

# GARM: An Overview for ABG





# **GARM: The Global Alliance for Responsible Media**



GARM is the Global Alliance for Responsible Media, a crossindustry initiative that unites advertisers, media agencies, media platforms and industry groups to confront the threat of harmful content online.

The goal is to **remove harmful content from advertiser-supported media on digital media platforms**, and ensure that the industry works together via uncommon collaboration against this challenge. This new way of working prioritizes harnesses executive collaboration, enabled by media experts and technicians.

GARM was started by the World Federation of Advertisers and is supported by the CMO Growth Council of the Association of National Advertisers in the US.

# GARM: Recognizing the need for an all-in approach

#### COORDINATION: PREVENTING ECOSYSTEM EXPLOITATION





#### Can This Coalition Between Agencies, Brands and Tech Giants Make Our Online World Safer?

NEWS EVENTS WEBINARS CONNECT YOUR CAREER

Google, Facebook team up with agencies and advertisers for the Global Alliance for Responsible Media

DWEEK40







More viewer safety for consumers

Less risk for brand advertisers





More credibility for platforms A sustainable industry



# **GARM: Governance for prioritized development**

#### **EXECUTIVE OVERSIGHT:**

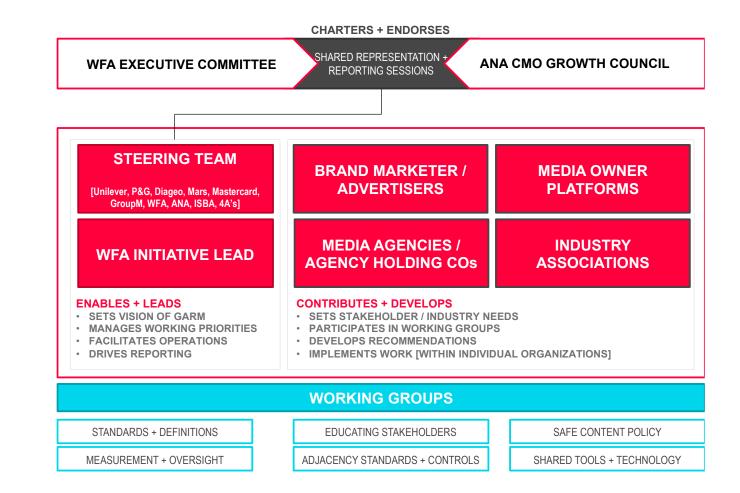
- The GARM will be overseen by the WFA Executive Committee + ANA CMO Growth Council
- The GARM will report into both groups via shared representation + reporting sessions
- This will allow for both organisations to endorse and aporove the GARM recommendations

#### **PRIORITY SETTING + FACILITATION:**

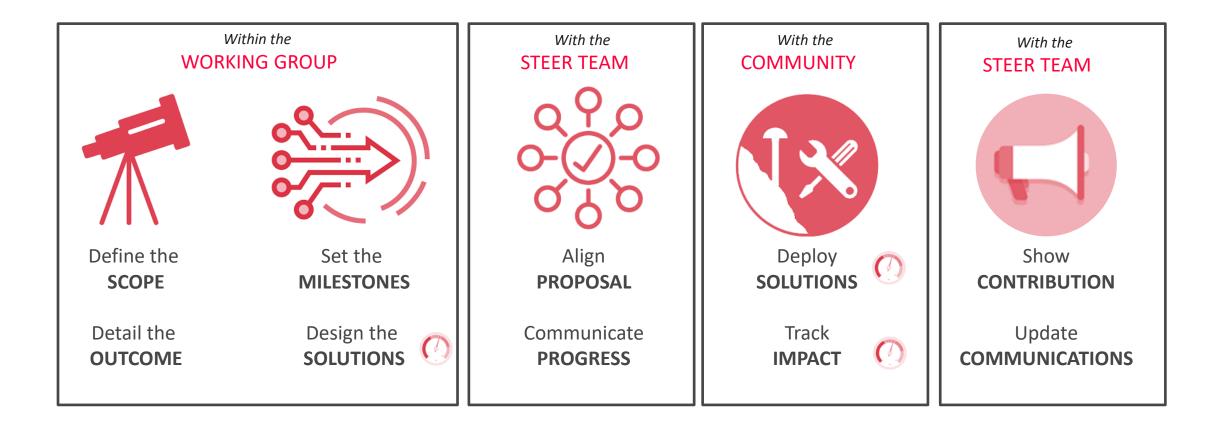
- The GARM operations: vision, priority setting, facilitation, reporting, review of work wil be done by the Steering Team (of founders) and a WFA consultant
- GARM Steering Team members will represent constituent groups, and will also help drive working group work

#### **DEVELOPMENT + DEPLOYMENT**

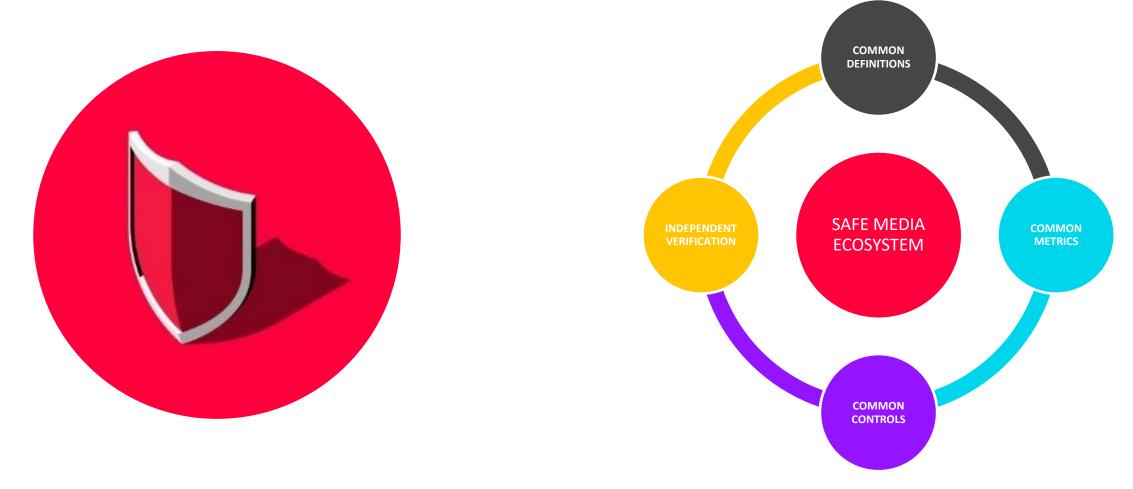
- The GARM members from all areas will be asked to participate in on research around needs and priorities
- GARM members will have the opportunity to participate in work streams
- GARM recommendations will be implemented by individual organisations



