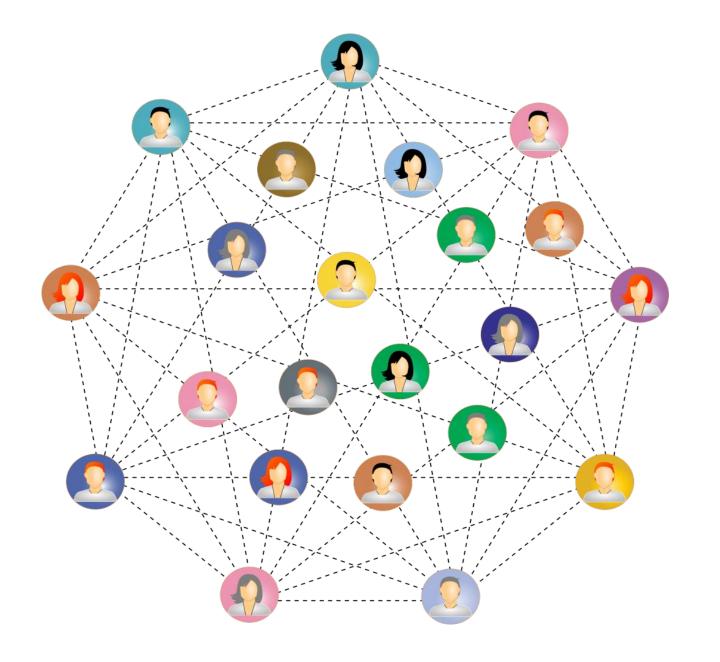
5th

Edition

CIVILITY, SAFETY & INTERACTION ONLINE

February 2021



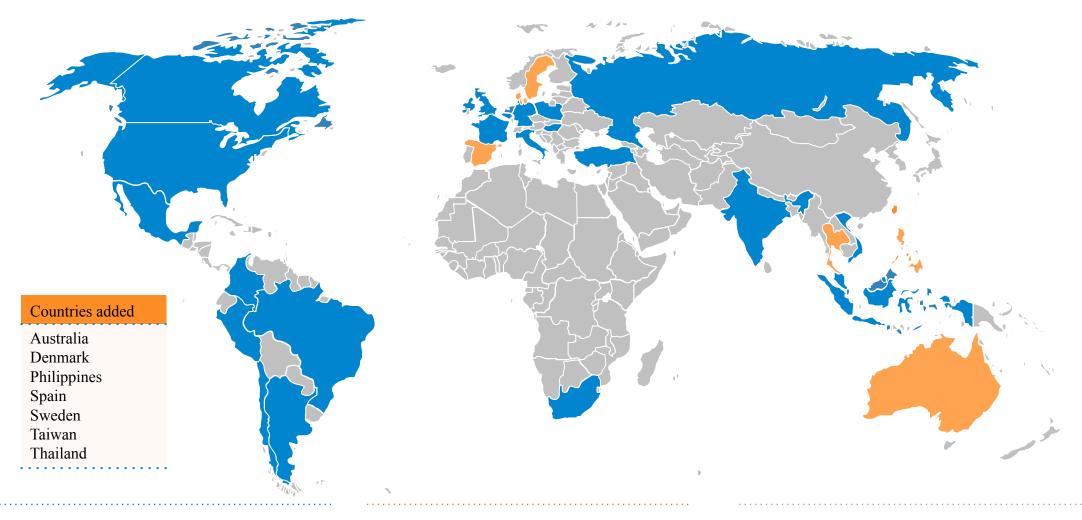


Digital Civility research 5th anniversary

58,000 + interviews conducted in over 30 countries



Study Methodology



N=16,051, April 22-May 15, 2020

32 geos, 7 added in 2020 (orange)

Web survey, Adults 18-74, Teens 13-17

New questions



Overall rating of online civility



Bullying and harassment inside & outside workplace



Which organizations will make the most contributions to online civility in the 2020s

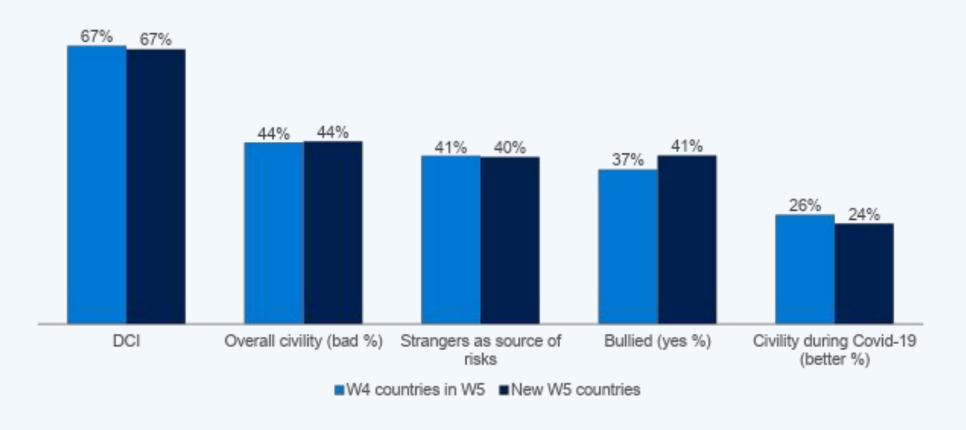


Impact of Covid-19 on online civility



DCI was unaffected by addition of new countries

New countries in wave 5 had similar responses to wave 4 countries Number of countries wave four = 25, wave five = 32



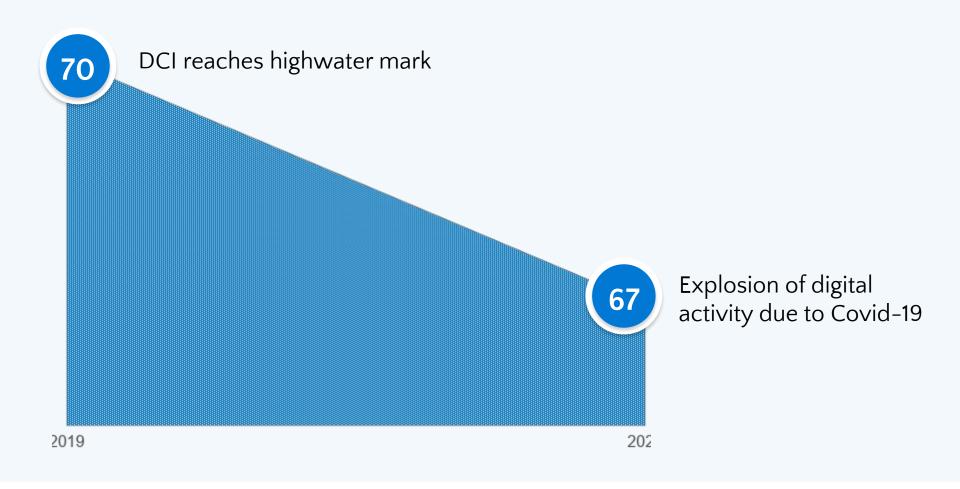
Storylines

- Teens led online civility recovery in 2020
- State of online civility was rated less negatively
- Risks that spread hate and division continued to grow
- Nearly four in ten involved in a bullying incident
- One in four said online civility was better during Covid-19



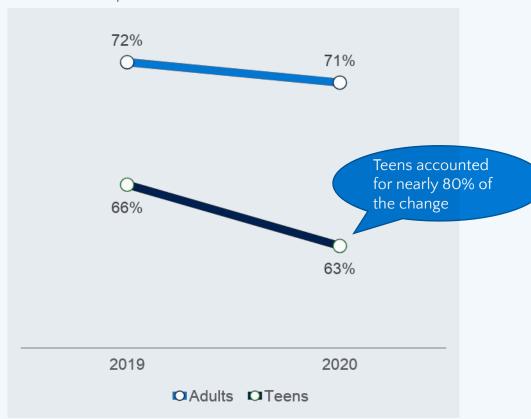


Digital Civility improved 3-points since 2019

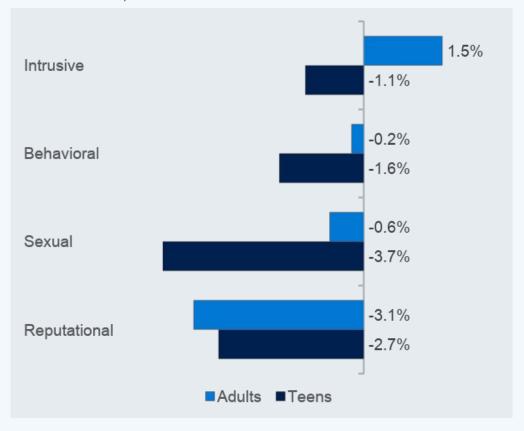


Majority of DCI improvement driven by Teens

DCI YoY trend by Age Base: total sample, n=16,051

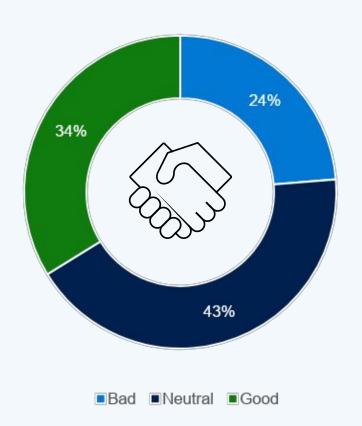


Teens improved YoY across all risk categories
Base: total sample, n=16,051

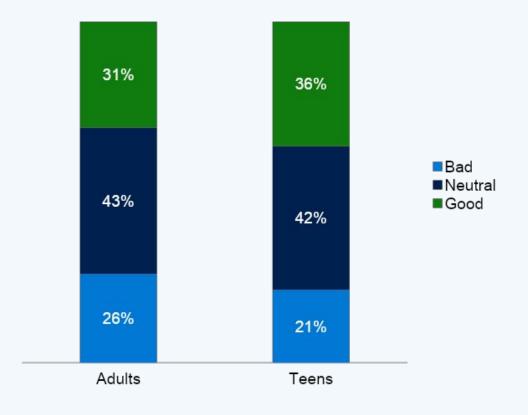


One in three rated overall online civility as good

Over four in ten rate online civility as neutral Base: total sample, n=16,051

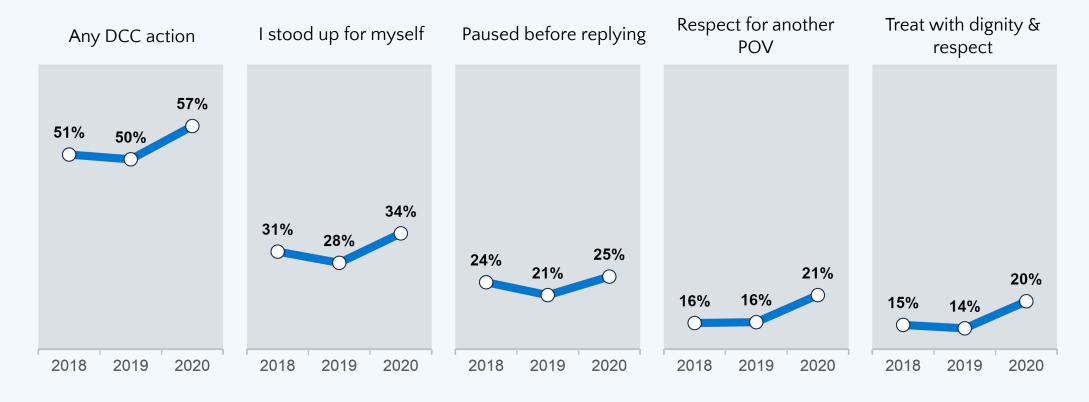


Teens rate online civility higher than adults
Base: total sample, n=16,051



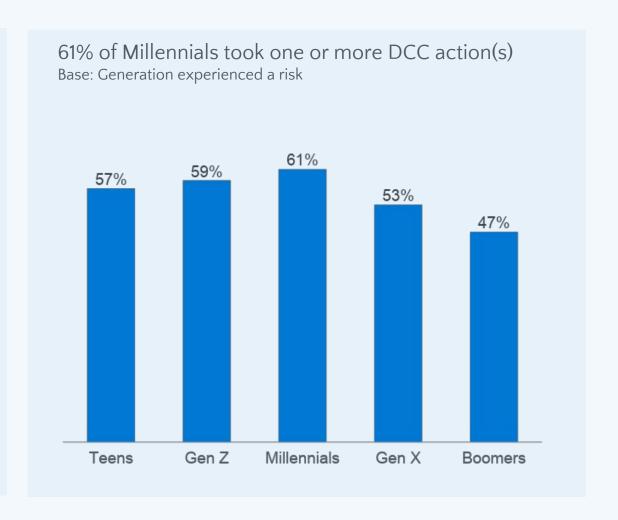
57% took at least one Digital Civility Challenge action

