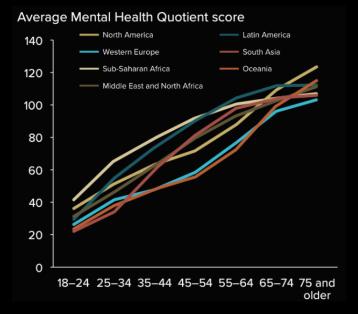
# 2025 UNDP Human Development Report

A MATTER OF CHOICE: PEOPLE AND POSSIBILITIES IN THE AGE OF AI





**REVERSAL OF THE U-SHAPE** 



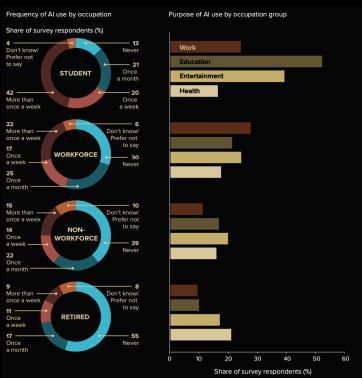
HISTORICALLY, MEASURES OF SUBJECTIVE WELLBEING (LIKE LIFE SATISFACTION) FOLLOWED A U-SHAPED PATTERN WITH AGE, MEANING YOUNGER AND OLDER PEOPLE REPORTED HIGHER WELLBEING THAN THOSE IN MIDDLE AGE.

THIS TREND BEGAN TO CHANGE ROUGHLY 10-15 YEARS AGO IN SOME COUNTRIES. TODAY, THE TRADITIONAL USHAPE PATTERN IS COMPLETELY ABSENT AMONG PEOPLE WITH INTERNET ACCESS. INSTEAD, YOUNG PEOPLE'S MENTAL WELLBEING IS CONSISTENTLY AT THE BOTTOM (FORMING AN ESSENTIALLY DIAGONAL LINE).

PEOPLE AT EACH LIFE STAGE USE AI AND TECHNOLOGY WITH VARYING FREQUENCY AND FOR DIFFERENT PURPOSES. NEARLY HALF OF STUDENTS AND A QUARTER OF WORKING PEOPLE USE AI-POWERED APPLICATIONS MORE THAN ONCE A WEEK FOR EDUCATION AND WORK. IN CONTRAST, ONLY 15 PERCENT OF NONWORKING PEOPLE AND 9 PERCENT OF RETIRED INDIVIDUALS DO SO, MOSTLY FOR ENTERTAINMENT AND HEALTH. THE LIFE STAGE PERSPECTIVE REVEALS THREE POLICY IMPERATIVES—THE "THREE I'S"—FOR ADVANCING HUMAN DEVELOPMENT: INVEST, INFORM, AND INCLUDE.

## AI USE BY LIFE STAGE

People at each life stage use artificial intelligence (AI) with varying frequency and for different purposes



## **RISING DESPAIR**















WITH EXCESSIVE SOCIAL MEDIA USE, THE ODDS OF HAVING PSYCHOSOMATIC COMPLAINTS RISE BY ABOUT

39%

LIFE SATISFACTION FALLS BY 33%.

ON SOCIAL MEDIA PLATFORMS, ONLY

**15** %

OF REPORTED POSTS WITH SUICIDAL OR SELF- HARM CONTENT ARE DELETED

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## HARMFUL AI COMPANIONS

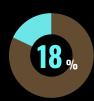
AMONG FREQUENT USERS OF AI CHATBOTS



SHOW SYMPTOMS CONSISTENT WITH BEHAVIORAL **ADDICTION** 



REPORT LESS INTEREST IN FORMING HUMAN **RELATIONSHIPS** 



REPORT INCREASED LONELINESS AND **ISOLATION** 

## **GENDER MATTERS**

THE DECLINE IN MENTAL WELLBEING IS PARTICULARLY ACUTE FOR YOUNG WOMEN, WHO CONSISTENTLY INDICATE LOWER WELLBEING THAN YOUNG MEN, MOST LIKELY BECAUSE THEY ARE MORE SUSCEPTIBLE TO SOCIAL COMPARISON.