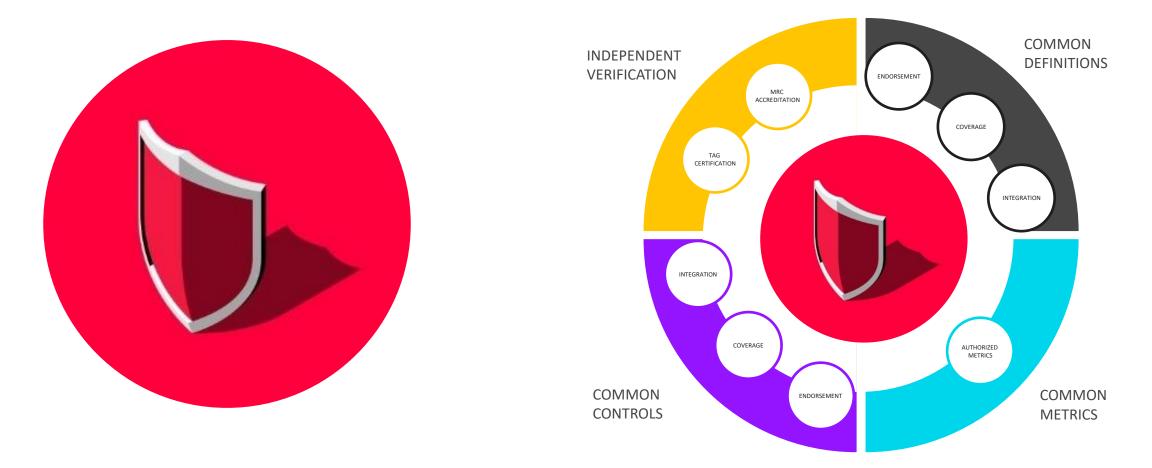
# **GARM: How we develop solutions**



# GARM: How our 'Agenda Items' create a safer media ecosystem



# GARM: How our 'Agenda Items' create a safer media ecosystem



# 8 Steps for markets to take forward on GARM

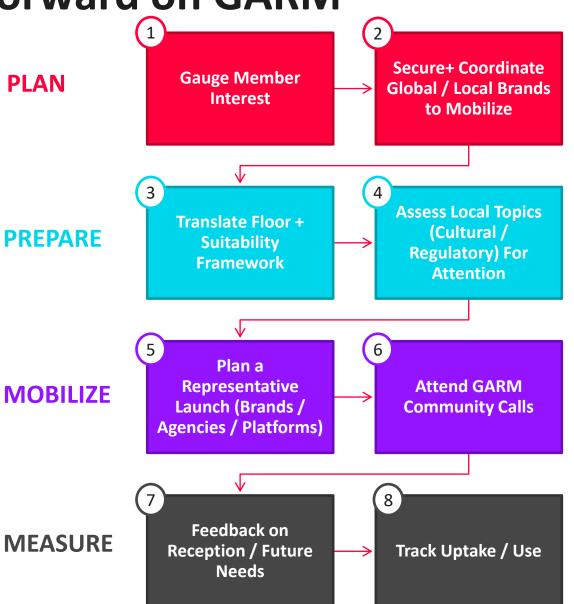
We've broken a local mobilization of GARM into 4 phases with 8 key steps:

In **PLAN** it's essential to make sure that we have a critical mass of members in the NAC to scale GARM locally. It's advisable to convene your board to obtain approval and also secure participation.

In **PREPARE**, making GARM assets like the Brand Safety Floor + Suitability Framework accessible and relevant by translation and also assessing safety topics against local cultural and regulatory contexts.

In **MOBILIZE** we recommend making sure that you rollout efforts **MOBILIZE** with the right brands, agencies and platforms that reflect local or regional needs. It's also key that NACs start to attend or follow GARM Community Calls.

In **MEASURE** we encourage you to take on member feedback and needs and work with GARM to address those, while also tracking the pull-thru of your efforts.