Digital civility recovery helped by 7-point rise in DCC actions Base: Experienced a risk, n=10,780



DCC champions skew younger

- 57% took any DCC action(s)
 - 1 action 52%
 - 2 actions 26%
 - 3 actions -15%
 - 4 actions 7%
- Compared to non-DCC respondents
 - Higher levels of worry, pain and consequences
 - More likely to act in response to risks. On average, took twice as many actions (6 vs. 3)
 - Higher confidence in managing risks
 - DCC champs had a brighter outlook on 2020 civility, but less positive about current conditions
 - Hoped for greater empathy and inclusion

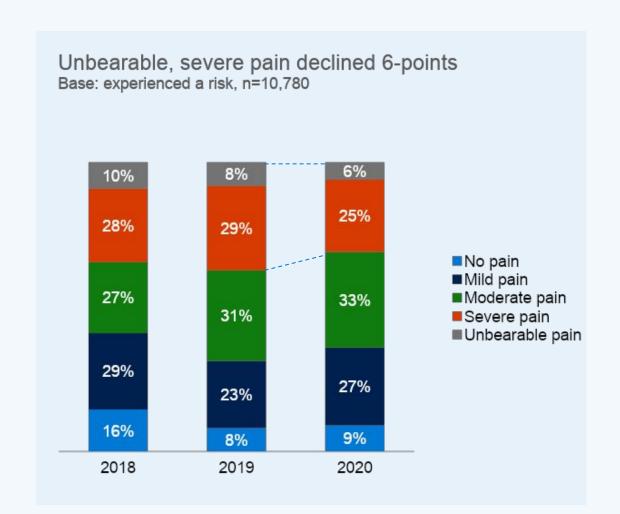


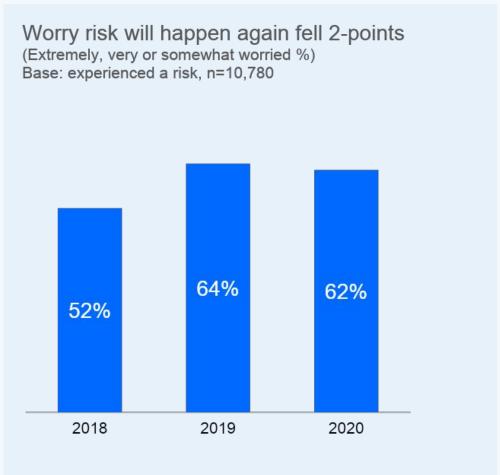
Foundation of DCC is "Stood up for myself"

I stood up for myself is the 1st and 2nd most likely action taken

	If I took this action ► What % took another action ▼	I stood up for myself	I paused before replying to someone I disagreed with online	I showed respect for other people's point of view	I treated the other person with dignity and respect	I defended someone who was treated unsafe or uncivil online
Action chosen, rank	I stood up for myself	100%	48%	52%	50%	54%
2 nd 3 rd	I paused before replying to someone I disagreed with online	35%	100%	48%	46%	43%
4 th	I showed respect for other people's point of view	32%	41%	100%	53%	39%
5 th	I treated the other person with dignity and respect	29%	37%	50%	100%	34%
	I defended someone who was treated unsafe or uncivil online	40%	43%	46%	43%	100%

Extreme pain dropped significantly Worry that risk will reoccur lessened slightly





DCI scores: Top quartile (Q1)

Netherlands, USA, Singapore and Belgium showed significant YoY improvement in DCI Base: Experienced a risk, n=10,780

						Top three risks	
		<u>2019</u>	<u>2020</u>	YoY ▲	<u>First</u>	<u>Second</u>	<u>Third</u>
	Netherlands	56	51%	-5	Treated mean	Unwanted contact	Unwanted sexting
	United Kingdom	52	55%	+3	Unwanted contact	Treated mean	Hoaxes, scams & frauds
	United States	60	56%	-4	Treated mean	Unwanted contact	Hoaxes, scams & frauds
(:	Singapore	63	59%	-4	Unwanted contact	Hoaxes, scams & frauds	Treated mean
**	Taiwan		61%	NA	Unwanted sexting	Unwanted contact	Hoaxes, scams & frauds
	Germany	58	62%	+4	Unwanted contact	Hoaxes, scams & frauds	Treated mean
*	Australia		62%	+7*	Treated mean	Unwanted contact	Hoaxes, scams & frauds
	Belgium	66	62%	-4	Unwanted contact	Hoaxes, scams & frauds	Unwanted sexting

^{*}comparison with 2017 DCI score

Countries that came together during pandemic

Biggest improvements in DCI were primarily among countries ranked low on online civility Base: Experienced a risk, n=10,780

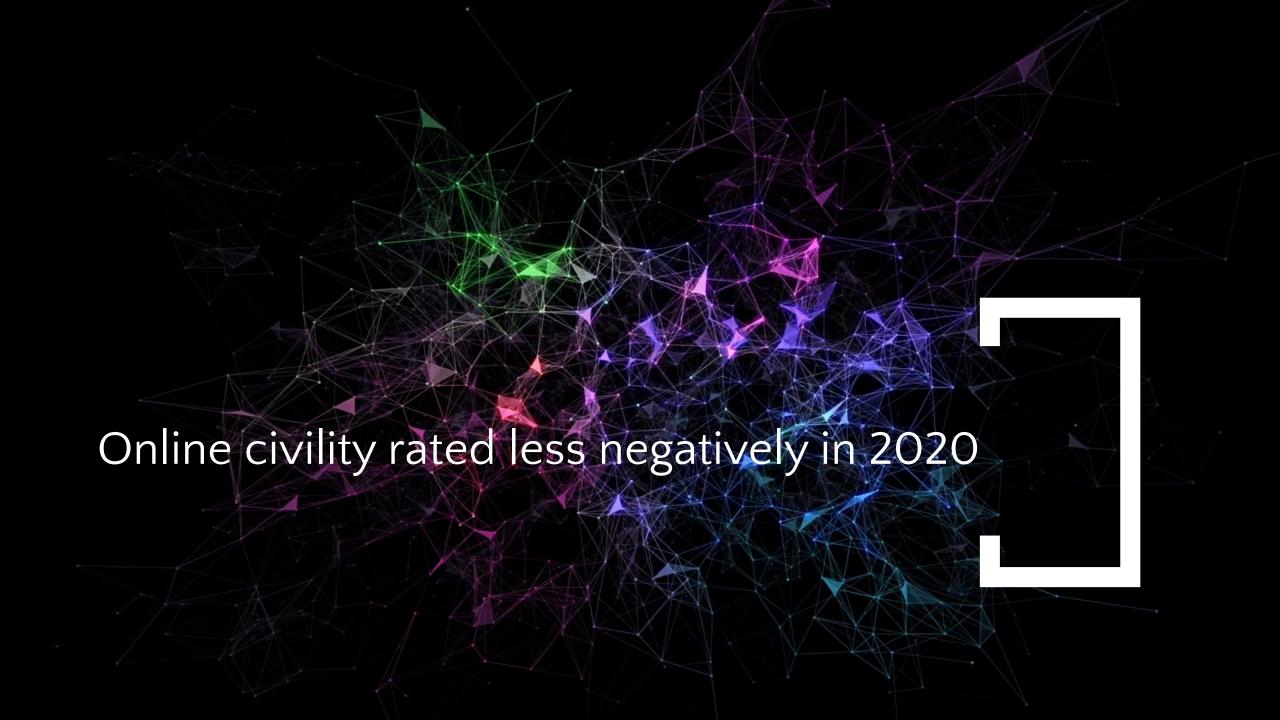
						Top three risks	
		<u>2019</u>	<u>2020</u>	YoY ▲	<u>First</u>	<u>Second</u>	<u>Third</u>
	Colombia	80	70%	-10	Unwanted contact	Hoaxes, scams & frauds	Unwanted sexting
*	Chile	75	67%	-8	Unwanted contact	Hoaxes, scams & frauds	Unwanted sexting
6	Peru	81	74%	-7	Unwanted contact	Hoaxes, scams & frauds	Unwanted sexting
*	Vietnam	78	72%	-6	Unwanted contact	Hoaxes, scams & frauds	Trolling
C ∗	Turkey	73	68%	-5	Trolling	Unwanted contact	Unwanted sexting
	Netherlands	56	51%	-5	Treated mean	Unwanted contact	Unwanted sexting
	Argentina	76	71%	-5	Unwanted contact	Hoaxes, scams & frauds	Unwanted sexting
	Hungary	77	73%	-4	Unwanted contact	Treated mean	Unwanted sexting

Several Latam countries helped boost WW DCI



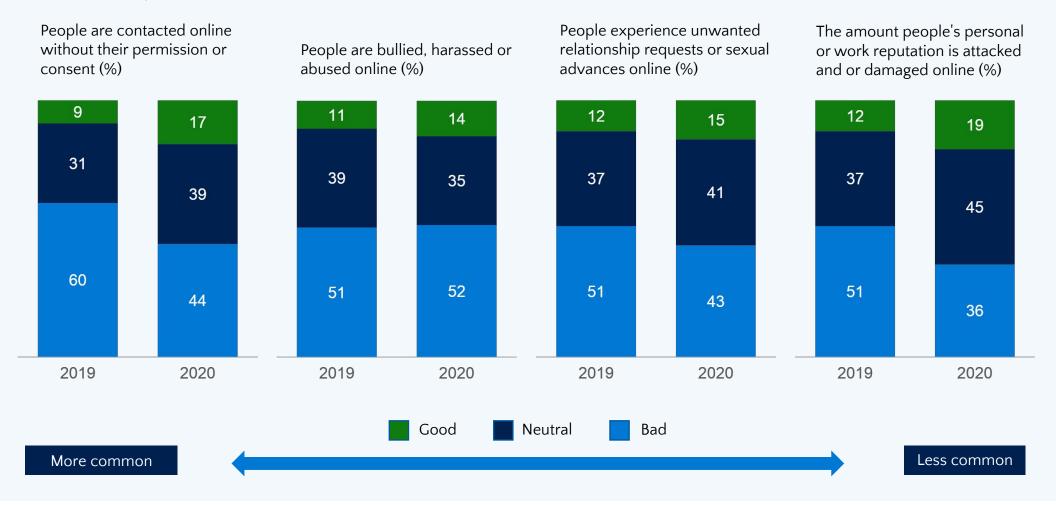
	DCI	YoY ▲
Chile*	67	-8
Colombia*	70	-10
Argentina*	71	-5
Brazil	72	Ο
Peru*	74	-7
Mexico	76	+1