#### REPORTS OF DISTRESS AND STRUGGLE **AT AGE 18-24**

#### **FEMALES**

\*\*\* for those who first owned a %

smartphone age 5 or 6

\*\*\*\* %

for those who first owned a smartphone age 13

#### **EARLY CHILDHOOD**



INVEST

IN AI TECHNOLOGY THAT PROTECTS DIGITAL SPACE



**INFORM** 

PARENTS, PEDIATRICIANS AND CAREGIVERS ABOUT S RELATED TO YOUNG CHILDREN'S **DIGITAL** TECHNOLOGY USE.



INCLUDE

THE PRIVATE SECTOR IN WORKING GROUPS ON

#### **MALES**

%

**50 \* \* \* \* \* \* \* \* \* \*** \* \* \* \* \*

for those who first owned a smartphone age 5 or 6

\*\*\*\*

for those who first owned a smartphone age 13

## AI AND MENTAL WELLBEING

%

SUICIDAL IDEATION, DEEPFAKES AND THINSPO



AI STRUGGLES TO DISTINGUISH
GENUINE INTENT
FROM HUMOR,
MAKIG RELIANCE
ON AI WITHOUT
HUMAN
EVALUATION IN
HIGH-STAKES
CONTEXTS LIKE SUICIDE PREVENTION RISKY.



AI-POWERED
TOOLS SUCH AS
DEEPFAKES
USED IN
CYBERBULLYING
AND PHOTO
FILTERS
(THINSPO)
POSE RISKS TO
MENTAL AND
PHYSICAL
WELLBEING.

### **SCHOOL AGE**



INVEST

IN UNIVERSAL ACCESS TO DIGITAL DEVICES AND AI IN CLASSROOMS.



**INFORM** 

ABOUT POTENTIAL BIASES IN AI SYSTEMS AND PREVENT THE STIFLING OF CREATIVITY AND CRITICAL THINKING.



**INCLUDE** 

RESPONSIBLE USE OF AI IN SCHOOL CURRICULA, EMPHASIZING DEVELOPMENT.

## **ADOLESCENCE**



INVEST

IN PUBLIC-PRIVATE PARTNERSHIPS TO MAKE AI-POWERED SOCIAL ADOLESCENTS



INFORM

**ABOUT AI-**POWERED SOCIAL MEDIA'S ADDICTIVE FEATURES AND SUSCEPTIBILITY TO SOCIAL COMPARISON



**INCLUDE** 

ADOLESCENTS IN THE CRITICAL EVALUATION OF SOCIAL MEDIA AND OTHER AI-POWERED PRODUCTS.

### **ADULTHOOD**



INVEST

IN SUBSIDIES FOR COMPANIES THAT OFFER HUMAN OPTIONS TO MAKE SURE NOBODY IS LEFT BEHIND.



INFORM

ABOUT ROLE MODELING RESPONSIBLE AI USE TO INFLUENCE FUTURE GENERATIONS.



INCLUDE

**EXPLANATIONS** ABOUT HOW AI PRODUCTS AND **ALGORITHMS** WORK TO STRENGTHEN ADULTS' AGENCY.

## **OLDER AGE**



INVEST

IN ACCESS, TRAINING AND SUPPORT FOR OLDER ADULTS TO **EMPOWER THEM** TO NAVIGATE AI APPLICATIONS.



INFORM

OLDER PEOPLE ABOUT AI INNOVATIONS, HIGHLIGHTING APPLICATIONS IN THEIR AREAS OF INTEREST.



INCLUDE

OLDER PEOPLE IN THE
DEVELOPMENT OF
AI PRODUCTS SO
THAT THEIR NEEDS
ARE ADEQUATELY
REFLECTED.