GARM: Brand Safety Floor + Suitability Framework

GARM	Global Alliance for Responsible Media
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CONTENT CATEGORY	High Risk	Medium Risk	Low Risk
Adult & Explicit Sexual Content	<ul> <li>Suggestive sexual situations requiring adult supervision/approval or warnings</li> <li>Full or liberal Nudity</li> </ul>	<ul> <li>Dramatic depiction of sexual acts or Sexuality issues presented in the context of entertainment</li> <li>Artistic Nudity</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of sexual subjects or sexual relationships or sexuality</li> </ul>
Arms & Ammunition	<ul> <li>Glamorization /Gratuitous depiction of illegal sale or possession of Arms</li> <li>Depictions of sale/use/distribution of illegal arms for inappropriate uses/harmful acts</li> </ul>	Dramatic depiction of weapons use presented in the context of entertainment     Breaking News or Op-Ed coverage of arms and ammunition	Educational, Informative, Scientific treatment of Arms use, possession or illegal sale     News feature stories on the subject
Crime & Harmful acts to individuals and Society, Human Right Violations	<ul> <li>Depictions of criminal/harmful acts or violation of human rights</li> </ul>	<ul> <li>Dramatic depiction of criminal activity or human rights violations presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of criminal activity or human rights violations</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of crime or criminal acts or human rights violations</li> <li>News feature stories on the subject</li> </ul>
Death, Injury or Military Conflict	<ul> <li>Depiction of death or Injury</li> <li>Insensitive and irresponsible treatment of military conflict, genocide, war</li> </ul>	<ul> <li>Dramatic depiction of death, injury, or military conflict presented in the context of entertainment</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of death or injury, or military conflict</li> </ul>
	crimes, or harm resulting in Death or Injury • Depictions of military actions that glamorize harmful acts to others or society	<ul> <li>Breaking News or Op-Ed coverage of death, injury or military conflict</li> </ul>	News feature stories on the subject
Online piracy	Glamorization /Gratuitous depiction of Online Piracy	<ul> <li>Dramatic depiction of Online Piracy presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of Online Piracy</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of Online Piracy</li> <li>News feature stories on the subject</li> </ul>
Hate speech & acts of aggression	<ul> <li>Depiction or portrayal of hateful, denigrating, or inciting content focused on race, ethnicity, gender, sexual crientation, gender identity, age, ability, nationality, religion, caste, victims and survivors of violent acts and their kin, immigration status or serious disease sufferers, in a non- educational, informational, or scientific context</li> </ul>	<ul> <li>Dramatic depiction of hate speechlacts presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of hate speechlacts</li> </ul>	Educational, Informative, Scientific treatment of Hate Speech     News features on the subject
Obscenity and Profanity, including language, gestures, and explicitly gory, graphic or repulsive content intended to shock and disgust	<ul> <li>Glamorization (Gratuitous depiction of profanity and obscenity</li> </ul>	<ul> <li>Dramatic depiction of profanity and obscienties presented in the context of entertainment by genre</li> <li>Breaking News or Op-Ed coverage of profanity and obscentiles Genre based use of profanity, gestures, and ofter actions that may be strong, but might be expected as generally accepted language and behavior</li> </ul>	Educational or Informative, treatment of Descenity or Profanity     News feature stories on the subject
Illegal Drugs/Tobacco/e- igarettes/Vaping/Alcohol	<ul> <li>Glamorization /Gratuitous depictions of illegal drugs/abuse of prescription drugs</li> <li>Insensitive and irresponsible content/treatment that encourages minors to use tobacco and vaping products &amp; Alcohol</li> </ul>	<ul> <li>Dramatic depiction of illegal drug uselprescription abuse, tobacco, vaping or achonal use presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of illegal drug uselprescription abuse, tobacco, vaping or alcohol use</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of illegal drug use/prescription abuse, tobacco, vaping or alcohol</li> <li>News feature stories on the subject</li> </ul>
Spam or Harmful Content	Glamorization /Gratuitous depiction of Online Piracy	Dramatic depiction of Spam or Malware presented in the context of entertainment     Breaking News or Op-Ed coverage of Scam or Malware	<ul> <li>Educational, Informative, Scientific treatment of Spam or Malware</li> <li>News feature stories on the subject</li> </ul>

Brand Suitability Framework: Sensitive content appropriate for advertising supported by enhanced advertiser control

#### SOLUTION OVERVIEW

The Brand Safety Floor + Suitability Framework is a consistent set of definitions that create a safety and risk standard for monetized content across the industry. This is now included in MRC and IAB TechLab Standards.

- For Advertisers + Agencies this is an essential foundation for targeting to be used in media planning & buying, and use of contextual targeting tools
- For Media Platforms + Ad Tech Partners this is an essential framework for establishing buying modes, tools, and reporting.

#### SOLUTION STATUS

• Deployed – September 2020

 Forthcoming update in 4Q 2021 to incorporate Misinformation as a 12<sup>th</sup> category

#### BENEFITS

- 1. Creates a safety standard for the advertising industry to ensure that harmful content is not monetized
- 2. Establishes a system based on risk to improve transparency and control for advertiser sellers and buyers
- 3. Drives a framework that is common across the entire industry

#### LIMITATIONS

- 1. Requires marketer + agency activation (ideally thru multidisciplinary workshop)
- 2. Monetization standard and moderation standards are mapped (v a straight 1:1 relationship)
- 3. Roll-out is continuous and requires investment in time and resource

