SAFER INTERNET FORUM 2018

The impact of technology on children, young people and society

Tuesday, 20 November 2018
Crowne Plaza Hotel, Brussels, Belgium
Welcome to
Safer Internet Forum 2018

Forum hashtags:
#SaferInternetForum and #SIF2018

For further information, including the Forum booklet containing the full agenda and information on all the speakers and contributors, see www.betterinternetforkids.eu/sif.
The impact of technology on self-identity and personal relationships

Keynote speaker:
Dr Linda Papadopoulos

How digital technologies transform the perception of ourselves and our personal relationships

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Same, same but different...
Parenting kids in a Digital World

Dr. Linda Papadopoulos
Developmental Milestones
By age 4, 87% of kids have access to portable devices.

Tech also constantly changing & evolving.

Parenting with the backdrop of technology.
Same stuff...
Metric of Success = Time spent
When the metric for success of an app/game is “time spent” behaviour scientists aren't trying to answer the question “how do we ensure ultimate well being?” but rather “how do we ensure optimal engagement?”

Merger between computer science & behavioural science
First: by creating digital environments that satisfy basic human needs...
The need to be liked
The need to master skills
The need to be acknowledged and be part of a group
Then: they need to make it easy to use

62% of
4 YEAR OLDS
HAVE
UPLOADED
CONTENT TO
THE INTERNET
And then: you need to be incentivized and reminded...
The things that kids need so that they feel like they are accomplishing something, that make them feel valued and feel connected are being played out online.

Platforms are becoming so good at doing this that for the kids using them they may feel more satisfying than the real world alternatives.
Integral to development - learn about their surroundings, improve motor skills, get to grips with how to talk with friends, apply rules and resolve conflict.

* Playing games also gives kids a sense of mastery.
* Biology rewards you both on line and off.
* **Dopamine is not just about feeling good- it actually helps build habits.**
* Up until recently this compulsion that people worried about was a side effect- it wasn't an intentional element of the game design- and that's where things differ today.
* If success of a game is about time spent rather than time spent well then creating these compulsion loops seems inevitable.
The need to seek out social acceptance and avoid rejection is still the same but because of the way that we access social groups on line it looks different.

Adolescents are naturally eager for peer validation and this kicks in precisely at the age when they begin to use social tools that provide it.

Just as with gaming, a lot of psychology that goes into keeping kids on SM platforms.

Whole new set of things to worry about, an economy of attention to consider because kids have learnt that there is social currency in being seen and promoting oneself so they can never really rest from the worry of how others see them.
Internet Matters research found almost half of kids (46%) said that they always or often post images of themselves having a great time.

34% said they spent time making their images look perfect before posting.
People often say that bullying is the same whether its on line or off and in many ways it is, but there are some significant differences in cyber bullying:

- Because it happens online it can happen anywhere.
- The option of anonymity means that offenders feel protected and so the bullying can escalate becoming meaner faster.
- Can be disseminated quickly and to a global audience- feels less contained.
- Bullies don't actually see their victims this makes it harder to see the effects of their actions.
- Things can be misconstrued on line.
What do we do? How do we ensure a safe journey for our kids as they navigate a new digital world that we never had to?

* Encourage critical thinking
* Discuss digital identity
* Curate consciousness
* Be prescriptive when setting rules
* Explain that you get that their tech is important
Work with industry and policy makers to ensure that our behavioural instincts are not used against us.
Our kids world online and off becomes an easier place to navigate when they have an understanding of how things work.

- The basics are the same— but the basics are being played out on a stage which has the capacity to manipulate our children’s behaviour—*socially, emotionally and biochemically.*

- It’s powerful stuff so it’s critical we understand what our kids are up against when trying to regulate their own behaviour and give them the understanding and the tools so that ultimately, their path through childhood is the same as ours was:

- Full of bumps and unexpected twists and turns, but one which ends in a good place:
A happy and healthy young person, equipped with the tools to navigate the adult world...
The impact of technology on self-identity and personal relationships

Panellists:
• Dr Linda Papadopoulos
  Chartered Counselling and Health Psychologist
• Geert Reynders
  Parent of a victim of an online challenge
• Emma Collins
  Public Policy Manager, EMEA, Instagram

Chair:
• Marjolijn Bonthuis
  Dutch Safer Internet Centre
The impact of technology on self-identity and personal relationships

Geert Reynders

Online challenges
Online challenges

Foundation T.I.M.

