CHANTILLY MODEL UNITED NATIONS PRESENTS

Johnny Test

CHMUN XXI

Specialized Agency

Committee Background:

Johnny Test's world is a creative and exciting place where normal life and wild adventure are one and the same. At first glance, it seems to be a typical suburban community with rows of houses, kids going to school, and people living their normal day-to-day lives. Behind this typical suburbia, however, are wild inventions, big ideas, and uncontrollable yet amazing experiments. Science isn't just orchestrated in fancy high-tech labs here: it happens in backyards, garages -- even with the family dog. Gadgets are created daily, and the difference between an everyday gadget and an outrageous chaos-causing invention is small, with the results often being explosive, strange, or simply outside of human normality.

In this world, technology can do almost anything. Ipads, telephones, and computers are replaced by time machines, shrink rays, robot clones, and other devices that bend the laws of reality. Sometimes these are made to solve small everyday problems, but other times, they push the limits of science just out of the inventor's curiosity. However, with such big ideas come big problems, sudden accidents, strange creatures running loose, or experiments gone terribly wrong. These concepts are not unusual things that happen here, they are in everyday life.

Adventures are quick, wild, and can start at any given moment. They might come from a simple idea, a risky prototype, or an experiment that's gotten way out of control. One moment it's a normal day, the next it's a race to stop a disaster, outsmart a villain, or fix a broken invention before it causes utter chaos. Abnormal creatures escaping into the streets, powerful gadgets falling into the wrong hands, or power-inhibiting transformations are all normal events that have the potential to turn the day upside down. In this world, solving problems often means thinking fast and being creative. The action rarely slows down, as new problems arise everyday.

Even with all the madness, there's always fun and excitement. People here are used to things that are weird and unusual, accepting things like talking animals, monsters, or uncanny machinery as part of normal life. It's a place where the impossible happens so often that it becomes the norm. Every day is a chance to do something new, surprising, and maybe a little bit dangerous. But that's what makes life here exciting, because what seems unthinkable today might just be normal tomorrow.

Topic A: Preventing Widespread Damage from Rogue Inventions

The boundaries of invention have been completely transformed by the increasing availability and development of advanced technology. In a place where the creation of intricate gadgets once used to require high-tech laboratories and an abundant amount of resources, nowadays, a single individual can design and assemble tools capable of altering human physiology, disrupting reality, or reshaping the entire world as we know it. This decentralization of innovation brings opportunity. Inventions are no longer created solely within funded and regulated institutions, but in normal garages and experimental spaces operating beyond any oversight. However, this poses a grave threat. In this environment, the line between acceptable creativity and chaos-causing danger becomes scarcely thin.

In this world, rogue inventions often come from the same inventive culture that drives the normal daily adventure, where experimentation in backyards and garages are common. The blending of new creative technology into daily routines makes it easy for dangerous prototypes to slip past early inspection, meaning that a device built for harmless fun can quickly scale into a hazard when modified or mishandled. This social acceptance of high-risk tinkering means that even inventors meaning no harm can unintentionally set off a series of events leading to chaos. Even though the spirit of innovation is a core aspect of Johnny Test's world, the challenge lies in fostering creativity while also putting safeguards in place to prevent experimentation from becoming an uncontrolled disaster.

Rogue inventions, devices created without proper adherence to safety protocols or ethical considerations, pose several unique threats. Typically, they are created out of spite or curiosity, and once developed, their consequences are often unpredictable, scaling far beyond the creator's intent. Self-replicating systems can duplicate out of control, experimental energy sources can destabilize local power grids, and other poorly tested projects can introduce disastrous changes to living systems. Such threats are multiplied by the fact that containment is often reactive, meaning that instead of there being prevention systems stemming from the development of the invention, the only precautions taken are after it's already in widespread use or impossible to fully dismantle. This potential catastrophic threat exacerbates the importance of early inspection and eradication.

The danger extends far past the scope of the invention itself. Rogue gadgets frequently bypass traditional safety checkpoints, meaning that they lack the necessary fail-safes and monitoring systems that would reduce damage. Even when built with harmless intentions, these inventions can act strangely when interacting with existing systems, often causing city-wide disruptions and environmental risks. The secondary impacts, such as displacement of communities, economic regression, disintegration of public trust, can also be a severe threat to the peace and stability present in Johnny Test's world.

Preventing widespread damage isn't an issue that can be solved with one solution. Public education on safe invention practices is essential to foster a culture where responsible creation is the norm. Search teams equipped to identify, neutralize, and contain rogue devices must be established, supported by clear legal authority to act before threats escalate. Establishing licensing requirements for inventions can both discourage reckless creation and provide a checkpoint for accountability. Most importantly, the emphasis must be on prevention rather than solely on recovery, as once a rogue invention is in play, the cost of neutralizing it may far exceed the cost of stopping it before it ever began.