	Floor + Suitability Framework	6 - 4 - N	GARM Global Alliance for Responsible Media		CURR	ENT UP	TAKE: PLA	TFORM A	ADOPTIC	N		
CONTENT CATEGORY Adult & Explicit Sexual Content	<ul> <li>Suggestive sexual situations requiring</li> </ul>		Low Risk • Educational, Informative, Scientific treatment of sexual subjects or sexual relationships or sexuality									
Arms & Ammunition	<ul> <li>Glamorization /Gratuitous depiction of illegal sale or possession of Arms</li> <li>Depictions of sale/use/distribution of illegal arms for inappropriate uses//harmful acts</li> </ul>	<ul> <li>Dramatic depiction of weapons use presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of arms and ammunition</li> </ul>	Educational, Informative, Scientific treatment of Arms use, possession or illegal sale     News feature stories on the subject				(f)	$\bigcirc$		5	P	
Crime & Harmful acts to individuals and Society, Human Right Violations	<ul> <li>Depictions of criminal/harmful acts or violation of human rights</li> </ul>	<ul> <li>Dramatic depiction of criminal activity or human rights violations presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of crime or criminal acts or human rights violations</li> <li>News feature stories on the subject</li> </ul>	Question	Critical Step							
		criminal activity or human rights violations		Has the platform endorsed	Executive Endorsement	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	<ul> <li>Depiction of death or Injury</li> <li>Insensitive and irresponsible treatment of military conflict, genocide, war crimes, or harm resulting in Death or</li> </ul>	<ul> <li>Dramatic depiction of death, injury, or military conflict presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of</li> </ul>	treatment of death or injury, or military conflict	the GARM Brand Safety Floor + Framework?								
	<ul> <li>Depictions of military actions that glamorize harmful acts to others or society</li> </ul>	<ul> <li>breaking news or Op-co coverage or death, injury or military conflict</li> </ul>	<ul> <li>News realure stones on the subject</li> </ul>	Has the platform linked content moderation and/ or	Mapping Exercise	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Online piracy		<ul> <li>Dramatic depiction of Online Piracy presented in the context of entertainment</li> <li>Breaking News or Op-Ed coverage of</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of Online Piracy</li> <li>News feature stories on the subject</li> </ul>	monetization policies to GARM standards?						and and a second		
	<ul> <li>Depiction or portrayal of hateful, denigrating, or inciting content focused on race, ethnicity, gender, sexual</li> </ul>	Dramatic depiction of hate speech/acts presented in the context of entertainment	Educational, Informative, Scientific treatment of Hate Speech     News features on the subject		Coverage in all ad inventory	Yes	No	No	No	No	Yes	Yes
	crientation, gender identity, age, ability, nationality, religion, caste, victims and survivors of violent acts and their kin, immigration status or serious disease sufferens, in a non- educational, informational, or scientific context	Breaking News or Op-Ed coverage of hate speech/acts	<ul> <li>Here results on the surger.</li> </ul>	To what extent has the platform embedded GARM standards into first- party buying tools?	Inclusion in or linked to first- party tools	Yes	Yes Select inventory	No	Yes	No	No	No
Obscenity and Profanity, including language, gestures, and explicitly gory, graphic or repulsive content intended to shock and disgust	<ul> <li>Glamorization /Gratuitous depiction of profanity and obscenity</li> </ul>	obscenities presented in the context of entertainment by genre • Breaking News or Op-Ed coverage of profanity and obscenities Genre based use of profanity, gestures, and other actions that may be strong, but might be expected as generally accepted	Educational or Informative, treatment of Obscenity or Profamity     News feature stories on the subject		Availability of third-party integrations	Yes	Yes Select inventory	No	Underway	Yes Select inventory	No	No
cigarettes/Vaping/Alcohol	<ul> <li>Glamorization /Gratuitous depictions of illegal drugs/abuse of prescription drugs</li> <li>Insensitive and irresponsible content/treatment that encourages minors to use tobacco and vaping products &amp; Alcohol</li> </ul>	I language and behavior Dramatic depiction of illegal drug use/prescription abuse, tobacco, vaping or alcohol use presented in the context of entertaimment Breaking News or Op-Ed coverage of illegal drug use/prescription abuse, tobacco, vaping or alcohol use	vaping or alcohol									
Spam or Harmful Content	<ul> <li>Glamorization /Gratuitous depiction of Online Piracy</li> </ul>	<ul> <li>Dramatic depiction of Spam or Malware presented in the context of entertainment</li> </ul>	<ul> <li>Educational, Informative, Scientific treatment of Spam or Malware</li> <li>News feature stories on the subject</li> </ul>									