^{*}All-time best DCI score



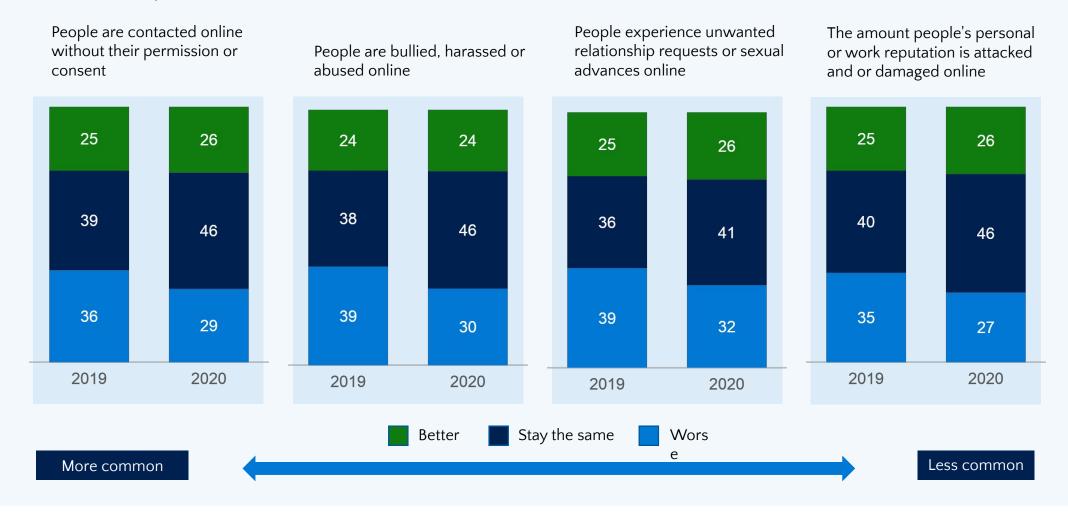
Sharp drop in bad ratings except for bullying

However, like 2019, bad ratings outweighed good ratings by a large margin Base: total sample, n=16,051



Fewer say civility will be worse one year from now

However, the proportion who said civility will get better a year from now was unchanged Base: total sample, n=16,051



Outlook for the 2020's was mixed

Outlook for bullying and sexual harassment was a little less positive. Base: total sample, n=16,051

Technology and social media companies' tools and policies to encourage respectful and civil behavior while punishing bad behavior

Your ability to protect your personal information and privacy online

Your ability to protect and defend your reputation online

Overall online civility

The number of women who experience sexual harassment or abuse online

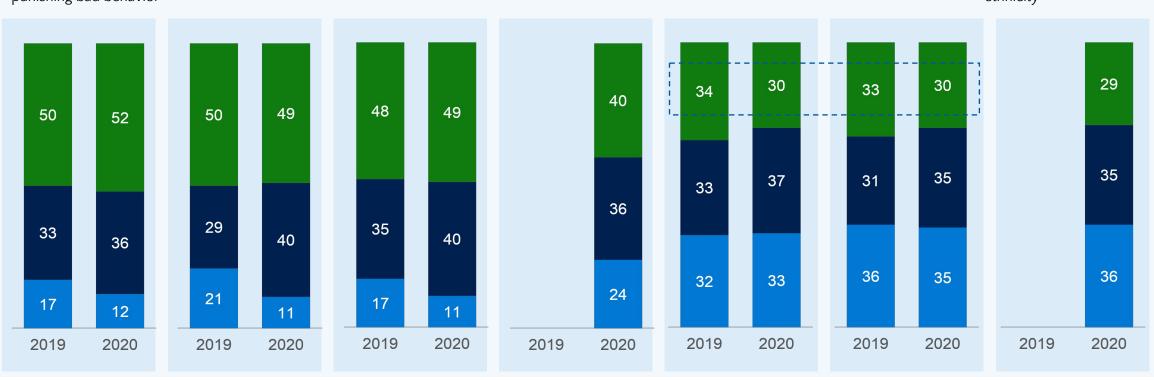
The number of teens who are bullied, harassed or abused online Stay the same

Wors
e

The number of insensitive &

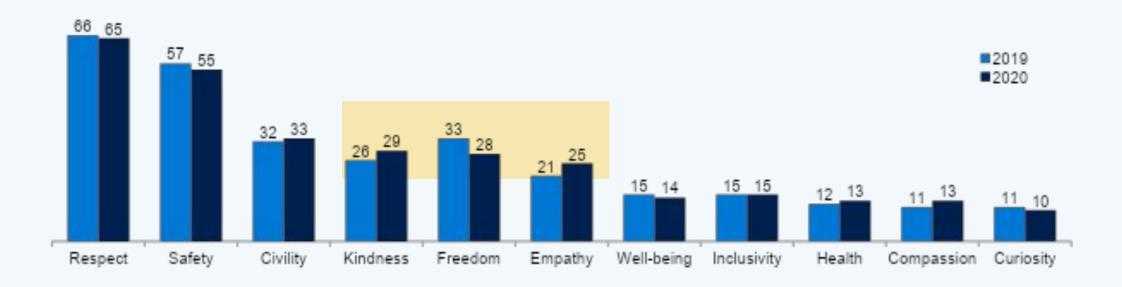
Better

The number of insensitive & hateful comments based on political views, race, physical appearance, sexual orientation or ethnicity



Hoping for more respect and safety in 2020s

Kindness and empathy rose as freedom declined (%)
Base: total sample, n=16051

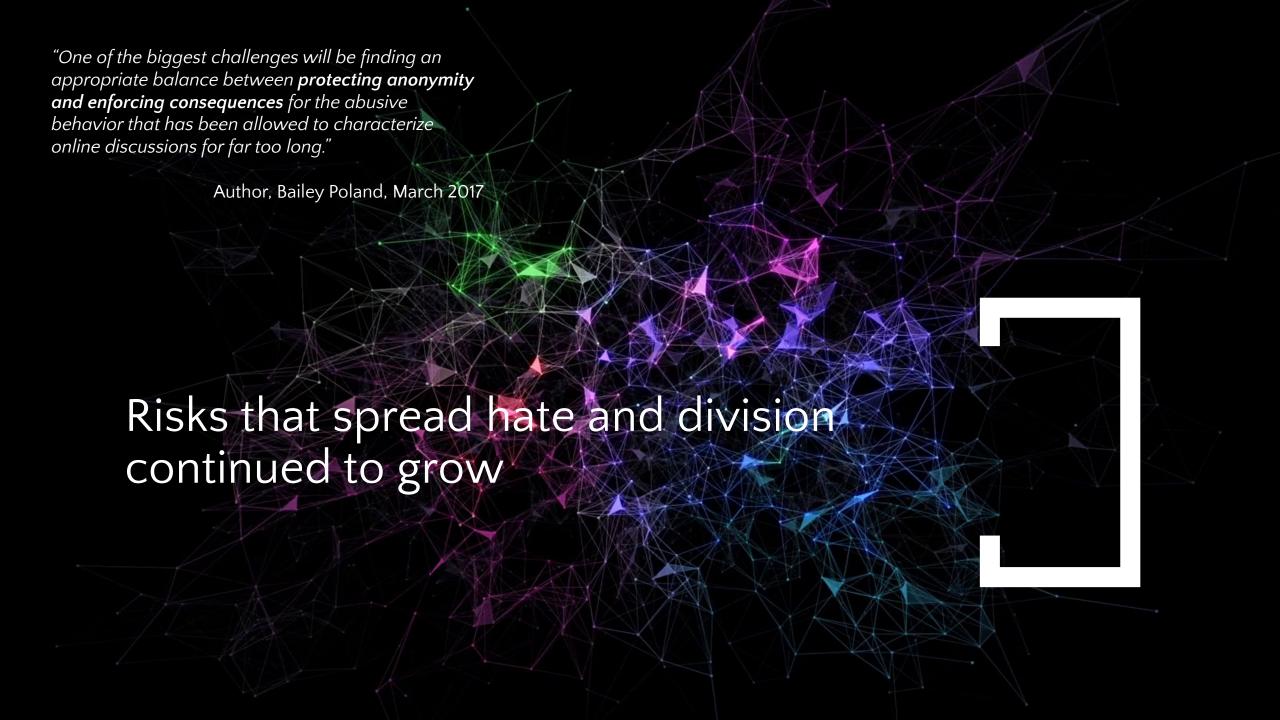


Social media companies expected to make biggest contribution to improving online civility in 2020s

Technology companies ranked fifth Base: total sample, n=16,051

	%
Social media companies	52
News media	42
Educational institutions	41
Government	40
Technology companies	35
Non-governmental organizations	19
Religious groups	12
Business organizations	9

	Gen Z	<u>Millennials</u>	Gen X	Boomers
Social media companies	53%	55%	50%	46%
News media	41%	46%	40%	38%
Educational institutions	45%	38%	35%	36%
Government	40%	41%	39%	40%
Technology companies	36%	33%	36%	39%
Non-governmental organizations	18%	20%	24%	25%
Religious groups	13%	13%	11%	11%
Business organizations	8%	12%	10%	8%



A few divisive risks at 5-year highs

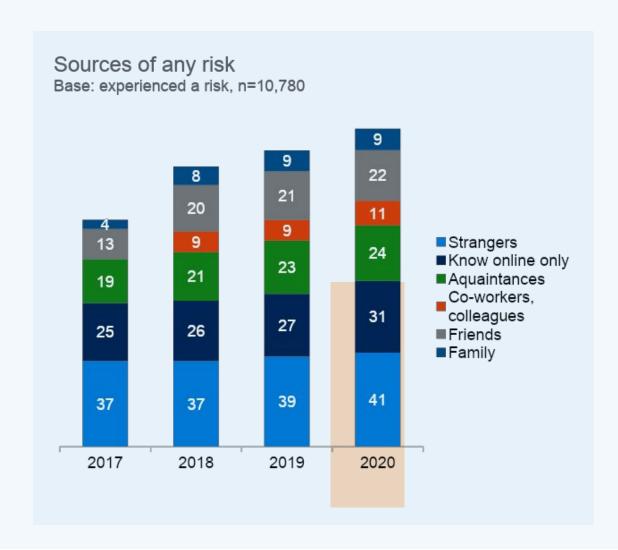
Rank order of top 10 risks unchanged

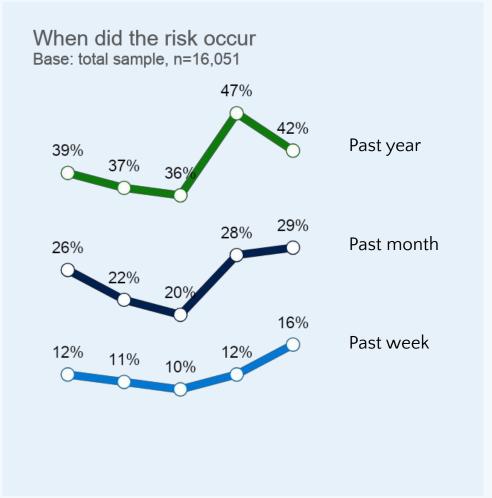
Base: Experienced a risk, n=10,780

	Risk category	<u>2016</u>	<u>2017</u>	<u>2018</u>	<u>2019</u>	<u>2020</u>	<u>5 yr. ▲</u>
Unwanted contact	Intrusive	43	44	40	40	40	-3%
Hoaxes, frauds, scams	Intrusive		28	28	29	31	+3%
Unwanted Sexting*	Sexual	24	26	25	26	26	+2%
Treated mean	Behavioral	22	22	23	24	23	+1%
Trolling	Behavioral	21	20	19	20	20	-1%
Hate speech	Intrusive	16	18	17	18	20	+4%
Unwanted sexual attention	Sexual			16	18	17	+1%
Online harassment	Behavioral	17	15	15	18	17	0%
Discrimination	Intrusive	10	12	13	15	15	+5%
Sexual solicitation	Sexual	14	16	15	14	15	+1%