Geert Reynders

Brussel
EU Safer Internet Forum
Nov 20th 2018
Dit is Tim. Hij stierf bij een online-challenge

Hoe gevaarlijk uitdagingen op internet kunnen zijn

Hoewel de video's veelal op een vreemde manier zijn gevonden, worden er ook tal van gevallen van kinderen die zijn dooddenkend zijn en zo'n uitdaging hebben aangegrepen. Eenmaal binnen, is het nauwelijks mogelijk om zich te onthappen. Wanneer een kind deze uitdaging aangrijpt, kan het resulteren in levensgevaarlijke situaties. Tegelijkertijd zijn er ook gevallen waarin kinderen op een ongezond manier overleven. Het is belangrijk om te weten hoe deze uitdagingen kunnen worden behandeld.
Tegen Internetmisstanden
Peace-loving
Introvert
Risk averse

World of Tanks
High-rank moderator
Choking game
1. Professional international platform

2. Research and transparency

3. Structural education via schools
#SaferInternet4EU campaign

Commissioner Mariya Gabriel
European Commissioner for Digital Economy and Society

#SaferInternet4EU campaign
#SaferInternet4EU campaign

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SAFER INTERNET FORUM 2018

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#SaferInternet4EU Awards

Claire Bury
Deputy Director General
DG CONNECT
European Commission
#SaferInternet4EU Awards

A compilation of all the video submissions from all finalists was shown – see:

https://youtu.be/N_0lwQVgan4
Winner - Youth category

Students from the High School of Tichero
Qwwwiz "Stay Safe Online" App
#SaferInternet4EU Awards

Winner - Teacher category

Nina Jelen

Travelling Around the Virtual World
#SaferInternet4EU Awards

Winner - Organisation category

Gezinsbond and Child Focus
Safely Online
Congratulations to the other finalists in the Youth category...

Lili Leißer
Cyber-Bullying Game

Lorcan Tuohy
My Digital Citizen Pledge
#SaferInternet4EU Awards

Congratulations to the other finalists in the Teacher category...

Rose-Marie Farinella
False Information Hunters from the age of ten

Marta Turlinska and Eduard Ivinski
Robot SID
#SaferInternet4EU Awards

Congratulations to the other finalists in the Organisation category…

Deutsche Telekom
Teachtoday

The Diana Award
Be Strong Online
#SaferInternet4EU Ambassadors

#SaferInternet4EU

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#SaferInternet4EU Ambassadors

Ambassadors:

- Anna Maria Corazza Bildt
  MEP
- Andrey Novakov
  MEP
- Sonia Livingstone
  London School of Economics and Political Science
- Harry McCann
  Young Irish entrepreneur
A series of deep dive sessions covered the following topics:

- Sexting
- Data privacy
- The journey of a report of child sexual abuse material (CSAM)
- Online challenges
- Deep fakes
- Youth

Slides for these sessions will be published separately where available.
The impact of technology on society

Speakers:
• Noa Jansma
  @dearcatcallers
• Professor Homero Gil de Zúñiga
  University of Vienna

Chair:
• Debora Plein
  Luxembourg Safer Internet Centre
#dearcatcallers
The impact of technology on society

Professor Homero Gil de Zúñiga

The impact of technology on society
Second Screening Politics on Social Media
A Comparison Across 20 Countries

THEORETICAL BACKGROUND
Many citizens today consume live content on TV, or any other screen, while enriching that experience with a second “screen” to interact with that content. According to Nielsen (2011), nearly 70% of smartphone owners use an electronical device while watching TV.

RESULTS
SECOND SCREENING
Three quarters (75.4%) of the subjects in the study dual screen while watching TV news or political content.

<table>
<thead>
<tr>
<th>Country</th>
<th>Dual Screen Percentage</th>
</tr>
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<tbody>
<tr>
<td>US</td>
<td>56.1%</td>
</tr>
<tr>
<td>Ukraine</td>
<td>54.5%</td>
</tr>
<tr>
<td>U.K.</td>
<td>73.5%</td>
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<tr>
<td>Turkey</td>
<td>85.4%</td>
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<tr>
<td>Taiwan</td>
<td>64.9%</td>
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<tr>
<td>Spain</td>
<td>77.2%</td>
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<tr>
<td>Russia</td>
<td>63.6%</td>
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<tr>
<td>Poland</td>
<td>88%</td>
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<tr>
<td>Philippines</td>
<td>58.4%</td>
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<tr>
<td>NZ</td>
<td>84.1%</td>
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<tr>
<td>Korea</td>
<td>87.3%</td>
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<tr>
<td>Japan</td>
<td>86.9%</td>
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<tr>
<td>Italy</td>
<td>71.2%</td>
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<tr>
<td>Indonesia</td>
<td>52.7%</td>
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<tr>
<td>Germany</td>
<td>75.3%</td>
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<tr>
<td>Estonia</td>
<td>82.8%</td>
</tr>
<tr>
<td>China</td>
<td>89.5%</td>
</tr>
<tr>
<td>Chile</td>
<td>72.2%</td>
</tr>
<tr>
<td>Brazil</td>
<td>75.4%</td>
</tr>
<tr>
<td>Argentina</td>
<td>ALL</td>
</tr>
</tbody>
</table>

Milab
SECOND SCREENING
“a process in which individuals watching television use an additional electronic device or ‘screen’ to access the internet or social network sites to obtain more information about the program or event they are watching or to discuss it in real time.”
(Gil de Zúñiga et al., 2015, p. 5)

PREVIOUS FINDINGS
- People second screen to expand their knowledge about issues discussed or covered on television, as well as to discuss those issues with others in social media.
- Dual screening news content is a positive predictor of both online and offline political activities.
- People who dual screen, tend to change their mind about political and public affair more often.