· Breaking News or Op-Ed coverage of

GARM Global Alliance for Responsible Media

Brand Suitability Framew	ork: Sensitive content appropriate	for advertising supported by enha	nced advertiser controls								
CONTENT CATEGORY Adult & Explicit Sexual	· Suggestive sexual situations requiring		Low Risk     Educational, Informative, Scientific								
Content	adult supervision/approval or warnings • Full or liberal Nudity	Sexuality issues presented in the context of entertainment	treatment of sexual subjects or sexual relationships or sexuality					Relevant Platform Policy			
Arms & Ammunition	Glamorization /Gratuitous depiction of		Educational, Informative, Scientific	GARM Content Category	YouTube	Facebook	Instagram	Twitter	TikTok	Pinterest	Snap
Crime & Harmful acts to individuats and Society, Human Right Violations	illegal sale or possession of Arms Depictions of sale/use/distribution of illegal arms for inappropriate uses/harmful acts Depictions of criminal/harmful acts or violation of human rights	presented in the context of entertainment Breaking News or Op-Ed coverage of arms and ammunition • Dramatic depiction of criminal activity or human rights violations presented in the context of entertainment	treatment of Arms use, possession or illegal sale News feature stories on the subject Educational, Informative, Scientific treatment of crime or criminal acts or human rights volations	Adult & Explicit Sexual Content	Nudity & Sexual Content     Child Safety	Adult Nudity and Sexual     Activity	Adult Nudity and Sexual     Activity	Non-Consensual Nudity     Sensitive Media     Child Sexual Exploitation	<ul> <li>Minor safety – sexual exploitation of minors</li> <li>Adult nudity and sexual activities</li> </ul>	Adult Sexual Services     Adult Content	Sexually Explicit Content
	Depiction of death or Injury	Breaking News or Op-Ed coverage of criminal activity or human rights violations     Dramatic depiction of death, injury, or	News feature stories on the subject     Educational, Informative, Scientific	Arms & Ammunition	• Firearms	Regulated Goods: Firearms	Regulated Goods: Firearms	Illegal or certain regulated good or services	<ul> <li>Illegal activities and regulated goods - weapons</li> </ul>	Dangerous Goods and Activities	Regulated Goods
	<ul> <li>Insensitive and imsponsible treatment of military conflict, genocide, war crimes, or harm resulting in Death or Injury</li> <li>Depictions of military actions that glamorize harmful acts to others or society</li> <li>Glamorization /Gratuitous depiction of Online Piracy</li> </ul>	military conflict presented in the context of entertaimment • Breaking News or Op-Ed coverage of death, injury or military conflict • Dramatic depiction of Online Piracy presented in the context of	treatment of death or injury, or military conflict • News feature stories on the subject • Educational, Informative, Scientific treatment of Online Piracy	Crime & Harmful acts to individuals and Society, Human Right Violations	Harmful or Dangerous Content     Hate Speech     Harassment or cyberbullying	<ul> <li>Violent and Graphic Content</li> <li>Bullying and Harassment</li> <li>Child Nudity and Sexual Exploitation</li> <li>Suicide and Self-Injury</li> </ul>	Violent and Graphic Content     Bullying and Harassment     Child Nudity and Sexual     Exploitation     Suicide and Self Injury	Violence     Abuse and harassment	<ul> <li>Illegal activities and regulated goods -criminal activities</li> </ul>	Child Sexual Exploitation     Self-Harm     Harassment & Criticism	Threatening / Violence / Harm:
Hate speech & acts of aggression	<ul> <li>Depiction or portrayal of hateful, denigrating, or inciting content focused on race, ethnicity, gender, sexual orientation, gender identity, age,</li> </ul>	entertainment • Breaking News or Op-Ed coverage of Online Piracy • Dramatic depiction of hate speech/acts presented in the context of entertainment • Breaking News or Op-Ed coverage of	News feature stories on the subject     Educational, Informative, Scientific treatment of Hate Speech     News features on the subject	Death, Injury or Military Conflict	Violent or Graphic Content     Harmful or Dangerous Content     Suicide & Self-Injury	Violent and Graphic content	Violent and Graphic content	Promoting Self-harm	Violent and Graphic Content	Graphic Violence and Threats	Threatening / Violence / Harm
Obscenity and Profanity, including language, gestures, and explicity gory, graphic or repulsive	<ul> <li>ability, nationality, religion, caste, victims and survivors of victoria das and their kin, immigration status or serious disease sufferers, in a non- educational, informational, or scientific context</li> <li>Giamontzation (Gratuitous depiction of profamity and obscenity</li> </ul>	Dramatic depiction of profanity and obscenities presented in the context of entertiainment by genre     Breaking News or Op-Ed coverage of	Educational or Informative, treatment of Obscenity or Profamity     News feature stories on the subject	Online piracy	Fake Engagement     Impersonation     Sale of illegal or regulated     goods or services     YouTube Terms of Service	Intellectual Property     Copyright     Intellectual Property     Counterfeit     Intellectual Property     Trademark	Intellectual Property     Copyright     Intellectual Property     Counterfeit     Intellectual Property     Trademark	• Copyright • Trademark	<ul> <li>Integrity and authenticity – intellectual property violations</li> </ul>	<ul> <li>Copyright</li> <li>Trademark</li> </ul>	• Spam
content intended to shock and disgust		profanity and obscenities Genre based use of profanity, gestures, and other actions that may be strong, but might be expected as generally accepted language and behavior		Hate speech & acts of aggression	Hate Speech	<ul><li>Hate speech</li><li>Bullying and Harassment</li></ul>	Hate speech     Bullying and Harassment	Hateful Conduct	Hate Speech     Hateful Behavior	Hateful Activities	Threatening / Violence / Harm
Illegal Drugs/Tobacco/e- cigarettes/Vaping/Alcohol Spam or Harmful Content	<ul> <li>Glamorization (Gratultous depictions of liegal drugslabuse of prescription drugs</li> <li>Insensitive and inresponsible content/treatment that encourages minors to use tobacco and vaping products &amp; Alcohol</li> <li>Glamorization (Gratultous depiction of Onine Prave)</li> </ul>	Dramatic depiction of illegal drug use/prescription abuse, tobacco, vaping or alcohol use presented in the context of entertainment Breaking News or Op-Ed coverage of lilegal drug use/prescription abuse, tobacco, vaping or alcohol use Dramatic depiction of Spann or Malware presented in the context of	Educational, Informative, Scientific treatment of inligard frug unspirescription abuse, tobacco, vaping or adobtd News features stories on the subject     Educational, Informative, Scientific treatment of Spam or Malware	Obscenity and Profanity, including language, gestures, and explicitly gory, graphic or repulsive content intended to shock and disgust	Violent or Graphic Content     Age Restriction	<ul> <li>Hate Speech</li> <li>Bullying and Harassment</li> </ul>	Hate Speech     Bullying and Harassment	• Sensitive Media	Hateful Behavior – Slurs     Harassment & Bullying	Harassment & Criticism	
		entertainment • Breaking News or Op-Ed coverage of Spam or Malware	News feature stories on the subject	Illegal drugs, tobacco, e - cigarettes, vaping	<ul> <li>Sale of Illegal or Regulated Goods or Services</li> <li>Harmful or dangerous content</li> </ul>	Regulate Goods: Drugs	Regulate Goods: Drugs	<ul> <li>Illegal or certain regulated goods or services</li> </ul>	<ul> <li>Illegal activities and regulated goods – drugs, controlled substances, alcohol and tobacco</li> </ul>	Dangerous Goods and Activities	Regulated Goods
				Spam & Malware	Spam, Deceptive Practices & Scams	• Spam	• Spam	<ul> <li>Private information</li> <li>Impersonation</li> <li>Platform manipulation</li> </ul>	<ul> <li>Integrity and authenticity – spam and fake engagement</li> </ul>	• Spam	• Spam
				Terrorism	Violent criminal organizations	<ul> <li>Dangerous Organizations: Terrorism</li> <li>Dangerous Organizations: Organized Hate</li> </ul>	<ul> <li>Dangerous Organizations: Terrorism</li> <li>Dangerous Organizations: Organized Hate</li> </ul>	Terrorism or Violent Extremism	<ul> <li>Violent Extremism</li> <li>Dangerous individuals and organizations - Terrorists and terrorist organizations</li> </ul>	• Violent Actors	• Terrorism
				Debated Sensitive Social Issues		<ul><li> Hate Speech</li><li> Bullying and Harassment</li></ul>	Hate Speech     Bullying and Harassment		Hateful Behavior	Civic Misinformation     Conspiracy Theories     Medical Misinformation	
GARM: Imple	mentation Trac	ker – Sept 2021		Other	COVID Misinformation Policy	COVID-19 and Vaccine Policy and Protections	COVID-19 and Vaccine Policy and Protections	Covid Integrity     Covid-19 Misleading     Information			