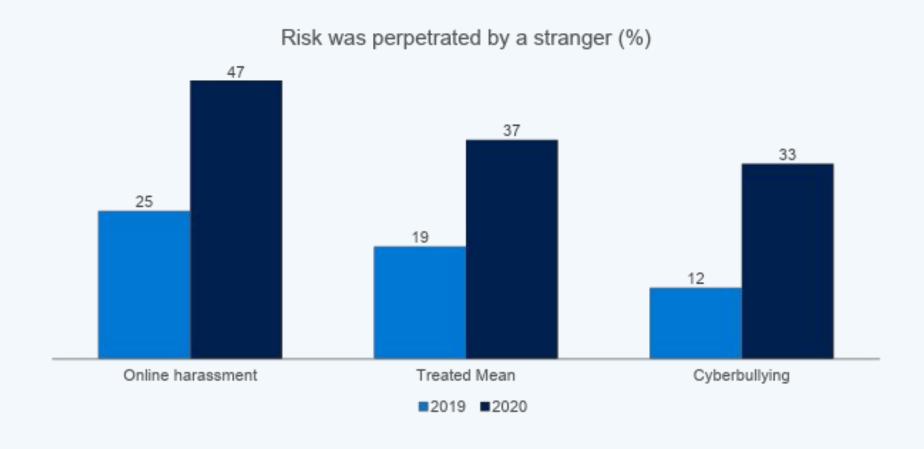
^{*}includes unwanted sexting received & sent

Risks increasingly more anonymous and recent





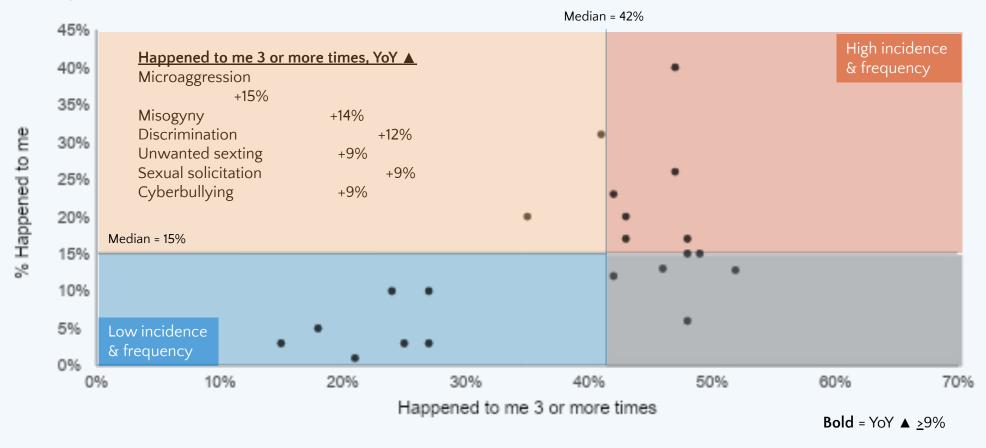
Anonymous bullying behavior jumped



Frequency of personal and sexual attacks jumped

Relationship between risk incidence and multiple attacks (i.e., 3 or more times)

Base: Experienced the risk, n=10,780

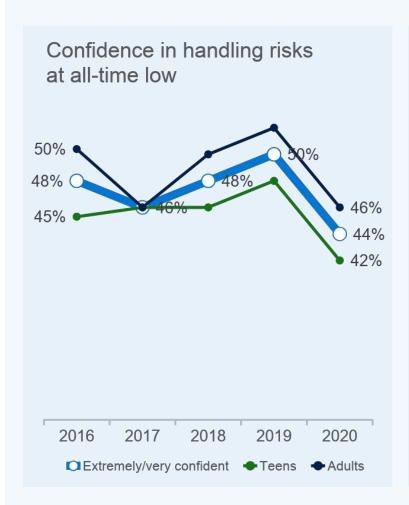


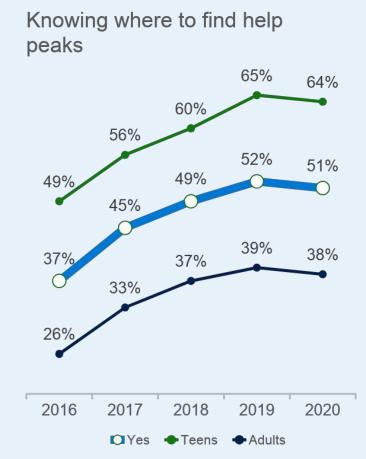
Consequences increased; social media takes a potential hit

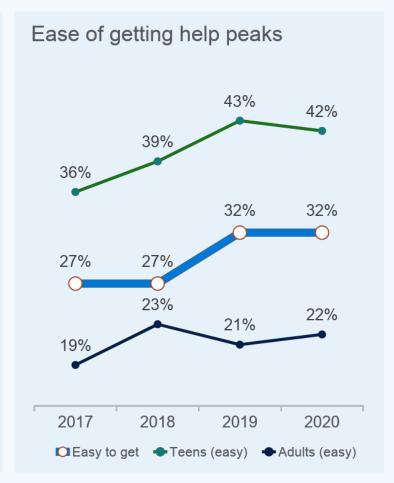
Consequences with the biggest changes past 5 years Base: experienced a risk, n=10,780

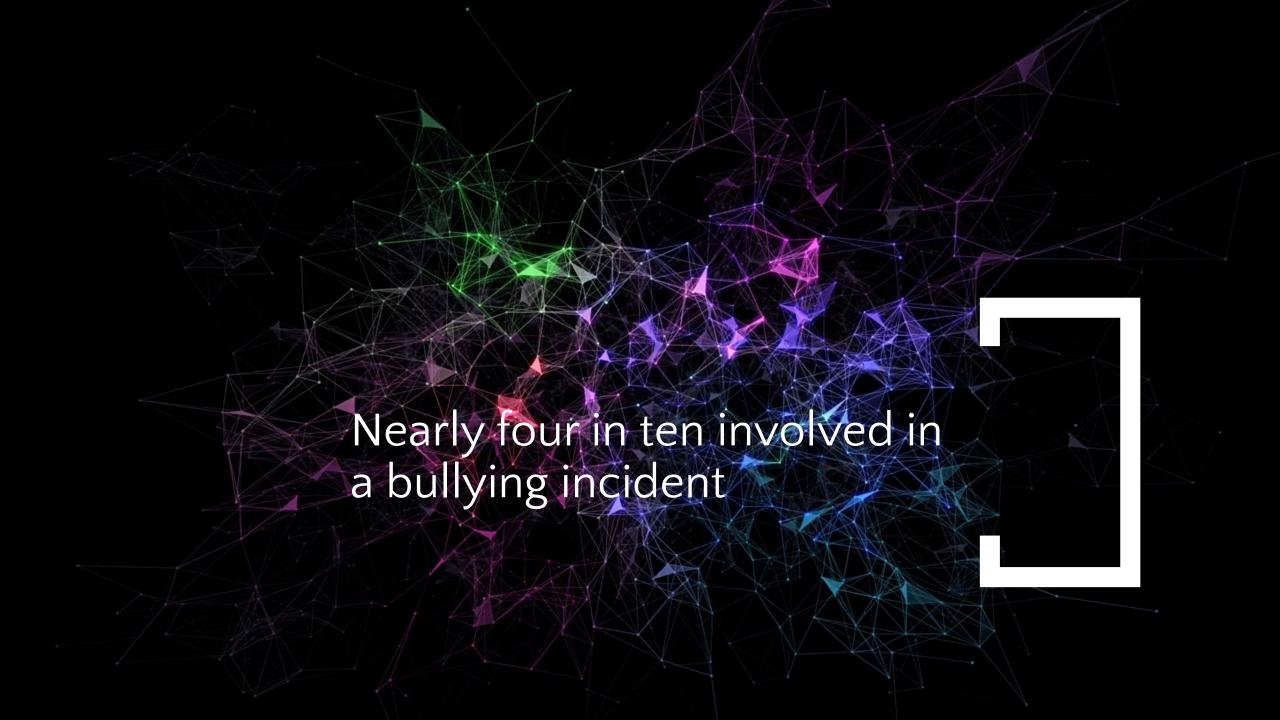
Consequences	<u>2016</u>	<u>2020</u>	<u>5-year</u> ▲
Any consequences	67	76%	9
Was less likely to participate in social media	21	40%	19
Became less trusting of other people offline	30	37%	7
Lost sleep	23	33%	10
Personal reputation was damaged	10	24%	13
Lost money	11	23%	12
Negatively affected my school performance	13	19%	6
Intentionally spent less time at school	9	18%	10
Had thoughts of suicide	5	17%	12
Took out my frustration on another person	7	17%	10
Negatively affected my work performance	10	15%	6

Confidence in managing risks fell sharply

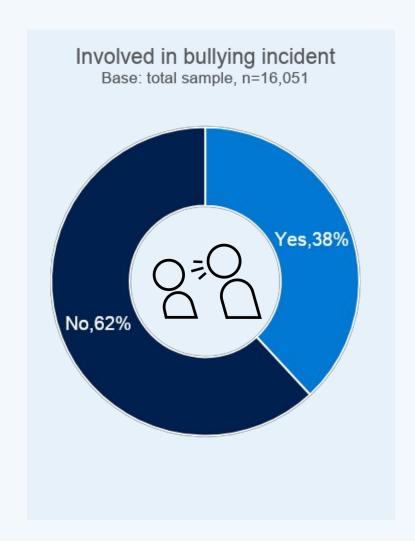


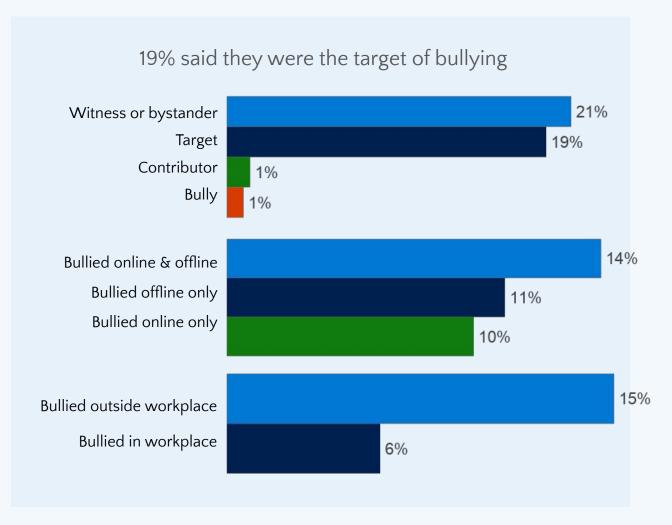






38% involved in bullying incident





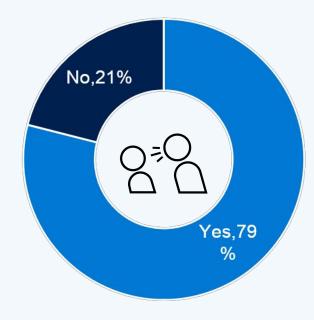
Bullies faced significant social pressure to act

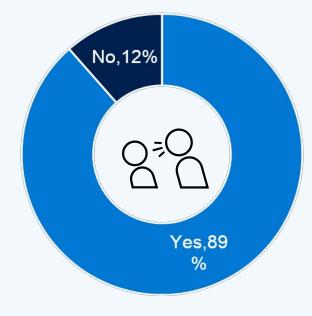
Did you feel social or peer pressure?