AIM OF THE STUDY
“The study depicts a snapshot of second screening habits for news and politics around the world”

RESEARCH QUESTIONS
1. Do young citizens second screen more so than older adults?
2. Are there differences between second screen (low vs. high) and their level of political expression on social media?

AGE
Younger people second screen more often than older.

POLITICAL PARTICIPATION
High second screeners have higher levels of political participation than low second screeners.
AIM OF THE STUDY
“The study depicts a snapshot of second screening habits for news and politics around the world”

SAMPLE AND DATA
- **20 countries**: Argentina, Brazil, Chile, China, Estonia, Germany, Indonesia, Italy, Japan, (South) Korea, New Zealand, Philippines, Poland, Russia, Spain, Taiwan, Turkey, United Kingdom, Ukraine, and United States
- **Data Collection Period**: Sep 14 – 24, 2015
- **Online Survey Distribution** with Media Polling Group Nielsen
- **N = 21,629**
- **Cooperation rate**: 77%

MEASURES
- **Second Screening** (Cronbach’s $\alpha = .92$; $M = 3.14$; $SD = 1.75$)
- **Social Media Political Expression** ($\alpha = .93$; $M = 2.72$; $SD = 1.56$)
- **Official Political Participation** (Spearman-Brown Coefficient = .92, $M = 1.87$, $SD = 1.37$)
- **Voting** (Spearman-Brown Coefficient = .93, $M = 5.38$, $SD = 2.09$)

ANALYSES
- Descriptive Statistics
- T-Test for comparing groups
- Bootstrapping with 1,000 iterations

3. Are there differences between second screen (low vs. high) and their level of offline political participation?

4. Are there differences between second screen and their voting behavior?

POLITICAL EXPRESSION
- High dual screeners have higher levels of political expression than low dual screeners

VOTING
- There is no statistical significant difference between high second screeners and low second screeners for voting.
News-Finds-Me Perception

Understanding Why People Are Not Actively Seeking the News Anymore

THEORETICAL BACKGROUND

Recent research suggests that there is a tendency of people to turn away from actively seeking information on politics and public affairs on dedicated news platforms, and rather stay informed by what their social circles share with them on social networks.
NEWS FINDS ME PERCEPTION
“the extent to which individuals believe they can indirectly stay informed about public affairs despite not actively following the news – through general Internet use, information received from peers, and connections within online social networks” (Gil de Zúñiga et al., 2017, p. 3)

PREVIOUS FINDINGS
NFMP is associated with lower political knowledge, less consumption of traditional news overall, and to have a compounding effect on voting.

RESEARCH QUESTIONS
1. Are there differences regarding the NFMP across age groups?
2. How does NFMP relate to reported news consumption online?
3. Do people low on NFMP also score low on political interest and political knowledge?
4. Are people...

NEWS USE
People scoring high on the NFMP use social media for news more often than people scoring lower on the NFMP.

POLITICAL INTEREST
People scoring low on the NFMP have a stronger interest in politics than people scoring high on the NFMP.
AIM OF THE STUDY
“To gain more insights into the manifestations of the NFMP across societies around the world”

SAMPLE AND DATA
- 10 countries: Germany, Italy, Japan, (South) Korea, New Zealand, Spain, Taiwan, United Kingdom, Ukraine, and United States
- Data Collection Period: Sep 14 – 24, 2015
- Online Survey Distribution with Media Polling Group Nielsen
- N = 10,644
- Cooperation rate: 77%

MEASURES
- News-finds-me perception (Cronbach’s $\alpha = .76$; M = 3.63; SD = 1.19)
- Social Media News Use ($\alpha = .86$; M = 3.80; SD = 1.53)
- Political Interest (Spearman-Brown Coefficient = .94, M = 4.43, SD = 1.52)
- Political Knowledge (M = 0.65; SD = .31)
- Voting Behavior (Spearman-Brown Coefficient = .95, M = 5.19, SD = 2.10)

ANALYSES
- Descriptive Statistics
- T-Test for comparing groups
- Bootstrapping with 1,000 iterations

POLITICAL KNOWLEDGE
People scoring low on the NFMP have a better political knowledge than people scoring high on the NFMP.

VOTING
People scoring low on the NFMP go voting more often than people scoring high on the NFMP.

4. Are people with a low NFMP less likely to go voting?

FUTURE RESEARCH
- Structural influences (micro-level and macro-level influences) on the NFMP
- Effect of the NFMP on political behavior (e.g., political participation, political extremism)
- Ways to lower the NFMP among citizens (e.g., experimental research)
Safer Internet Forum 2018

Gail Kent
Director, DG CONNECT, European Commission

Closing remarks