GLOBAL KIDS ONLINE

KEY FINDINGS

28 November, 2019

#GlobalKidsOnline
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www.globalkidsonline.net
What is Global Kids Online

- A research network producing high-quality evidence on children’s digital lives.

- Data are collected using a standardized toolbox of qualitative and quantitative methodologies developed by EU Kids Online, UNICEF and the London School of Economics.

- So far, Global Kids Online projects have been implemented in 18 countries with more than 25,000 children surveyed since 2016.
Where we work
Growing up in a connected world

- Global Kids Online country partners spoke to a total of **14,733 internet-using children** aged 9–17 years between 2016-2018.

- They live in **11 countries**: Albania, Argentina, Brazil, Bulgaria, Chile, Ghana, Italy, Montenegro, the Philippines, South Africa and Uruguay.
What we’ve learned from talking to children

Key takeaways
Access & activities

- **Mobile phones** are the most popular devices used to go online among children.

- The majority of children access the internet **at home**. **School use** is less common, especially for younger children.

- Entertainment activities (e.g. **watching videos or gaming**) are the most popular online activities.

- In general, **older children** engage in more advanced online activities, like **information-seeking and civic engagement**.
The ladder of online participation

- Children’s engagement in online activities as they get older takes the shape of a ladder.

- Most children engage in (and learn from) “entry level” entertainment activities.

- These act as building blocks, allowing children to progress towards more complex activities like civic engagement or content creation as they get older.
Skills & risks

- The majority of children in each country report high privacy skills.

- But between 30% and 75% of children say that they may be unable to verify the truth of online information.

- Exposure to risk varies by country. In general, children who do more online activities experience more online risks, but this doesn’t always translate into harm.
Online risks by country

Internet-using children (%) who said they encountered the following online risks, by country

<table>
<thead>
<tr>
<th>Country</th>
<th>Self-harm content</th>
<th>Suicide content</th>
<th>Hate speech</th>
<th>Violent content</th>
<th>Sexual content</th>
</tr>
</thead>
<tbody>
<tr>
<td>Albania</td>
<td>18%</td>
<td>12%</td>
<td>41%</td>
<td>22%</td>
<td>16%</td>
</tr>
<tr>
<td>Bulgaria</td>
<td>18%</td>
<td>12%</td>
<td>28%</td>
<td>26%</td>
<td>37%</td>
</tr>
<tr>
<td>Chile</td>
<td>15%</td>
<td>12%</td>
<td>21%</td>
<td>30%</td>
<td>24%</td>
</tr>
<tr>
<td>Ghana</td>
<td>15%</td>
<td>16%</td>
<td>12%</td>
<td>18%</td>
<td>39%</td>
</tr>
<tr>
<td>Italy</td>
<td>22%</td>
<td>13%</td>
<td>35%</td>
<td>33%</td>
<td>27%</td>
</tr>
<tr>
<td>Philippines</td>
<td>14%</td>
<td>20%</td>
<td>12%</td>
<td>22%</td>
<td>30%</td>
</tr>
<tr>
<td>South Africa</td>
<td>18%</td>
<td>18%</td>
<td>34%</td>
<td>33%</td>
<td>51%</td>
</tr>
<tr>
<td>Uruguay</td>
<td>22%</td>
<td>16%</td>
<td>35%</td>
<td>40%</td>
<td>36%</td>
</tr>
</tbody>
</table>
Parents & caregivers

- Despite increased risk as a consequence of exposure, this does not mean that parents/teachers should restrict children’s internet use.

- When parents impose restrictions, children engage in fewer online activities and tend to have weaker digital skills.

- Parents should provide supportive mediation, by engaging with and helping children as they go online. This improves digital skills, and slightly reduces their exposure to risk.
The Ministry for Gender and Children and Social Protection uses GKO findings in the inclusion of COP in the revision of the Children's Act. A COP module was added to the community engagement toolkit used at regional, district and community levels.

Building on GKO findings relating to 9-11 year olds, the UNICEF office developed a learning toolkit app and is now working with the Ministry of Education to support its use in IT classes.

GKO research influenced the internet regulator to require service providers to reduce data costs, based on the finding that data costs are a barrier to children’s opportunities online.

GKO research informed a public awareness campaign on internet security, guidance for parents was produced, and teachers co-produced interventions to share with other professionals.

The Department of Education is using the GKO findings to justify the curriculum integration of life skills, digital skills and digital wellness modules for younger children.

Ministry of Education and Science changed its policy discourse from technical skills to digital literacy, and integrated an hour of media education per year for all young people.

The GKO recommendation to promote digital literacy was included in the new Convergent Communications Law. Young adolescents, teachers, child protection and justice officers were provided training in Buenos Aires by creating a digital coexistence programme.

GKO findings were cited in contributing to the government’s National Broadband Plan and National Digital Strategy.
Children’s rights in the digital age
Gathering global evidence on children’s online rights, opportunities, and risks

Tools for researchers
A multi-method toolkit for investigating children’s online experiences around the world

Research results
Our research results and latest findings from around the world

Research updates

Should we include more digital technologies in teaching?
7th November 2019
Montenegro is the first Global Kids Online country to produce comparable data on digital skills

The online lives of New Zealand kids
30th September 2019
Netsafe’s latest research uncovers important insights about New Zealand children’s online experiences

Children’s rights and resilience in the digital world
24th September 2019
The Sydney eSafety 2019 conference saw policy makers, researchers and practitioners discuss the latest in children’s digital rights