Do you regret instigating or contributing to bullying?

Regret was higher among those who felt social pressure





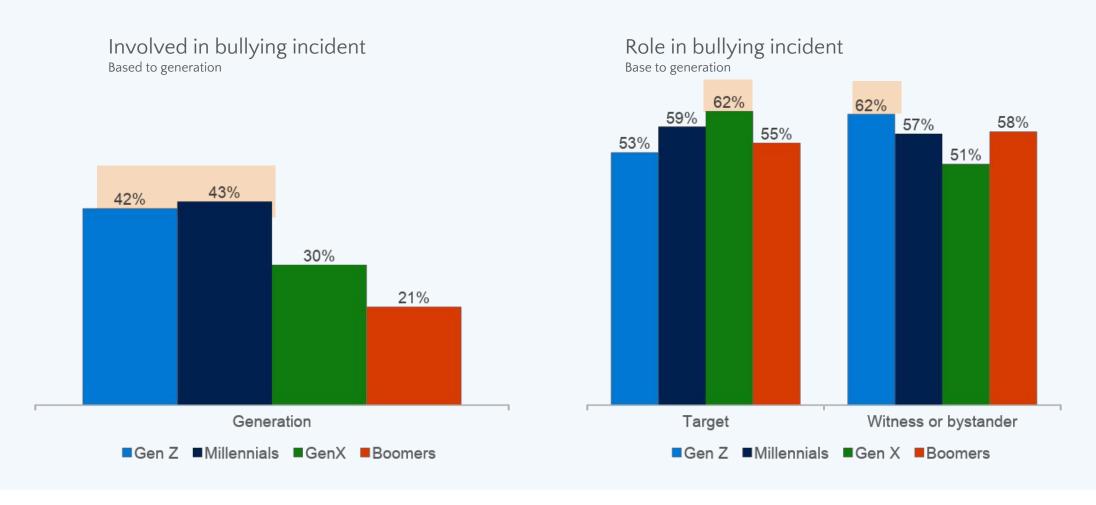


Base: Instigated or contributed to bullying, n=269

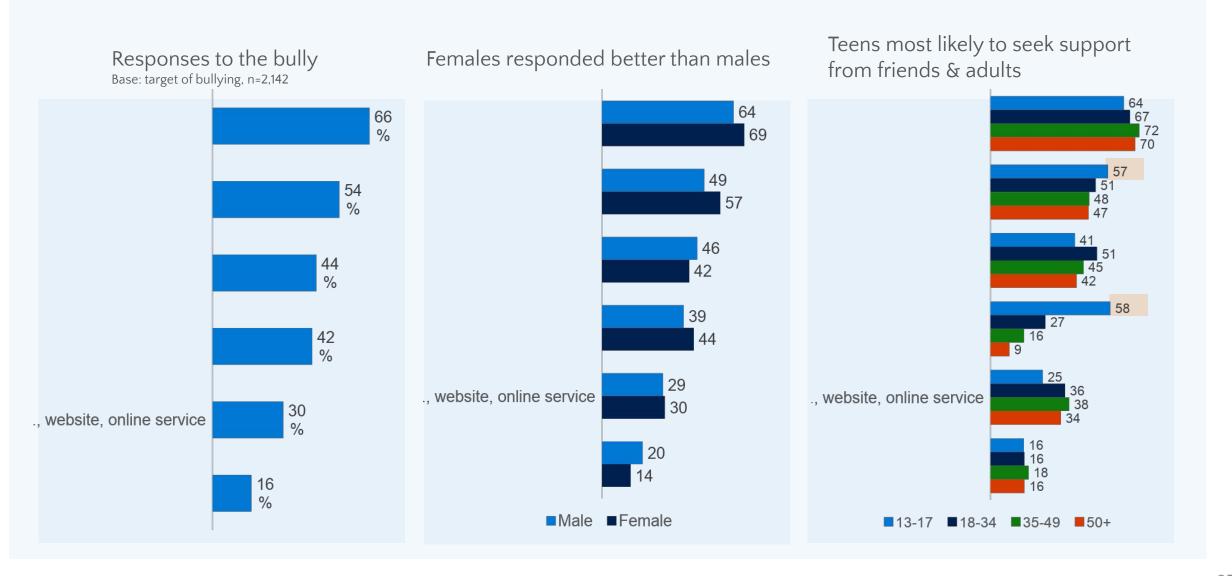
Base: Felt social pressure, n=161

Millennials & Gen Z hit hardest by bullying

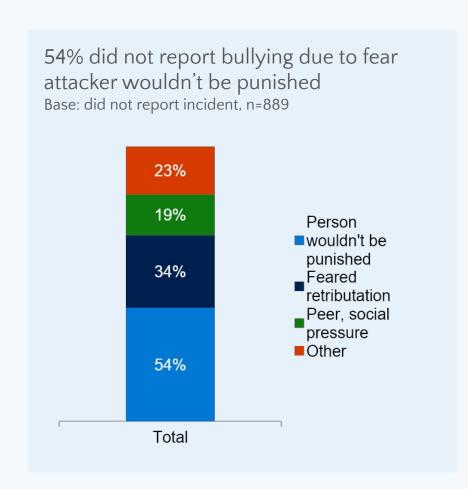
Gen X had the highest target %, Gen Z highest witness %

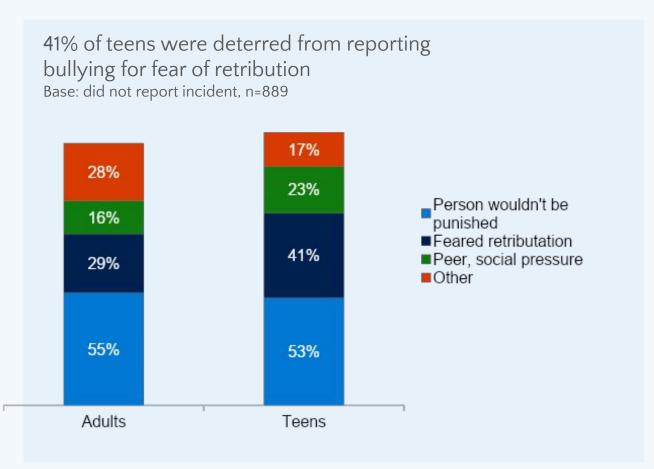


Most common defense was to block bullies



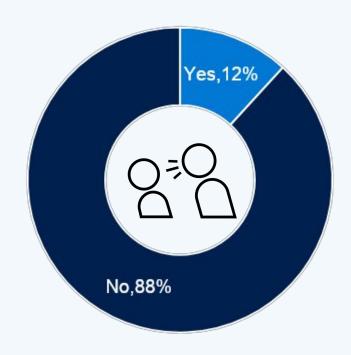
Skepticism about punishment discouraged reporting

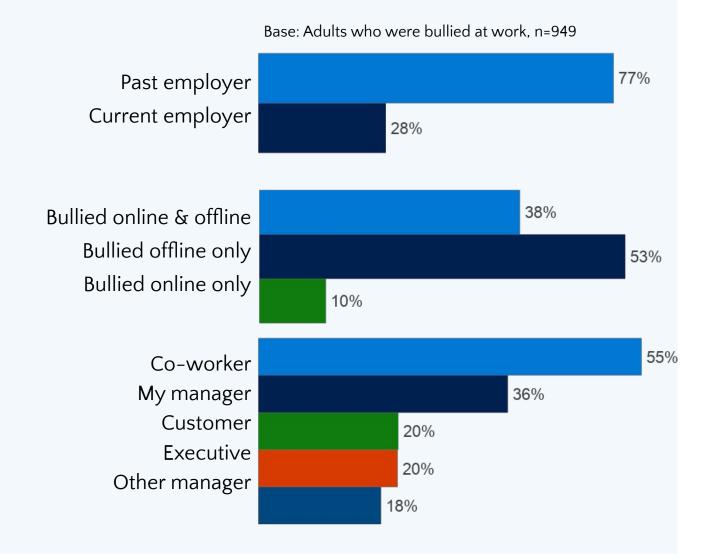




One in eight adults were bullied at work

Bullied at workplace Base: adults, n=1,043





Q.WB1: Have you ever been bullied or harassed at work? Q.WB1A: Where have you been bullied or harassed at work?

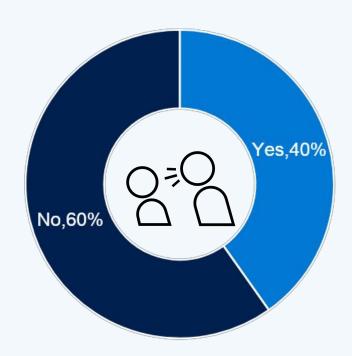
Q.WB2: Did the bullying or harassment you experienced at work happen...?

Q.WB3: Who bullied or harassed you online at work?

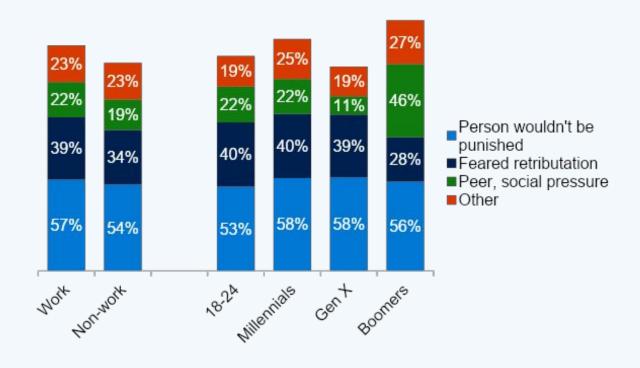
60% of adults did not report workplace bullying

Similar to non-workplace bullying, skepticism about punishment discouraged reporting at work

