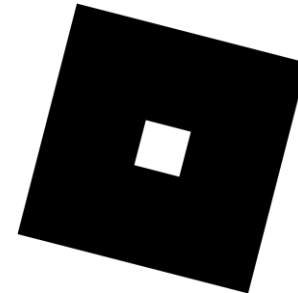
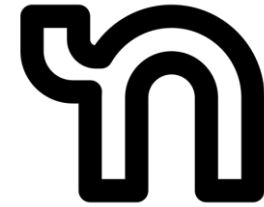
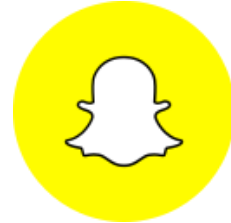


# On Line Safety

Alan Weekes



# Ofcom – Media Nation 2022

- 18 – 24 year olds spend an average of 5 hrs 6 mins online a day.
- 1 in 5 people only use a smart phone to go online
- 56% of children 3 – 15 play games online.
- 54% of 16 – 24 year olds watch games related content.
- 67% of internet users aged 13+ feel that the benefits of being online outweigh the risks.... But lower for younger adults, women and those from a minority ethnic group.
- Smartphones (68%) and tablets (72%) are the main ways for children aged 3 - 15 to go online.
- 61% of children have their own smartphone by the age of 10.
- 77% of children (3 – 15) use online platforms to send messages or make calls.
- Half of 3 – 15 year olds use WhatsApp, despite the minimum age requirement of 16.

# Ofcom – Children’s Media Lives 2022

- Consuming more professional content .... Posting less themselves ... reflected in aspirations – seeking to be an online brand ambassador.
- Behaviour online was increasingly passive – posting less, watching more, often seeking to avoid actively choosing what they watched.
- Some children were struggling to pay attention to longer-form content, struggling to focus on a single activity, and were compulsively multi-screening.
- Children were being exposed to riskier ways of making money online, and most older girls has been approached to become ‘brand ambassadors’.

# What do children do online?

- View - content they look at
- Share – content they post
- Chat & friend – messaging, social interaction, groups
- Game – online, gaming communities

What is good online?

# What are the hazards?

- Financial – spending, scams, fraud
- Psychological – addiction, self-confidence, imitation
- Grooming, online sexual exploitation
- Sexual content – pornography, indecent images of children
- Blackmail, private sexual imagery, deepfake
- Bullying, trolling
- Negative content – suicide, eating disorders
- Violent content
- Radicalisation
- Misinformation - fake news
- Harassment and stalking

Figure 2.12: Top 20 online potential harms encountered by UK users in the past four weeks

Potential harm	% of users experiencing in last four weeks
Scams, fraud and phishing	27%
Misinformation	22%
Generally offensive or 'bad' language <sup>164</sup>	21%
Unwelcome friend/follow requests or messages	20%
Content encouraging gambling	16%
Trolling	15%
Hateful, offensive or discriminatory content that targets a group or person based on specific characteristics	11%
Content depicting violence	9%
Content which objectifies, demeans or otherwise negatively portrays women	8%
Bullying, abusive behaviour or threats	8%
Unwanted sexual message	8%
Content relating to negative body image, excessive dieting and/ or eating disorders	8%
Animal cruelty	7%
Paid-for/sponsored content which was not clearly marked as such, e.g. astroturfing	7%
Fake or deceptive images/videos, e.g. 'deepfakes'	7%
'Content glamourising unhealthy or abusive lifestyles, e.g. binge drinking, drug taking	7%
Sexual/pornographic content inappropriate for the site/app	7%
Group shaming, boycotting, or excluding someone based on their views, opinions on actions, including online 'pile-ons'	6%
People pretending to be another person (e.g. catfishing)	6%
Content negatively affecting self-esteem	5%

Source: Ofcom, Online Experiences Tracker 2021 – Q8. Which, if any, of the following have you seen or experienced online in the last 4 weeks? Base: UK internet users, aged 13+ (6,619). Pink = content harms; yellow = contact harms; purple = commercial harms.



# Reducing the risk

- Games – PEGI ratings (age rating and content descriptor - bad language, fear, gambling, violence, sex, drugs, in game purchases, discrimination)
- Age ratings – app conditions
- Safer apps
- Parental controls filters, airplane mode
- Legislation (Online harms bill)

# Text speak

- ASL
- DM
- MIRL
- PIR
- FYEO
- GNOC
- LHU

# Reducing the risk - behavioural

- Understand the hazards
- Check they understand the hazards
- Check they understand privacy settings
- Agree rules & boundaries
  - Devices when and where?
  - Don't meet in the real world if you've only ever met online
  - If you don't know them in real life, don't believe they are who they say
  - Once you post something, you can never get it back....
- Make sure they know how to report
- Keep talking and stay involved

# Good advice

- CEOP - <https://www.thinkuknow.co.uk>
- <https://www.getsafeonline.org>
- <https://parentzone.org.uk>
- NSPCC: <https://www.nspcc.org.uk/keeping-children-safe/online-safety/>
- <https://www.internetmatters.org>