If society as a whole continues to fail to address the risks of unregulated, potentially dangerous creations, we could end up in a world where constant damage control becomes the norm instead of proper prevention systems. Safety may only come after disaster, and the limits of invention aren't set by laws or ethics, but by those that are the most reckless. Today, when a single device has the potential to change the fate of the entire world, the question shouldn't be whether there should be rules, but whether society can act quickly enough to stop permanent damage before it ever happens.

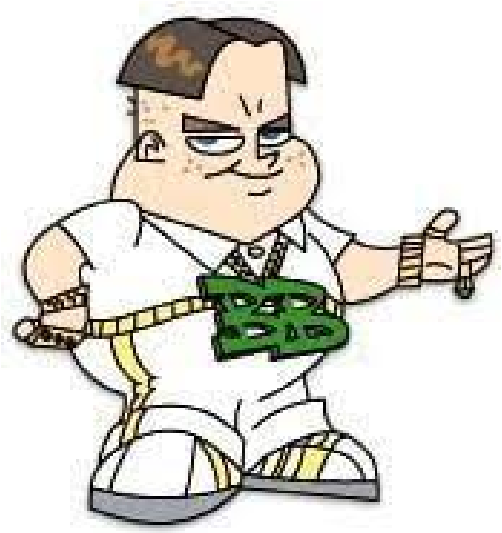
Questions to Consider

1. Who should be responsible for monitoring high-risk inventions?
2. How can we balance freedom of invention and the need for public safety without discouraging innovation?
3. What role should communities play in identifying and reporting suspicious or unsafe technological developments?

Topic B: Stopping Bling Bling Boy's Unethical use of Advanced Technology

In a world where technology is both a creative and potentially disastrous tool, the question of who gets to wield its most powerful forms is more destructive than ever. While many people use advanced technology to solve daily problems or spark discovery, some exploit these tools to manipulate systems, invade privacy, or pressure others into unwanted compliance. One notable figure who exemplifies this threat is Bling Bling Boy, a private inventor whose intellect and resources give him access to more advanced technology. His ill-motived actions repeatedly ignore personal boundaries, social norms, and ethical considerations.

His misuse of technology doesn't involve utter chaos and destruction, instead, it's usually a subtle misuse of power in the forms of technology and digital systems as a whole. Unauthorized surveillance, daunting gadgets, and the manipulation of digital or robotic systems to influence other people's decisions all demonstrate a quieter form of control, something less visible but equally harmful. Unlike rogue inventors who act solely from recklessness or curiosity, Bling Bling Boy operates with intention, using innovation as a means to force others to do what he wants. His methods are especially dangerous because they expose the trust built into this society's tech landscape. In a place where experimentation is often encouraged and oversight is lacking, his actions expose systemic gaps in ethical enforcement. He bypasses legal checkpoints by working outside institutional structures like schools and scientific committees, yet he often manipulates those same governmental organizations to continue to pursue his goals. This is a great example of how the systems designed to encourage creativity can be exploited into tools of malevolent action when individuals like him act without limits.



The ongoing failure to hold him accountable creates a dangerous precedent. In the absence of enforceable ethical standards for private inventors, his actions show that personal desire can override

responsibility and accountability. This abuse of power damages efforts to foster a culture of consent and safety in scientific innovation and reinforces the idea that ethics are a choice, not a requirement, something that if widespread, can lead to ethics as a whole being thrown in the trash.

To stop this, enforcement mechanisms must be improved beyond traditional threat detection. Not all dangers come in the form of explosions or city-wide disruptions, some come through quiet violations of privacy, as evidenced by Bling-Bling-Boy. Preventing future harm requires new means of oversight for independent inventors, clearer ethical boundaries, and systems that judge technology not just by what it can do, but by why it was created and how it's meant to be used. Failing to address this issue would risk building a future where personal power, instead of shared communal values, would determine what technology is used for.

Questions to Consider

1. Where should society draw the line between creative freedom and unethical behavior in technology development?
2. How can ethical standards be enforced without damaging the innovative culture?
3. What security measures should exist for private individuals who have the resources and intelligence to build high-level tech on their own?

Helpful Links on Both Topics

1. https://youtu.be/pj1f7tQcBeI?si=-a8xQrOluqNuoZG4
2. https://villains.fandom.com/wiki/Bling-Bling_Boy
3. https://johnnytest.fandom.com/wiki/Bling-Bling_Boy

Works Cited

"Bling-Bling Boy | Villains Wiki | Fandom." *Villains Wiki*, https://villains.fandom.com/wiki/Bling-Bling_Boy. Accessed 8 August 2025.

"Inventions." *Fandom*, https://johnnytest.fandom.com/wiki/Inventions.

"Johnny Test - Wikipedia." *Wikipedia, the free encyclopedia*, https://en.wikipedia.org/wiki/Johnny_Test. Accessed 8 August 2025.

Tockar, Lee. "Bling-Bling Boy | Johnny Test Wiki | Fandom." *Johnny Test Wiki*, https://johnnytest.fandom.com/wiki/Bling-Bling_Boy. Accessed 8 August 2025.