Reported workplace bullying
Base: Adults who were bullied at work, n=949



Reasons for not reporting bullying

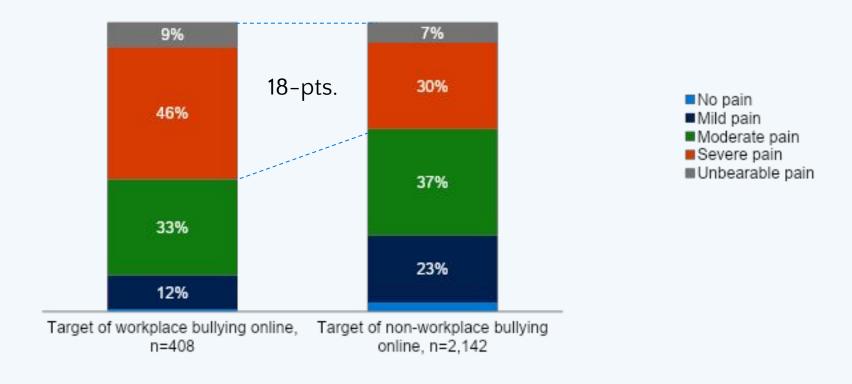


Most common consequences were loss of self-worth and depression

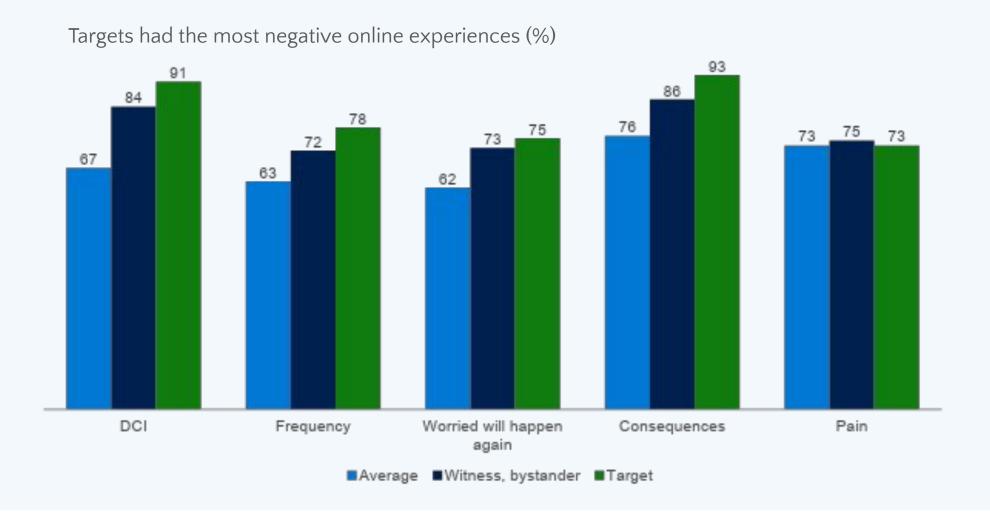
<u>Total</u>	<u>18-24</u>	<u>Millennials</u>	Gen X	<u>Boomers</u>
58%	59	57	61	49
52%	50	49	61	48
51%	61	50	45	46
48%	53	46	53	34
47%	42	45	58	42
41%	40	41	50	26
32%	37	35	25	16
31%	30	31	30	30
29%	28	32	27	21
25%	28	24	31	16
	58% 52% 51% 48% 47% 41% 32% 31% 29%	58% 59 52% 50 51% 61 48% 53 47% 42 41% 40 32% 37 31% 30 29% 28	58% 59 57 52% 50 49 51% 61 50 48% 53 46 47% 42 45 41% 40 41 32% 37 35 31% 30 31 29% 28 32	58% 59 57 61 52% 50 49 61 51% 61 50 45 48% 53 46 53 47% 42 45 58 41% 40 41 50 32% 37 35 25 31% 30 31 30 29% 28 32 27

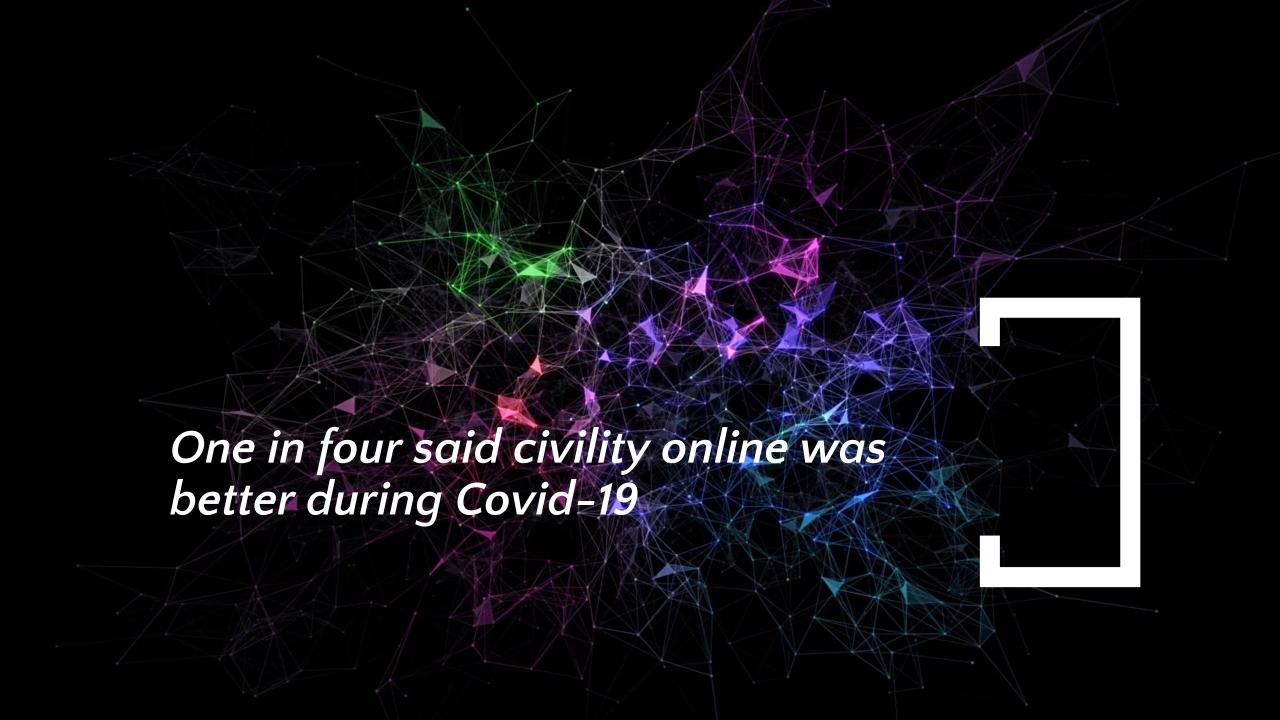
Workplace bullying more painful than outside workplace

Unbearable, severe pain from online bullying was 18-points higher inside the workplace Base: Experienced a risk, n=10,780



Witnesses to bullying appear to suffer collateral damage





Status of pandemic during fielding among the 32 Status of pandemic during fielding Among the 32 surveyed countries

Numbers based on data through May 15, 2020



3,547,133

Total number of cases reported



273,870

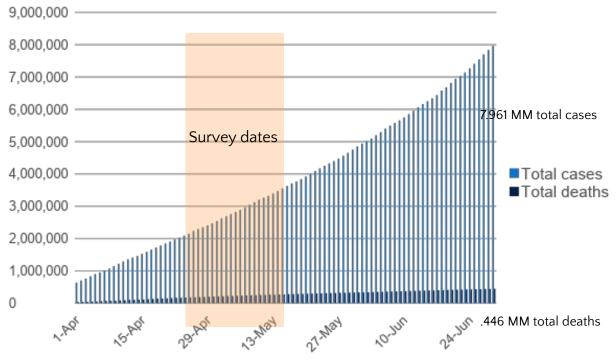
Total number of deaths reported



92

Average days since first reported case

Covid-19 total cases & deaths April-June 2020

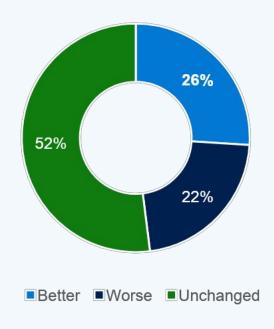


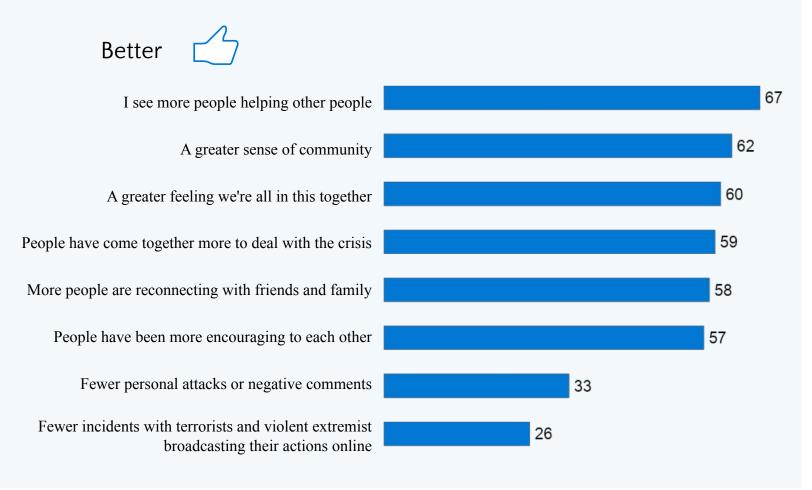
One in four said civility online was better

Better online civility was attributed to people helping one another and a greater sense of community

26% said online civility was better during the pandemic

Base: total sample, n=16,051

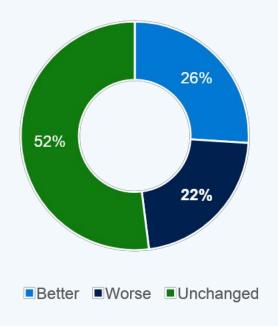




One in five reported civility was worse

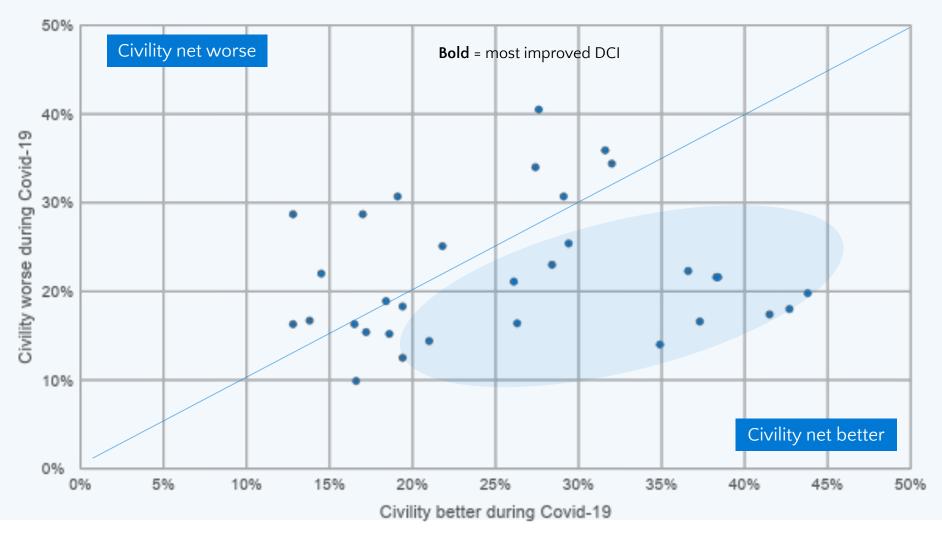
Greater spread of false and misleading information was most often cited as how online civility had worsened

22% said online civility was worse during the pandemic Base: total sample, n=16,051

