



MEETING LOG

SUBJECT: ASTM F15.75 Connected Products Subcommittee (SC) Meeting

FY 26 OP PLAN ENTRY: Internet of Things (IoT)/Connected Products and Artificial Intelligence (AI)

DATE OF MEETING: 6/23/26

LOCATION OF MEETING: Teleconference call

CPSC STAFF FILING MEETING LOG: Simon Lee, Jr.

FILING DATE: 8/13/26

CPSC ATTENDEE(S): Jacqueline Campbell, EXRR, Susan Bathalon, EXRR; Simon Lee, Jr., ESEF

NON-CPSC ATTENDEE(S): For a complete list of attendees, please contact Molly Lynyak at ASTM.

Summary of Meeting: The Subcommittee (SC) Chair announced the ongoing recruitment of child psychologists and similar experts to assist in the development of AI chatbot safety considerations. The SC Chair noted that *ASTM F3463-26* originally focused on preventing connectivity-induced safety hazards, but its scope is shifting now for leveraging connectivity and related technologies (e.g., AI and sensor technology) to actively reduce safety risks. The SC reviewed the minutes from the recent AI Biological Presence and Entrapment TG meeting. The TG proposed definitions for "entrapment" and "enclosure," which ASTM will synchronize with other subcommittee standards before the next TG review. The SC chair presented additions to the ASTM collaboration area supporting *ASTM F3463* AI chatbot safety work. The SC discussed recent state and national AI legislation and regulations regarding their application to F3463. CPSC staff referenced an ITIF webinar entitled "How to Protect Kids from Chatbots Without Bans" noting recent California AI chatbot regulations. The SC chair presented draft safety guides for AI-enabled consumer products covering labeling, testing, psychological development, harmful content, and data privacy. The SC discussed plans to revise and integrate those draft safety guides into ASTM F3463.

Next Steps:

The new TG for Biological Detection and Entrapment Prevention AI technologies will meet in preparation for the next SC meeting on July 29, 2026. The other TGs—such as those focusing on AI legislation and research—remain in development.