2020 CHILD ONLINE SAFETY INDEX

A REPORT BY:

DQ Institute™

#DQEveryChild™ in collaboration with:

©2020 DQ Institute. All rights reserved.
CHILDREN ARE FACING A “CYBER-PANDEMIC” (8-12 YEARS OLD)

17% EXPERIENCED RISKY CONTACT (OFFLINE MEETING WITH STRANGERS OR SEXUAL CONTACT)
39% EXPERIENCED REPUTATIONAL RISKS
29% EXPOSED TO RISKY CONTENT (VIOLENT OR SEXUAL)

45% AFFECTED BY CYBER-BULLYING
60% OF 8-12 YEAR-OLD CHILDREN ONLINE ARE AT RISK FOR GAMING DISORDER

7% AT RISK FOR SOCIAL MEDIA DISORDER
28% EXPERIENCED CYBER THREATS

©2020 DQ Institute. All rights reserved.
Owning a mobile phone increases risks by ~20%

Highly active social media & gaming increases risks by ~40%

©2020 DQ Institute. All rights reserved.
CHILD ONLINE SAFETY EMPOWERS FUTURE READINESS, HEALTH, AND POTENTIAL

LOW DIGITAL READINESS

- MENTAL HEALTH
- SCHOOL GRADES
- ONLINE SAFETY
- FUTURE POTENTIAL

HIGH DIGITAL READINESS

- WISE USE OF TECHNOLOGY
- FAMILY VALUES
- FUTURE READINESS
- CAREER OUTLOOK

©2020 DQ Institute. All rights reserved.
The Child Online Safety Index (COSI) Framework

3 Guiding Constructs
1. Wise Use
2. Empowerment
3. Infrastructure

6 Pillars
1. Cyber Risks
2. Disciplined Digital Use
3. Digital Competency
4. Guidance & Education
5. Social Infrastructure
6. Connectivity

24 Areas
- Cyberbullying
- Disordered Use of Technology
- Risky Content
- Risky Contacts
- Cyber Threats
- Reputational Risks
- Excessive Screen Time
- High Social Media & Gaming Activity
- Mobile Ownership for Children
- Digital Citizen Identity
- Screen Time Management
- Cyberbullying Management
- Cyber Security Management
- Digital Empathy
- Digital Footprint Management
- Critical Thinking
- Privacy Management
- Parental Guidance
- Online Safety Education
- Legal Framework
- Cyber Security Infrastructure
- Industry & Civic Engagement
- Access
- Speed

Sources: DQ Institute, Economist Intelligence Unit, Global System for Mobile Communications, International Centre for Missing and Exploited Children, International Telecommunication Union, and Ookla.

©2020 DQ Institute. All rights reserved.
COUNTRY'S PERFORMANCE ON THE 6 PILLARS OF COSI

- **Cyber Risks**
  - Above Average (60-100)
  - Average (30-59.9)
  - Below Average (0-29.9)

- **Disciplined Digital Use**
  - Above Average (60-100)
  - Average (30-59.9)
  - Below Average (0-29.9)

- **Digital Competency**
  - Above Average (60-100)
  - Average (30-59.9)
  - Below Average (0-29.9)

- **Guidance & Education**
  - Above Average (60-100)
  - Average (30-59.9)
  - Below Average (0-29.9)

- **Social Infrastructure**
  - Above Average (60-100)
  - Average (30-59.9)
  - Below Average (0-29.9)

- **Connectivity**
  - Above Average (60-100)
  - Average (30-59.9)
  - Below Average (0-29.9)

* Sampling of this country was biased in favor of private schools.
©2020 DQ Institute. All rights reserved.
National comparisons will help nations identify strengths and weaknesses based on global benchmarks.

Case study: Singapore, Japan, United Kingdom.
WHICH CYBER RISKS ARE YOUR CHILDREN EXPOSED TO?

CASE STUDY: SINGAPORE

- Cyberbullying: 40% (8-12 year olds), 52% (teenagers)
- Gaming disorder: 10% (8-12 year olds), 18% (teenagers)
- Social media disorder: 4% (8-12 year olds), 18% (teenagers)
- Violent content: 27% (8-12 year olds), 28% (teenagers)
- Sexual content: 19% (8-12 year olds), 51% (teenagers)
- Risky contact: 17% (8-12 year olds), 31% (teenagers)
- Cyber threats: 23% (8-12 year olds), 50% (teenagers)
- Reputational risks: 30% (8-12 year olds), 46% (teenagers)

©2020 DQ Institute. All rights reserved.
IN ORDER TO MITIGATE CYBER RISKS...