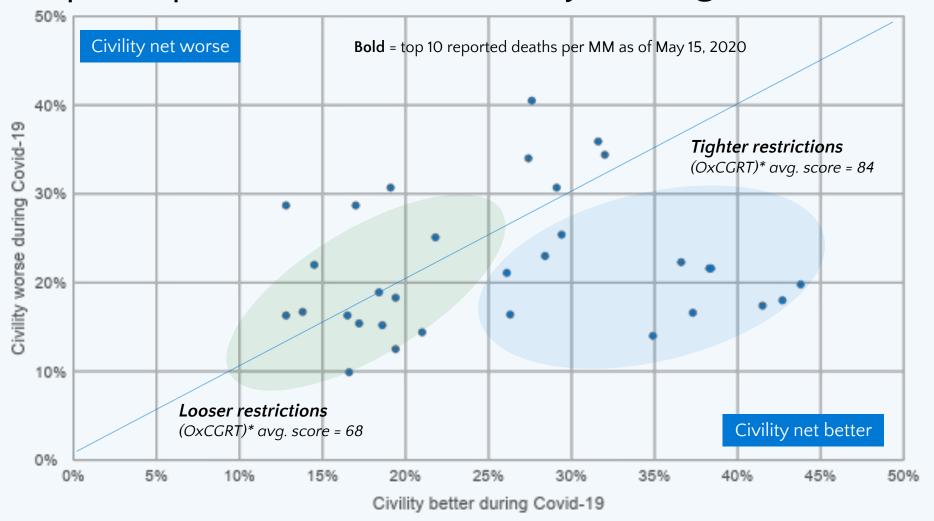




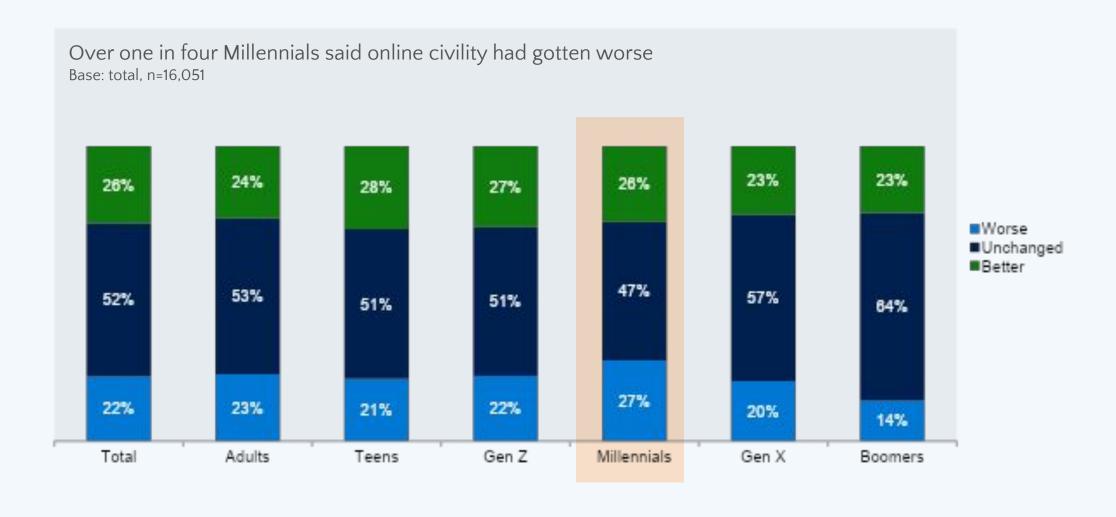
Positive perceptions of online civility during Covid-19 associated with most improved DCI scores

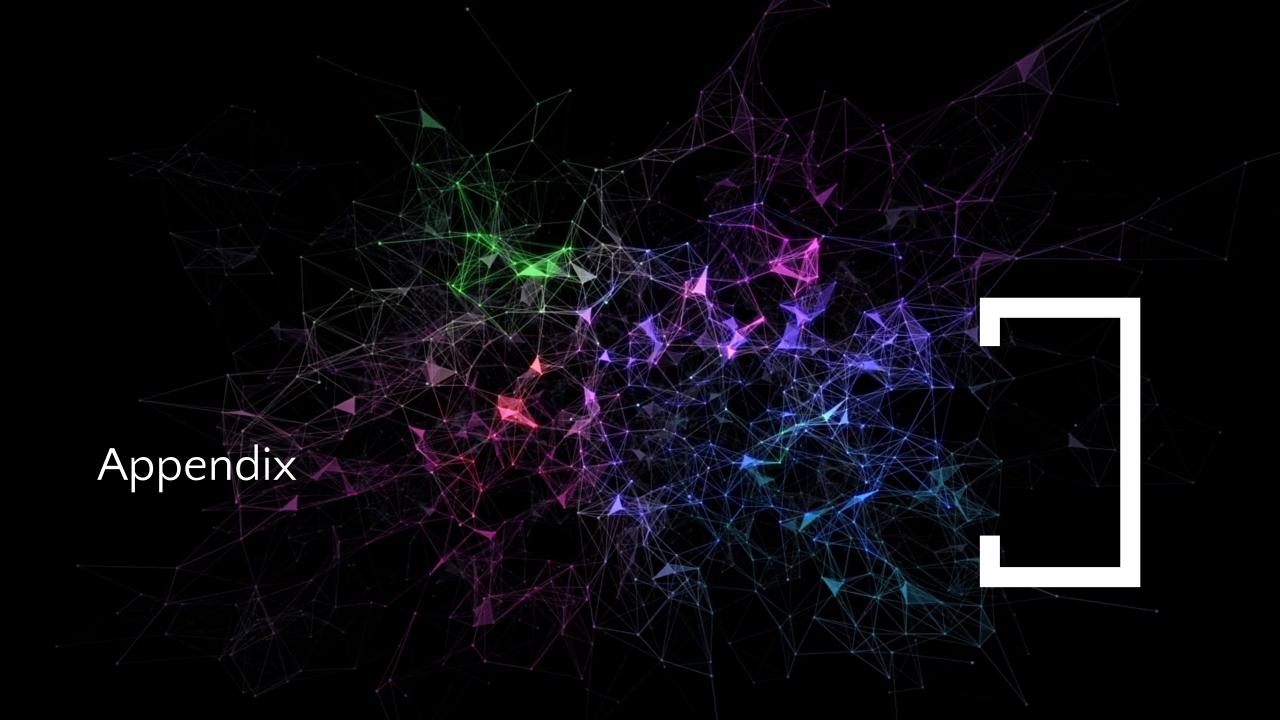


Stricter government policies were associated with more positive perceptions of online civility during Covid-19

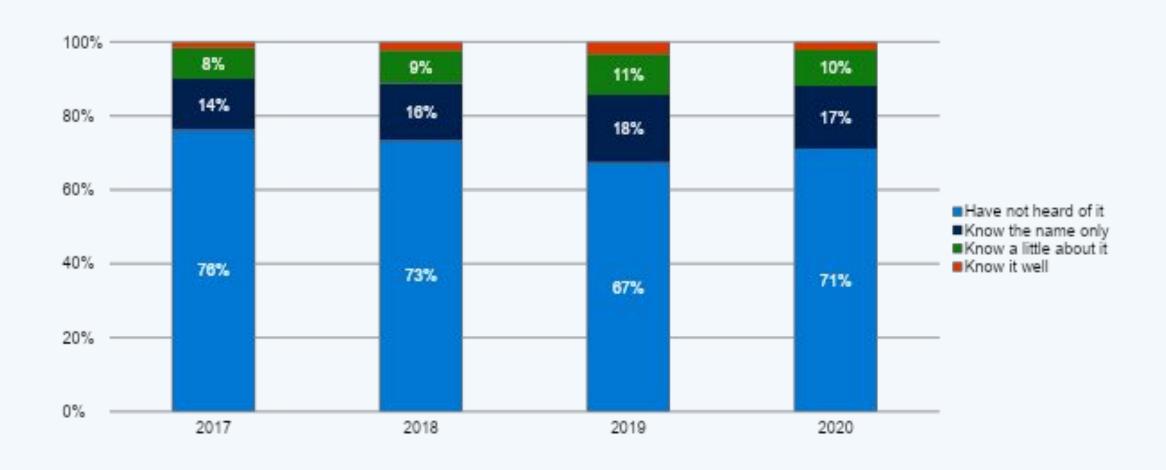


Millennials saw more negative change in civility





Digital civility challenge awareness



Key digital civility metrics (countries 1–16)

	Total	AR	AU	BE	BR	CA	CL	СО	DK	FR	DE	HU	IN	ID	IE	IT	MY
DCI	67%	71%	62%	62%	72%	62%	67%	70%	68%	63%	62%	73%	68%	76%	71%	64%	63%
Intrusive	57%	62%	50%	53%	65%	49%	59%	58%	62%	57%	51%	66%	57%	66%	63%	59%	45%
Behavioral	43%	45%	41%	33%	48%	39%	41%	37%	34%	28%	31%	50%	43%	54%	49%	32%	48%
Sexual	34%	32%	17%	24%	22%	14%	30%	34%	23%	21%	30%	29%	25%	36%	24%	21%	27%
Reputational	18%	18%	15%	17%	18%	13%	19%	16%	13%	10%	16%	19%	27%	23%	18%	15%	20%
Pain (4-10)*	64%	67%	67%	59%	69%	58%	61%	65%	49%	59%	46%	56%	86%	61%	64%	62%	72%
Worry*	62%	57%	54%	57%	86%	53%	55%	55%	46%	49%	49%	52%	84%	80%	57%	55%	73%
Frequency 3x or more	63%	64%	66%	62%	60%	56%	67%	59%	66%	63%	64%	69%	57%	65%	71%	53%	56%
Consequences	76%	78%	70%	76%	81%	73%	74%	75%	66%	75%	70%	81%	81%	81%	74%	76%	75%
Actions taken	93%	97%	89%	89%	94%	87%	95%	95%	83%	88%	87%	93%	97%	96%	93%	90%	94%
Past week/month	35%	34%	30%	30%	40%	29%	30%	34%	34%	30%	33%	39%	43%	45%	35%	26%	31%

^{*}Pain – moderate to unbearable pain

^{*}Worry – Extremely, very, somewhat worried the risk will happen again *Past week/month – when the most recent risk happened

Key digital civility metrics (countries 17–32)

	Total	MX	NL	PE	PH	PL	RU	SG	SA	ES	SE	TW	тн	TU	UK	US	VN
DCI	67%	76%	51%	74%	66%	70%	80%	59%	81%	67%	74%	61%	69%	68%	55%	56%	72%
Intrusive	57%	63%	34%	64%	59%	60%	71%	52%	72%	59%	61%	48%	63%	56%	46%	47%	64%
Behavioral	43%	45%	34%	42%	44%	50%	61%	35%	57%	33%	51%	37%	44%	55%	38%	43%	51%
Sexual	34%	39%	19%	40%	16%	26%	14%	15%	34%	29%	24%	43%	30%	34%	14%	16%	26%
Reputational	18%	20%	11%	22%	19%	24%	20%	13%	27%	15%	21%	20%	19%	21%	9%	14%	30%
Pain (4-10)*	64%	66%	57%	65%	71%	69%	61%	63%	73%	59%	67%	66%	72%	69%	60%	59%	66%
Worry*	62%	68%	52%	59%	69%	63%	71%	58%	74%	57%	50%	63%	66%	66%	50%	58%	72%
Frequency 3x or more	63%	54%	51%	61%	57%	63%	73%	60%	75%	59%	72%	75%	64%	70%	58%	71%	62%
Consequences	76%	7 9%	63%	78%	80%	74%	79%	72%	86%	69%	73%	68%	82%	87%	69%	78%	81%
Actions taken	93%	96%	87%	96%	98%	91%	91%	90%	96%	92%	88%	95%	97%	97%	88%	90%	99%
Past week/month	35%	37%	21%	35%	36%	38%	46%	30%	50%	31%	36%	33%	44%	34%	26%	30%	48%

^{*}Pain – moderate to unbearable pain

^{*}Worry – Extremely, very, somewhat worried the risk will happen again *Past week/month – when the most recent risk happened