CURRENT UPTAKE: POLICY MAPPING

#### Content adult supervision/approval or warnings Sexuality issues presented in the • Full or liberal Nudity context of entertainment

GARM: Brand Safety Floor + Suitability Framework

GARM: Implementation	Tracker – Sept 2021
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	Floor + Suitability Framework		GARM Global Alliance for Responsible Media			CURRENT	UPTAKE	: INTEGR	ATIONS				
Brand Suitability Framewo	ork: Sensitive content appropriate	or advertising supported by enha	nced advertiser controls										
Content	High Risk Suggestive sexual situations requiring adult supervision/approval or warnings Full or liberal Nudity	Medium Risk  Dramatic depiction of sexual acts or Sexuality issues presented in the context of entertainment Artistic Nudity	Low Risk • Educational, Informative, Scientific treatment of sexual subjects or sexual relationships or sexuality					M N			t N.	13	The New York
	<ul> <li>Glamorization /Gratuitous depiction of illegal sale or possession of Arms</li> <li>Depictions of sale/use/distribution of illegal arms for inappropriate uses/harmful acts</li> </ul>	presented in the context of entertainment • Breaking News or Op-Ed coverage of arms and ammunition	Educational, Informative, Scientific treatment of Arms use, possession or illegal sale     News feature stories on the subject			ZEFR	CHANNEL FACTORY	PIXABILITY	PEER 39	DOUBLE VERIFY	INTEGRAL AD SCIENCE	OPENSLATE	MOAT
Crime & Harmful acts to individuals and Society, Human Right Violations	<ul> <li>Depictions of criminal/harmful acts or violation of human rights</li> </ul>	or human rights violations presented in the context of entertainment Breaking News or Op-Ed coverage of criminal activity or human rights	<ul> <li>Educational, Informative, Scientific treatment of crime or criminal acts or human rights violations</li> <li>News feature stories on the subject</li> </ul>	Question	Critical Step								
	Depiction of death or Injury     Insensitive and irresponsible treatment	<ul> <li>Dramatic depiction of death, injury, or military conflict presented in the</li> </ul>	treatment of death or injury, or military	To what extent has the provider embedded GARM standards into	Content Targeting / Avoidance	Yes	Yes	Yes	Yes	Partial	Partial	Partial	In Progress
	of military conflict, genocide, war crimes, or harm resulting in Death or Injury Depictions of military actions that glamorize harmful acts to others or society	context of entertainment • Breaking News or Op-Ed coverage of death, injury or military conflict	conflict <ul> <li>News feature stories on the subject</li> </ul>	first-party buying tools?	Post-campaign Reporting	Yes	Yes	Yes	In Progress	Partial	In Progress	Partial	In Progress
Online piracy	Glamorization /Gratuitous depiction of Online Piracy	Dramatic depiction of Online Piracy presented in the context of entertainment     Breaking News or Op-Ed coverage of	<ul> <li>Educational, Informative, Scientific treatment of Online Piracy</li> <li>News feature stories on the subject</li> </ul>	Where are the service providers active with GARM standards?	YouTube	Y	Y	Y	N	Y reporting only	N	Y	N
Hate speech & acts of aggression	<ul> <li>Depiction or portrayal of hateful, denigrating, or inciting content focused on race, ethnicity, gender, sexual</li> </ul>	Dratating News of Open coverage of Online Piracy     Dramatic depiction of hate speech/acts presented in the context of entertainment	Educational, Informative, Scientific treatment of Hate Speech     News features on the subject		Facebook	Y video only	N	N	N	Y	N	Y video only	N
	orientation, gender identity, age, ability, nationality, religion, caste, victims and survivors of violent acts and their kin, immigration status or serious disease sufferers, in a non-	<ul> <li>Breaking News or Op-Ed coverage of hate speech/acts</li> </ul>			Instagram	N	N	N	N	N	N	N	N
Obscenity and Profanity, including language,	educational, informational, or scientific context Glamorization /Gratuitous depiction of profanity and obscenity	<ul> <li>Dramatic depiction of profanity and obscenities presented in the context of</li> </ul>			Twitter	N	N	N	N	In Progress	In Progress	N	N
gestures, and explicitly gory, graphic or repulsive content intended to shock and disgust	produkty and observiny	<ul> <li>Breaking News or Op-Ed coverage of profanity and obscenities Genre based use of profanity, gestures, and other actions that may be strong, but might be expected as generally accepted</li> </ul>	News feature stories on the subject		TikTok	Beta	N	N	N	N	Beta	Y	N
Illegal Drugs/Tobacco/e- cigarettes/Vaping/Alcohol		<ul> <li>Dramatic depiction of illegal drug use/prescription abuse, tobacco,</li> </ul>	Educational, Informative, Scientific treatment of illegal drug		Pinterest	N	N	N	N	N	N /	N	N
	<ul> <li>Insensitive and irresponsible</li> <li>Insensitive amount that encourages minors to use tobacco and vaping products &amp; Alcohol</li> </ul>	vaping or alcohol use presented in the context of entertainment • Breaking News or Op-Ed coverage of illegal drug use/prescription abuse, tobacco, vaping or alcohol use	use/prescription abuse, tobacco, vaping or alcohol • News feature stories on the subject		Snap	N	N	N	N	N	N	N	N
Spam or Harmful Content	Glamorization /Gratuitous depiction of Online Piracy	Dramatic depiction of Spam or Malware presented in the context of entertainment Breaking News or Op-Ed coverage of Spam or Malware	Educational, Informative, Scientific treatment of Spam or Malware     News feature stories on the subject		Other				Open web	Open web	Open web		Open web

### GARM Agenda Item 2: Measurement + Oversight Establishing common metrics to track progress



#### SOLUTION OVERVIEW

GARM created a consistent and consolidated process to allow the media industry to focus on the questions that matter, and more importantly highlight methodological best practices in answering core questions: how safe is the platform for consumers, how safe is the platform for advertisers, how effective is the platform in enforcing its policies, and how responsive is it in correcting mistakes.