1. ENCOURAGE DISCIPLINED DIGITAL USE
   Control screen time and mobile usage especially for younger children.

2. PARENTS AND TEACHERS MATTER
   Both must actively engage with children’s digital lives.

3. GOVERNMENTS AND INDUSTRY ARE RESPONSIBLE
   National policies and industry engagement must support digital citizenship education.

Methodology:
Heatmap figure for 6 pillars that visualizes hierarchical clustering. The measures which form the line groupings statistically relate to one another, meaning children who are exposed to higher cyber risks are more likely to have less disciplined use. Pink and light blue colors are a graphic representation of high to low values.

©2020 DQ Institute. All rights reserved.
YOU CAN MAKE A DIFFERENCE

1. SOCIAL MEDIA, GAMING, TELECOM, AND DEVICE COMPANIES MUST INCLUDE CHILD ONLINE SAFETY AS A CORE BUSINESS PRINCIPLE

2. COMPANIES SHOULD PARTNER WITH SCHOOLS ON CYBERBULLYING INTERVENTIONS

3. PARENTS SHOULD MITIGATE CHILDREN'S EXPOSURE TO CYBER RISKS

*Cluster analysis involves statistically identifying groups of measures which relate to one another. These clusters depict issues which may be connected.

©2020 DQ Institute. All rights reserved.
#DQEVERYCHILD

WORLDWIDE IMPACT

80+ COUNTRIES

100+ PARTNERS

1 MILLION+ CHILDREN

DQ EDUCATION IMPROVES DIGITAL COMPETENCY

10% IMPROVEMENT IN DQ SCORE

WITHOUT DQ EDUCATION

WITH DQ EDUCATION

©2020 DQ Institute. All rights reserved.
COSI REFLECTS #DQEVERYCHILD PROGRESS IN REAL TIME

DQ ASSESSMENT & EDUCATION

DQ REPORT

CHILD ONLINE SAFETY INDEX & GLOBAL DATABANK

GAMING DISORDER RANKING

<table>
<thead>
<tr>
<th>Country</th>
<th>Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>United Arab Emirates</td>
<td>36%</td>
</tr>
<tr>
<td>Saudi Arabia</td>
<td>34%</td>
</tr>
<tr>
<td>Philippines</td>
<td>32%</td>
</tr>
<tr>
<td>Indonesia</td>
<td>29%</td>
</tr>
<tr>
<td>Nepal</td>
<td>29%</td>
</tr>
<tr>
<td>Argentina</td>
<td>29%</td>
</tr>
<tr>
<td>Nigeria</td>
<td>29%</td>
</tr>
<tr>
<td>Thailand</td>
<td>28%</td>
</tr>
<tr>
<td>Oman</td>
<td>27%</td>
</tr>
<tr>
<td>Colombia</td>
<td>26%</td>
</tr>
</tbody>
</table>

CYBERBULLYING RANKING

<table>
<thead>
<tr>
<th>Country</th>
<th>Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td>Viet Nam</td>
<td>60%</td>
</tr>
<tr>
<td>Argentina</td>
<td>60%</td>
</tr>
<tr>
<td>Cambodia</td>
<td>60%</td>
</tr>
<tr>
<td>Uruguay</td>
<td>58%</td>
</tr>
<tr>
<td>Oman</td>
<td>58%</td>
</tr>
<tr>
<td>Peru</td>
<td>54%</td>
</tr>
<tr>
<td>Ireland</td>
<td>54%</td>
</tr>
<tr>
<td>Canada</td>
<td>53%</td>
</tr>
<tr>
<td>United Kingdom</td>
<td>50%</td>
</tr>
<tr>
<td>Qatar</td>
<td>49%</td>
</tr>
</tbody>
</table>

©2020 DQ Institute. All rights reserved.
LIMITATIONS OF THE 2020 COSI

Due to the nature of our data which is from #DQEveryChild:

- As a convenience sample, COSI data may not be nationally representative.
- In some countries such as Egypt, India, Italy, and Malaysia, sampling was biased in favour of private schools.
- Sample sizes varied across countries (max. 47,571 - min. 384).
- The results are combined from 2017-2019 as we did not find significant changes over time.
- As with the inaugural COSI, the scores are standardized and relative across the thirty countries to ensure equal weighting among the measures.

Check out your country’s 2020 COSI and full report @

www.dqinstitute.org/child-online-safety-index