Key digital civility metrics by demographics

		Ą	ge	Gei	nder	Ad	lults	Te	ens		Genera	ation	
	Total	Adults	Teens	Male	Female	Male	Female	Male	Female	Gen Z	Millennials	Gen X	Boomers
DCI	67%	71%	63%	67%	67%	72%	71%	63%	63%	66%	75%	67%	61%
Intrusive	57%	63%	52%	57%	57%	63%	63%	52%	52%	55%	66%	60%	54%
Behavioral	43%	42%	44%	43%	43%	42%	42%	44%	43%	46%	49%	36%	24%
Sexual	34%	40%	29%	32%	36%	38%	42%	27%	30%	32%	44%	37%	30%
Reputational	18%	20%	17%	18%	18%	20%	19%	17%	17%	18%	24%	17%	11%
Pain (4-10)*	64%	61%	67%	61%	67%	58%	65%	65%	69%	67%	68%	58%	44%
Worry*	62%	59%	65%	59%	65%	56%	62%	61%	69%	65%	65%	56%	44%
Frequency 3x or more	63%	67%	59%	63%	64%	68%	67%	58%	61%	61%	68%	67%	64%
Consequences	76%	77%	76%	74%	78%	75%	79%	74%	77%	77%	80%	75%	65%
Actions taken	93%	90%	96%	92%	93%	89%	91%	96%	96%	96%	93%	88%	82%
Past week/month	35%	35%	35%	37%	33%	38%	32%	36%	33%	36%	38%	31%	29%

DCI regional summary



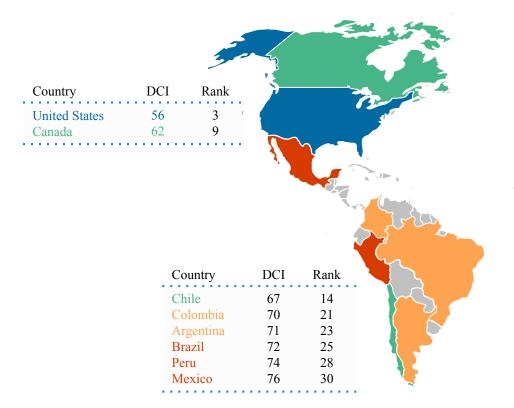




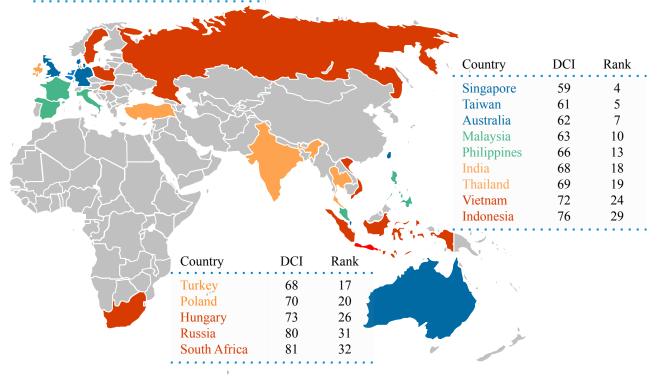


Top quartile

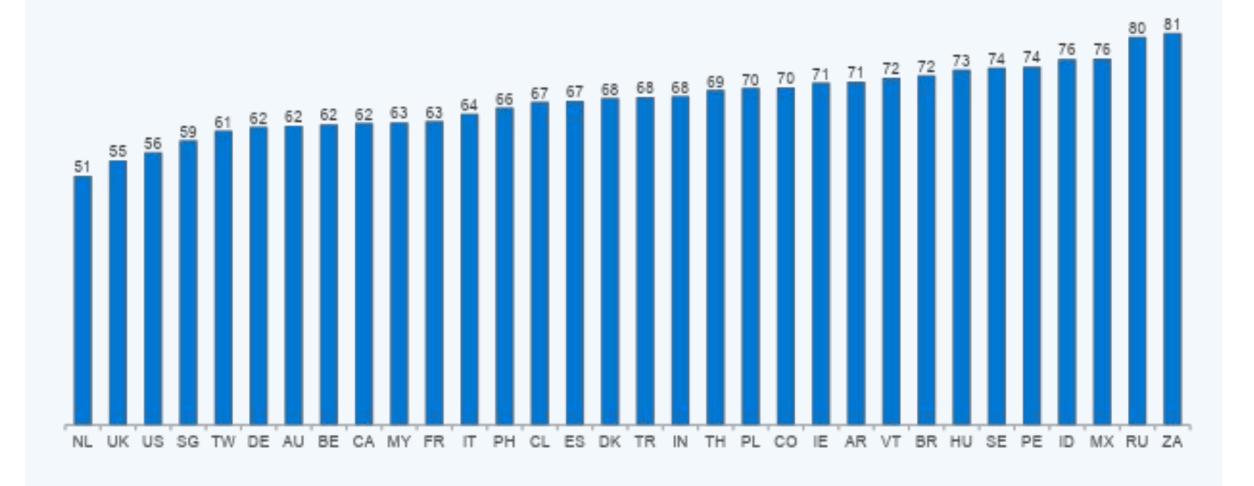
Bottom quartile



Country	DCI	Rank
Netherlands	51	1
United Kingdom	55	2
Germany	62	6
Belgium	62	8
France	63	11
Italy	64	12
Spain	67	15
Denmark	68	16
Ireland	71	22
Sweden	74	27

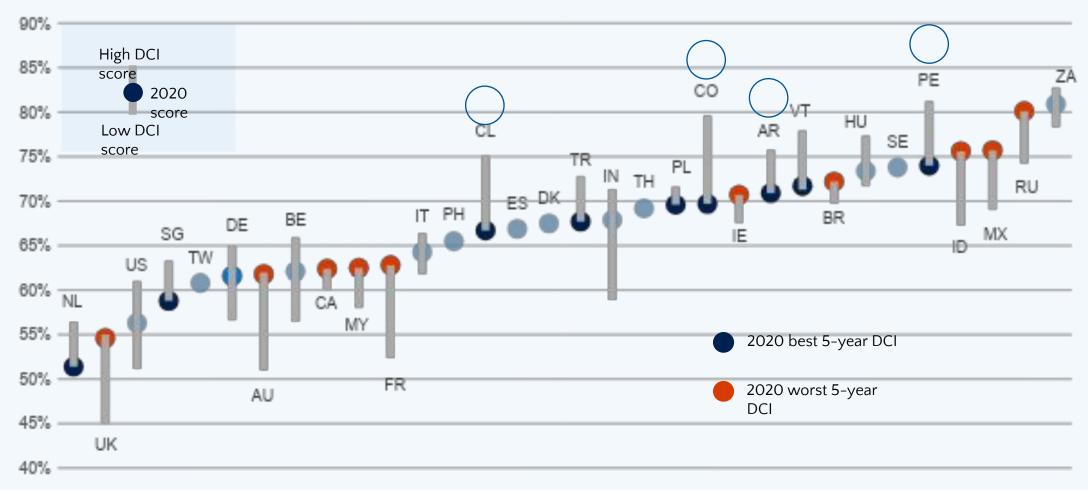


Country ranked by 2020 DCI



Four Latam countries reached 5-year best DCI

DCI scores 2016-2020, high, low, 2020



Consequences, 5-year trends

%	2016	2017	2018	2019	2020
Became less trusting of other people online	40	40	44	46	45
Was less likely to participate in social media, blogs and forums	21	23	27	39	40
Became less trusting of other people offline	30	28	32	32	37
Lost sleep	23	25	28	30	33
Lower self-esteem					29
Felt more lonely and alone					27
Tried to be more constructive in my criticism of other people	27	25	25	21	24
Personal reputation was damaged	10	11	16	26	24
Lost money	11	14	15	24	23
My life became more stressful	23	24	29	22	23
Became depressed	15	16	20	20	22

%	2016	2017	2018	2019	2020
Lost a friend	18	19	20	18	20
Negatively affected my school performance	13	14	17	18	19
Witnesses to the incident tried to defend and help	0	0	14	17	19
Intentionally spent less time at school	9	11	12	19	18
Had thoughts of suicide	5	7	9	18	17
Spent time and energy avoiding the offender	17	17	22	15	17
Took out my frustration on another person	7	16	18	15	17
Negatively affected my work performance	10	10	13	14	15
Took out my frustration on a co-worker or customer	7	7	9	12	12
Was encouraged to harm myself or others	0	0	0	7	7

Actions taken, 5-year trends

%	2016	2017	2018	2019	2020
Unfriended or blocked the person responsible			50	48	55
Asked my parents for help	4	10	42	48	49
Reduced the amount of personal information I share online	42	40	37	35	39
I used tighter privacy settings on social media	44	39	36	34	38
I stood up for myself		30	31	28	34
Asked for help from an adult	2	9	28	30	31
Reduced the amount of time I spent on social media	22	24	24	25	26
I defended someone who was treated unsafe or uncivil online		22	18	19	25
I paused before replying to someone I disagreed with online		29	24	21	25
I asked help from a friend					24

%	2016	2017	2018	2019	2020
I reported the incident to the website, online service or social media company					24
I showed respect for other people's point of view		19	16	16	21
I treated the other person with dignity and respect		19	15	14	20
Stopped using or canceled some of my social media accounts	22	22	20	20	20
I tried to remove or correct untrue information that someone posted about me			19	17	19
I confronted the person or persons online			17	15	18
Contacted a teacher or school administrator	12	6	7	8	11
I retaliated by being uncivil to the person who was uncivil to me	16	9	8	7	10
I reported the incident to the website, online service or social media company					24

Digital civility challenge items in **Bold**

Online risk definitions

Intrusive Risks	Behavioral Risks		Sexual Risks	Reputational Risks
Unwanted Contact: Being personally contacted (by phone or in person) by someone who obtained your information online but without inviting them to contact you.	Treated Mean: Words or messages sent to another person online that are unkind, unfair or malicious.	Online harassment: Threats or other offensive behavior (not sexual solicitation) sent online or posted online for others to see.	Unwanted Sexting Received: Received unwanted sexually explicit messages and imagery.	Doxing: The process of collecting and distributing or posting information about a person (e.g., name, age, email, address, phone number, photographs, etc.) without their permission.
Hoaxes, Scams & Frauds The spreading of false rumors (e.g., chain letters), criminal attempts to obtain personal information often for monetary gain (e.g., phishing scams), malicious emails disguised as someone you know (e.g. virus).	Trolling: A deliberate act to make someone mad or angry using online or social media comments in a clever, but deceitful manner.	Microaggression: Casual insults made towards any marginalized group in society (e.g., religious or ethnic minorities, women, LGBT, people with disabilities, etc).	Sexual solicitation: A person who requests to engage in sexual activities or sexual talk or to give personal sexual information that is unwanted.	Damage to Personal reputation: Damage or destruction to the image created of you through PERSONAL information you or others shared online in blogs, postings, pictures, tweets, videos, etc.
Hate Speech: speech that attacks a person or group based on gender, ethnic origin, religion, race, disability, or sexual orientation.	Misogyny : An expression or demonstration of dislike, contempt for, or ingrained prejudice against women	Cyberbullying: When the Internet, phones or other devices are used to send or post text, images, or video intended to hurt, embarrass or intimidate another person.	Unwanted Sexting Sent: I sent unwanted sexually explicit messages and imagery.	Damage to Professional/Work reputation: Damage or destruction to the image created of you through work information you or others shared online in blogs, postings, pictures, tweets, videos, etc.
Discrimination : A person who is discriminated against or excluded based on gender, ethnic origin, religion, race, disability, or sexual orientation	Terrorism recruiting: An attempt by a terrorist or terrorist organization to recruit a person for the purposes of causing harm.	Swatting: The act of deceiving emergency services (e.g., police, fire, medical) into sending an emergency response based on the false report of an ongoing critical incident or crime.	Sextortion: When someone threatens to distribute your private and sensitive material if you don't provide them images of a sexual nature, sexual favors, or money. The perpetrator may also threaten to harm your friends or relatives by using information they have obtained from your electronic devices unless you comply with their demands.	Revenge pornography: A sexually explicit portrayal of one or more people distributed without their consent.
			Unwanted sexual attention: unwelcomed sexually oriented teasing, joking or flirting online or	

via electronic means