

IOkTSuite: Technical Whitepaper

The IOkTSuite Architecture

The Infrastructure of a Safe Digital Childhood

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1. Executive Summary

The modern internet was not architected for minors. Current safety solutions rely on reactive blocking or invasive cloud-based surveillance, both of which compromise privacy and fail to teach digital literacy.

IOkTSuite represents a paradigm shift: an **on-device, AI-driven operating environment** that acts as a proactive guardian. By leveraging edge computing and Small Language Models (SLMs) like Google Gemini Nano, IOkTSuite provides real-time safety, emotional guidance, and biometric age verification without sensitive user data ever leaving the device.

2. The Core Architecture

IOkTSuite is composed of three interconnected applications that form a "protective mesh" around the operating system.

A. IOkTKey: The Intelligent Interface

- **Function:** An AI-enhanced input method editor (IME) that replaces the standard system keyboard.
- **The Technology:** utilizes local Natural Language Processing (NLP) to analyze sentiment and intent in real-time.
- **Key Capability:**

- **Sentiment Intervention:** If a child types a hurtful message (bullying), the AI interrupts locally—suggesting a rephrase to foster empathy (e.g., *"This sounds hurtful. Would you like to say 'I felt sad when...' instead?"*).
- **Grooming Detection:** Identifies predatory language patterns in incoming chats from unknown contacts using heuristic analysis.
- **Privacy Protocol: Zero-Data Exfiltration.** All keystroke analysis occurs on the device's Neural Processing Unit (NPU). No chat logs are transmitted to the cloud.

B. IOkTNet: The Shielded Lens

- **Function:** A secure browser overlay that creates a "Sanitized Internet" viewport.
- **The Technology:** Dynamic content filtering using on-device classification models.
- **Key Capability:**
 - **Ad-Strip & Anti-Track:** Automatically blocks tracking pixels, third-party cookies, and advertising scripts at the network layer.
 - **Age-Gated Search:** Enforces "Safe Search" strict modes at the DNS level, ensuring results are appropriate for the specific age bracket (2-5, 6-9, 10-12, 13-15, 16-18).

C. IOkTID: The Privacy Anchor

- **Function:** A cryptographic identity verification system and emergency tether.
- **The Technology:** Uses Zero-Knowledge Proofs (ZKPs) to verify age without revealing the user's real identity to third-party apps.
- **Key Capability:**
 - **Sentinel Mode:** In the event of a detected emergency (panic button or anomaly detection), the device activates a secure encrypted tunnel to the parent's device, sharing real-time location and audio context.

- **Hardware-Backed Security:** Verification tokens are stored in the device's Trusted Execution Environment (TEE/KeyStore), ensuring they cannot be cloned or stolen.

D. IOkTTutor: The Supportive Learning Agent

- **Function:** A supportive AI agent that helps children learn with patience and clarity, while keeping Guardians in control.
- **Core posture: Local-first by default** ("Privacy Fortress"). The Tutor processes tutoring inputs on-device wherever feasible.
- **Key capability:**
 - **Locale (not GPS):** curriculum selection uses Guardian-provided settings (province/curriculum, language, grade/age band), not location permissions.
 - **Ethical personalization:** pseudonymous learner profile + "Reset AI Memory" control in Parent Dashboard.
 - **Bilingual support:** Afrikaans ↔ English code-switching with gentle spelling improvement.
 - **Offline-first:** core tutoring works without continuous data connectivity.
- **Privacy protocol:** No cloud database of child chats by default. No ads. No third-party tracking.

3. Cloud & AI Integration (high level)

Our architecture uses a hybrid **Edge-to-Cloud** approach to maximise speed and privacy.

Component technology used (illustrative)

On-device safety processing

Small on-device models for low-latency safety checks.

Cloud services (limited and purpose-specific)

Cloud services may be used for onboarding orchestration and issuing/verifying credentials.

Document verification (when used)

Where document verification is used during Guardian onboarding, it is intended to be processed for the verification decision and not retained longer than necessary.

Minimal storage

Where storage is required, it is intended to be minimal (e.g., credential status and security/audit logs), with no advertising use.

5. Development Roadmap (2025 - 2026) Version 1

Phase 1: The Foundation (Current Status)

Q4 2024: Architecture finalization and storyboard visualization.

Q1 2025: Application for Google Cloud Startup Program & Runway Creative Partners Program.

Objective: Secure infrastructure credits and generate high-fidelity product visualizations for public awareness.