- For Advertisers + Agencies this this creates a common source of information in assessing progress and trends
- For Media Platforms this is an essential resource for rolling forward best practices in transparency

#### SOLUTION STATUS

- Deployed April 2021
- Forthcoming Volume 2 in October 2021
- Ongoing discussions on Local Market Incident Reporting

#### BENEFITS

- 1. Creates a single access point for multiple transparency reports
- 2. Streamlines data and focuses on core questions relevant to strategic choices (investment, independent vendor controls)
- 3. Creates a methodological baseline in Accepted Metrics

#### LIMITATIONS

- 1. Metrics are a reflection of platform policies, which have been mapped to GARM standards, not GARM policies
- 2. Data is global and may not expose local issues and incidents
- 3. Data cannot be summed up for industry totals

CORE QUESTION	AUTHORIZED METRIC	DEFINITION + OVERVIEW	RATIONALE
How safe is the platform for consumers?	Prevalence of violating content or Violative View Rate	The percentage of views that contain content that is deemed as violative	Establishes a ratio based on typical user content consumption. Prevalence or Violative View Rate examines views of unsafe/violating content as a proportion of all views.
How safe is the platform for advertisers?	Prevalence of violating content or Advertising Safety Error Rate	The percentage of views that contain content that is deemed as violative The percentage of views of monetized content that contain violative content	Monetization prevalence examines unsafe content viewed as a proportion of monetized content viewed
How effective is the platform in policy enforcement?	Removals of Violating Content + Removal of Violating Accounts Removals of Violating Content expressed by how many times It has been viewed	Pieces of violating content removed Accounts removed due to repeat policy violation Pieces of violating content removed categorized by how many times they were viewed by users	Platform teams spend a considerable amount of time removing violating content and bad actors from their platforms – the magnitude of the efforts should be reported to marketers. It is also important to marketers to understand how many times harmful content has been removed.
How does the platform perform at correcting mistakes?	Appeals Reinstatements	Number of pieces of violating content removed that are appealed Number of pieces of violating content removed that are appealed and then reinstated	Platform should be responsive to their users and policy should be consistent with a policy of free and safe speech. For this reason we look at appeals and reinstatement of content removed.

## GARM Agenda Item 2: Measurement + Oversight **Establishing common metrics to track progress**

GARM Global Alliance for Responsible Media					CURRI	ENT UPTAI	KE: AUTHC	DRIZED ME	TRICS			
				Question	Authorized Metric		•	Ø	9	J	P	
<b>GARM</b> Aggre Measuremen	egated It Report			How safe is the platform for consumers?	Prevalence Violative View Rate	Authorized Metric	Authorized Metric	Authorized Metric	Next Best Measure	Next Best Measure	Not Submitted	Next Best Measure
				How safe is the platform for advertisers?	Advertiser Safety Error Rate or Prevalence	Authorized Metric	Authorized Metric	Authorized Metric	Next Best Measure	Next Best Measure	Not Submitted	Not Submitted
					Removals of violating content	Authorized Metric	Authorized Metric	Authorized Metric	Authorized Metric	Next Best Measure	Authorized Metric	Authorized Metric
CORE QUESTION	AUTHORIZED METRIC	DEFINITION	RATIONALE	How effective is the platform at enforcing its safety policies?	Removal of violating accounts by views	Authorized Metric	Not Submitted	Not Submitted	Next Best Measure	Authorized Metric	Not Submitted	Authorized Metric
How safe is the platform for consumers?	Prevalence of violating content or Violative View Rate	+ OVERVIEW The percentage of views that contain content that is	Establishes a ratio based on typical user content consumption. Prevalence or Violative View Rate examines views of unsafe/violating		Removal of violating accounts	Authorized Metric	Authorized Metric	Not Submitted	Authorized Metric	Not Submitted	Authorized Metric	Authorized Metric
		deemed as violative The percentage of views that contain content that is	content as a proportion of all views.	How responsive is the platform	Appeals (pieces of content)	Authorized Metric	Authorized Metric	Authorized Metric	Not Submitted	Not Submitted	Not Submitted	Not Submitted
ow safe is the platform for advertisers?	Prevalence of violating content or Advertising Safety Error Rate	The percentage of views of monetized content that contain violative content	Monetization prevalence examines unsafe content viewed as a proportion of monetized content viewed	in correcting mistakes?	Reinstatements (pieces of content)	Authorized Metric	Authorized Metric	Authorized Metric	Not Submitted	Not Submitted	Not Submitted	Not Submitted
	Removals of Violating Content	Pieces of violating content removed	Platform teams spend a considerable amount of time removing violating content and had actors from their					No.			XI	

Accounts removed due to

repeat policy violation

Pieces of violating content

removed categorized by how

many times they were viewed

Number of pieces of violating

content removed that are

appealed

Number of pieces of violating

content removed that are

appealed and then reinstated

by users

and bad actors from their

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Platform should be responsive

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this reason we look at appeals

and reinstatement of content

removed.

How effective is the platform

in policy enforcement?

How does the platform

perform at correcting

mistakes?

Removal of Violating Accounts

Removals of Violating Content

expressed by how many times it has been viewed

Appeals

Reinstatements

### GARM Agenda Item 3: Adjacency Standards.+ Controls Improving controls for ad placement in user content



#### SOLUTION OVERVIEW

In order to improve transparency and control for advertising suitability, we nee to develop common standards and tools that allow for advertisers, agencies, and platforms to more consistently manage advertising placement. This solution drives standards across platforms to help the industry do that.

