians can only set up accounts for their children on designated child-friendly video-sharing services, if the provider of the service demonstrates they do not pose any risk to children.

In addition, any service that can be accessed by minors would need to follow strict safety-by-design requirements. This includes no addictive design, safe and private accounts by default, safe algorithms, and effective parental controls. The goal is to make the online experience for children age-appropriate as well as safe by design and by default.

To comply with the proposed obligations, platforms should check the age of the user using the privacy-preserving EU Age Verification Solution[2] or a third-party solution that complies with the EU Age Verification Scheme.

To ensure effective compliance, the proposal builds on already existing enforcement frameworks and introduces a fast-track 90-day enforcement procedure to prevent harms before they materialise. In addition, the proposal requires that providers of very large online platforms submit an audited compliance plan.

[1] https://digital-strategy.ec.europa.eu/en/library/proposal-eu-kids-act-eu-keeping-internet-digital-spaces-accountable-and-trustworthy.
[2] https://digital-strategy.ec.europa.eu/en/policies/eu-age-verification.