Phase 2: Alpha Testing (The "Founding 50")

Q3 2025: Release of **IOkTSuite Alpha** (MVP) to 50 vetted "Founding Families."

Focus: Testing the efficacy of the **IOkTKey** sentiment analysis and **IOkTID** onboarding flow.

Metrics: False positive rates in bullying detection; Parent ease-of-use scores.

Phase 3: Beta & Integration

Q1 2026: **IOkTSuite Beta** Launch.

Feature: Introduction of **IOkTNet** browser overlay.

Expansion: Opening the "Safe Ecosystem" API to third-party educational game developers.

Phase 4: Public Launch (IOkT)

Q3 2026: Official Public Launch of the **IOkT (Internet of Kids Things)** platform.

Goal: A fully integrated ecosystem where device, network, and applications work in unison to protect the minor.

5. Development Roadmap (2025 - 2027) Updated V1.1

Phase 1: The Foundation & Infrastructure

Timeline: Q4 2025 - Q1 2026

Finalizing the **IOkTSuite** architecture. Developing the **IOkTKey** NPU-based sentiment engine and training local models on grooming detection. Establishing the "Privacy Air Gap" protocols for Google Cloud integration.

- **Key Milestones:**

- Finalization of system architecture and privacy-first data protocols.
- Admission into Google Cloud Startup Program & Runway Creative Partners Program.
- Production of high-fidelity "North Star" product visualizations and whitepapers.
- **Objective:** Establish the technical and visual baseline required for seed funding and Alpha recruitment.

Phase 2: Alpha Testing (The "Founding 50")

Timeline: Q2 2026

Deployment of **IOkTID** (Zero-Knowledge Verification) to 50 vetted Founding Families. Testing real-time "Intervention Rates" for bullying without cloud data transmission. Proving the safety model in live home environments.

- **Key Milestones:**

- Release of **IOkTSuite Alpha** (MVP) to 50 vetted "Founding Families."
- Live testing of **IOkTKey** sentiment analysis engines in a controlled environment.
- Verification of **IOkTID** Zero-Knowledge age assurance flows.
- **Objective:** Gather real-world efficacy data (e.g., "Intervention Success Rates") to validate the safety model.

Phase 3: Beta & Ecosystem Expansion

Timeline: Q3 2026

Public Beta launch of **IOkTNet**—our "Shielded Lens" browser overlay. Blocking trackers and ads at the DNS level. Expansion to 1,000+ families with cross-platform support (Android + iOS via Safari Extension).

- **Key Milestones:**

- Launch of **IOkTSuite Beta** with expanded user capacity.
- Deployment of **IOkTNet** (Safe Browser Overlay) for beta users.
- Integration of the first third-party "Safe Ecosystem" partners (educational games).
- **Objective:** Stress-test infrastructure scalability and refine the parent dashboard UI.

Phase 4: Public Launch (IOkT)

Timeline: Q4 2026 / Q1 2027

Opening the **IOkT API** to approved partners. Game developers integrate "Login with IOkTID" to ensure COPPA/GDPR-K compliance instantly. Safety becomes the platform's currency, not data.

- **Key Milestones:**

- Official Public Launch of the **IOkT (Internet of Kids Things)** platform.
- Full rollout of Android OS-level integration.
- **Goal:** A fully integrated ecosystem where device, network, and applications work in unison to protect the minor.

Phase 5: Social Hub

Timeline: Q1 2027

Launch **IOkT Tutor** for alpha/beta testing and prove that a verified, kids-only learning + social environment can run at alpha scale with measurable safety outcomes.

- **Key Milestones:**

- Ship **IOkT Tutor v0.1** (local-first learning agent) with guardian controls (Parent PIN, reset memory, export progress).

- Roll out to an initial pilot cohort (e.g., Founding Families + partner schools) with clear safety KPIs.
- Deploy safety-by-design moderation guardrails for tutor + social interactions (no bots, no open discovery by default, strict identity/age gating via IOKTID).
- Publish a first **transparency snapshot** (aggregate metrics only, no personal data).
- **Objective:** Demonstrate that Tutor delivers real learning support while maintaining the Privacy Air Gap (no cloud chat database by default) and low incident rates.

Phase 6: DECENTRALIZED GOVERNANCE

Timeline: Q1 2027

Transition to a community-governed safety model and introduce privacy-safe learning contributions.