#### BENEFITS

- Opportunity to have platforms allow marketers and agencies to drive contextual targeting and avoidance with common standards
- 2. Allows for common standards to exist based on formats, across platforms
- 3. Drives a system of checks and balances via first-and-thirdparty tools

#### SOLUTION STATUS

- Conducted Immersions to understand current practice and Community Study to identify needs/expectations
- Gained agreements to drive common standards for individual formats
- Standards to be shared 4Q 2021

#### LIMITATIONS

- 1. Still under development towards an agreement
- 2. May take some platforms longer to deliver to market

### GARM Agenda Item 3: Adjacency Standards.+ Controls Improving controls for ad placement in user content



### GARM Agenda Item 4: Independent Verification Improving industry transparency via independent audits



#### SOLUTION OVERVIEW

Brand safety operations require a rigorous set up and effective operation for the sake of user safety and advertiser trust. GARM believes in driving independent verification on process and execution delivered via independent audits linked to an industry standard. These are delivered by both TAG Brand Safety Control (ex-DTSG) and MRC Brand Safety Controls + Integrations Audits.

#### BENEFITS

- 1. Creates independent certification on brand safety structure resource, and validates operational effectiveness
- 2. Creates a common, consistent, comparable standard for brand safety effectiveness

#### SOLUTION STATUS

- YouTube successfully passes MRC audit (2020) and is in process of annual recertification
- Facebook commences MRC audit
- Twitter in discovery of MRC audit

#### LIMITATIONS

- 1. Audits can be difficult for smaller, newer platforms as they are resource intensive (time, money)
- 2. Auditing bodies for the advertising industry will have to contend with potentially competitive regulatory audit requests

### GARM Agenda Item 4: Independent Verification Improving industry transparency via independent audits



	uestion	Critical Step		4	0	Y	3	P	
TAG Brand Safety Certified     Certified     Certified     Certified     Certified     No     No	Which audit standards has he platform secured?	MRC Content-level Brand Safety Controls Audit	Passed	In Progress	In Progress	In Progress	No	No	No
		TAG Brand Safety Certified	Certified	Certified	Certified	Certified	Certified	No	No
							- Aller		

#### CURRENT UPTAKE: INDEPENDENT VERIFICATION

# 8 Steps for markets to take forward on GARM

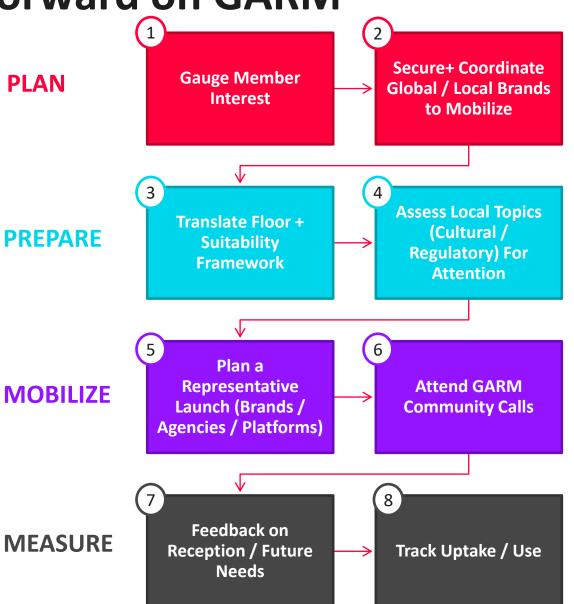
We've broken a local mobilization of GARM into 4 phases with 8 key steps:

In **PLAN** it's essential to make sure that we have a critical mass of members in the NAC to scale GARM locally. It's advisable to convene your board to obtain approval and also secure participation.

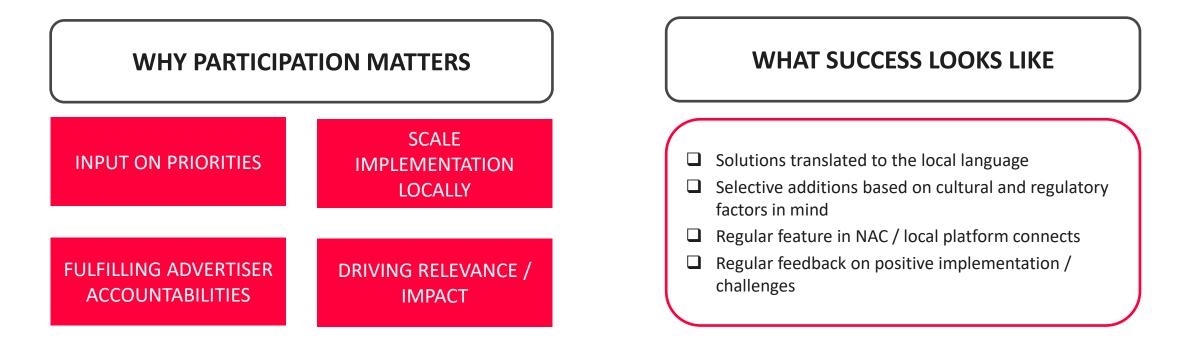
In **PREPARE**, making GARM assets like the Brand Safety Floor + Suitability Framework accessible and relevant by translation and also assessing safety topics against local cultural and regulatory contexts.

In **MOBILIZE** we recommend making sure that you rollout efforts **MOBILIZE** with the right brands, agencies and platforms that reflect local or regional needs. It's also key that NACs start to attend or follow GARM Community Calls.

In **MEASURE** we encourage you to take on member feedback and needs and work with GARM to address those, while also tracking the pull-thru of your efforts.



# GARM: Why NAC membership matters, and successful activation would look like





# GARM: An Overview for ABG