- **Key Milestones:**

- Launch governance model (v1): roles (guardians, schools, moderators), proposals/voting rules, non-negotiables (child safety + privacy rules).
- Release **Safety Policy Packs**: versioned, signed safety rules/models with transparent update history and rollback.
- Ship federated/on-device learning pilot (opt-in): allow improvements without raw child content leaving devices.
- Creator contribution pipeline: controlled submission + review of safety improvements (rules, labels, test cases).
- Auditability + transparency layer: simple transparency log + aggregate safety KPIs.
- Anti-abuse hardening: Sybil resistance, rate limits, enforcement.
- **Goal:** scale the ecosystem while keeping child safety + privacy non-negotiable, and without creating centralized surveillance infrastructure.

Database

Firestore (NoSQL)

Ephemeral storage for encrypted connection handshakes.

4. Data Privacy Commitment

The "Air Gap" Principle:

IOkTSuite is built on the philosophy of data minimisation.

1. **On-device first:** We aim to process safety signals (such as message safety checks) locally on the device wherever possible.
2. **Minimal security signals:** Before verification, we process minimal security signals to protect the service. After verification (with guardian consent), we may process additional device signals to prevent fraud and keep children safe. We do not use these signals for advertising.
3. **No cloud content by default:** We aim not to upload or store raw content such as keystrokes, full chat logs, or continuous microphone recordings on our servers by default. If a specific feature requires server-side processing or capture, we will disclose it clearly and gate it behind appropriate consent.
4. **Data minimisation and transparency:** We aim to collect and retain only what we need for safety, account security, and legal compliance, and we publish clear policies describing these choices.

Public architecture diagram (high-level)

Phased rollout diagram (public)

flowchart TD

P1[Phase 1: Foundation & Infrastructure
Now → Q1 2026] → P2[Phase 2: Alpha (Founding 50)
Q2 2026]
P2 → P3[Phase 3: Beta & Safe Browser
Q3 2026]
P3 → P4[Phase 4: Ecosystem & API
Q4 2026]
P4 → P5[Phase 5: Social Hub Alpha
Q1 2027]
P5 → P6[Phase 6: Decentralized Governance
Q3 2027]

C[Privacy posture (all phases):
On-device first + data minimisation
Minimal security signals before verification
Additional signals only with guardian consent
No advertising use]:::base

```
C --- P1  
C --- P2  
C --- P3  
C --- P4  
C --- P5  
C --- P6
```

```
classDef base fill:#f3f4f6,stroke:#9ca3af,color:#111827;
```

```
graph TD  
    %% Define Styles  
    classDef safe fill:#e6ffff,stroke:#2c7a7b,stroke-width:2px,color:#234e5  
2;  
    classDef danger fill:#fff5f5,stroke:#c53030,stroke-width:2px,color:#9b2  
c2c;  
    classDef ai fill:#ebf8ff,stroke:#2b6cb0,stroke-width:2px,stroke-dasharra  
y: 5 5,color:#2c5282;  
  
    subgraph User_Device[" The Child's Device (Trusted Environment)"]  
        direction TB  
        Input[("Child Types / Speaks")]  
  
        subgraph IOKT_Suite[" IOKT Suite Core (On-Device)"]  
            IOKTKey["IOkT Key (On-device safety layer)"]  
            IOKTID["IOkT ID Secure (Age-band credentialing)"]  
            IOKTNet["IOkT Net (Filtering)"]  
            IOKTTutor["IOkT Tutor (Educational support)"]  
        end  
  
        Tee[("🔐 Secure Enclave / KeyStore")]  
    end  
  
    subgraph The_Cloud[" Cloud Services (Limited / Purpose-Specific)"]  
        Cloud["Cloud services (verification + orchestration)"]  
        AdTrackers["Ads & Trackers"]  
    end  
  
    %% Data Flows
```

```

Input → IOkTKey
IOkTKey -- "Real-time guidance" → Input
IOkTKey -- "Safety decision" → IOkTNet

%% Privacy Air Gap concept
IOkTKey -- "Raw keystrokes / continuous audio" → Firewall" X PRIVACY
AIR GAP (Default)"
Firewall -- "BLOCKED" → Cloud

%% Allowed connections
IOkTID -- "Proof of age band (VC / ZK)" → Cloud
Cloud -- "Policy/model updates" → IOkTNet

%% Protection
AdTrackers -- "Tracking attempt" → IOkTNet
IOkTNet -- "BLOCKED" → AdTrackers

%% Styling
class User_Device safe;
class The_Cloud danger;
class IOkTNet ai;

```

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Focus: Testing the efficacy of the **IOkTKey** sentiment analysis and **IOkTID** onboarding flow.

Metrics: False positive rates in bullying detection; Parent ease-of-use scores.

Phase 3: Beta & Integration

Q1 2026: IOKTSuite Beta Launch.

Feature: Introduction of IOKTNet browser overlay.

Expansion: Opening the "Safe Ecosystem" API to third-party educational game developers.

Phase 4: Public Launch (IOkT)

Q3 2026: Official Public Launch of the IOKT (**Internet of Kids Things**) platform.

Goal: A fully integrated ecosystem where device, network, and applications work in unison to protect the minor.

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Timeline: Q4 2025 - **Q1 2026**

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- **Key Milestones:**

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Timeline: Q2 2026

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- **Key Milestones:**

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- Full rollout of Android OS-level integration.
- **Goal:** A fully integrated ecosystem where device, network, and applications work in unison to protect the minor.

Phase 5: Social Hub

Timeline: Q1 2027

Opening the IOKT API to approved partners. Game developers integrate "Login with IOKTID" to ensure COPPA/GDPR-K compliance instantly. Safety becomes the platform's currency, not data. IOKT Tutor launch for Alpha & Beta testing.

- **Key Milestones:**

- **Expansion:** Opening the "Safe Ecosystem" API to third-party educational game developers.
- **Objective: Prove that a verified, kids-only social environment can run at Alpha scale with measurable safety outcomes (low incident rate, fast intervention, no data-exfiltration by default), while keeping the experience fun and usable.**

Phase 6: DECENTRALIZED GOVERNANCE

Timeline: Q1 2027

Transitioning to a community-governed safety model. Launch IOKT Tutor. Schools and parents contribute to the "Federated Learning" network to improve safety AI without ever exposing their child's private data.

- **Key Milestones:**

- **Launch the governance model (v1):** define roles (guardians, schools, moderators), what they can propose/vote on, and what is non-negotiable (child safety + privacy rules).
- **Ship federated learning pilot (privacy-safe):** enable opt-in training contributions from families/schools using on-device or federated learning so raw child content never leaves devices.
- **Release "Safety Policy Packs":** versioned, signed safety rules/models that can be updated transparently (who approved it, what changed, rollback support).
- **Creator contribution pipeline:** allow approved contributors (schools/parents) to submit safety improvements (labels, rules,

prompts, test cases) through a controlled review process.

- **Auditability + transparency layer:** publish a simple transparency log (policy/model update history, incident metrics at aggregate level, without personal data).
- **Anti-abuse hardening:** fraud prevention for governance (Sybil resistance), rate limits, and enforcement processes so bad actors cannot “vote safety down.”
- **Scale target achieved:** demonstrate the governance + learning system works at a meaningful scale (pick a number like “X schools / Y families”) with defined safety KPIs.

Phase	Headline	Description
Phase 1 (Now - Q1 2026)	FOUNDATION & INFRASTRUCTURE	Finalizing the IOkTSuite architecture. Developing the IOkTKey NPU-based sentiment engine and training local models on grooming detection. Establishing the "Privacy Air Gap" protocols for Google Cloud integration.
Phase 2 (Q2 2026)	ALPHA: THE FOUNDING 50	Deployment of IOkTID (Zero-Knowledge Verification) to 50 vetted Founding Families. Testing real-time "Intervention Rates" for bullying without cloud data transmission. Proving the safety model in live home environments.
Phase 3 (Q3 2026)	BETA & SAFE BROWSER	Public Beta launch of IOkTNet —our "Shielded Lens" browser overlay. Blocking trackers and ads at the DNS level. Expansion to 1,000+ families with cross-platform support (Android + iOS via Safari Extension).
Phase 4 (Q4 2026)	ECOSYSTEM & API	Opening the IOkT API to approved partners. Game developers integrate "Login with IOkTID" to ensure COPPA/GDPR-K compliance instantly. Safety becomes the platform's currency, not data.
Phase 5 (Q1 2027)	SOCIAL HUB ALPHA	Launching "The IOkT World"—a decentralized social hub exclusively for verified children. Al-

		moderated interactions ensuring 100% human-to-human safety without bot interference.
Phase 6 (Q3 2027)	DECENTRALIZED GOVERNANCE	Transitioning to a community-governed safety model. Schools and parents contribute to the "Federated Learning" network to improve safety AI without ever exposing their child's private data.

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[IOkTSuite: Whitepaper — v1.1 Updates Only \(Delta\)](#)