

# 2020 CHILD ONLINE SAFETY INDEX

A REPORT BY:

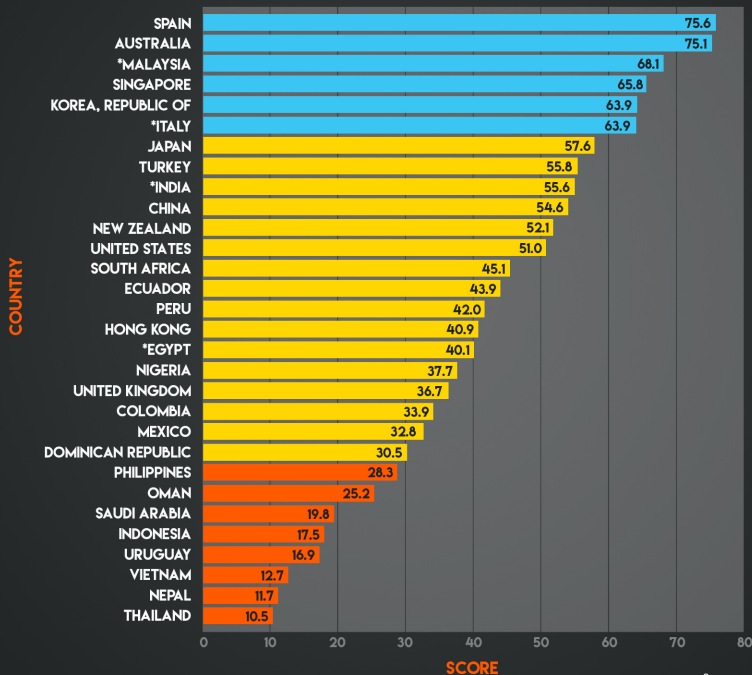
**DQInstitute™**

**#DQEveryChild™** in collaboration with:



# 2020 CHILD ONLINE SAFETY INDEX

## WHICH COUNTRIES HAVE THE BEST ONLINE SAFETY FOR CHILDREN?



ABOVE AVERAGE (60-100)
AVERAGE (30-59.9)
BELOW AVERAGE (0-29.9)

\* Sampling of this country was biased in favor of private schools.  
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Sources:  
DQ LAB Pte Ltd (2017-2019)  
Economist Intelligence Unit (2019)  
GSM (2019)  
I/CEC (2018)  
ITU (2018-2019)  
Ookla (2019)

# 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**

**13%**

**AT RISK FOR  
GAMING  
DISORDER**

**7%**

**AT RISK FOR  
SOCIAL MEDIA  
DISORDER**



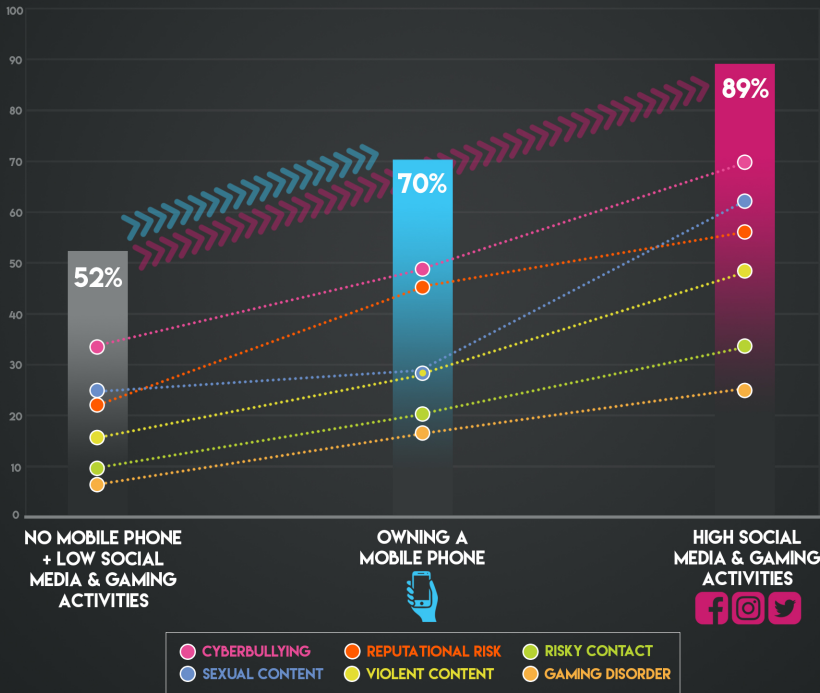
**60%**  
OF 8-12 YEAR-OLD  
CHILDREN ONLINE ARE  
EXPOSED TO CYBER  
RISKS TODAY

**28%**

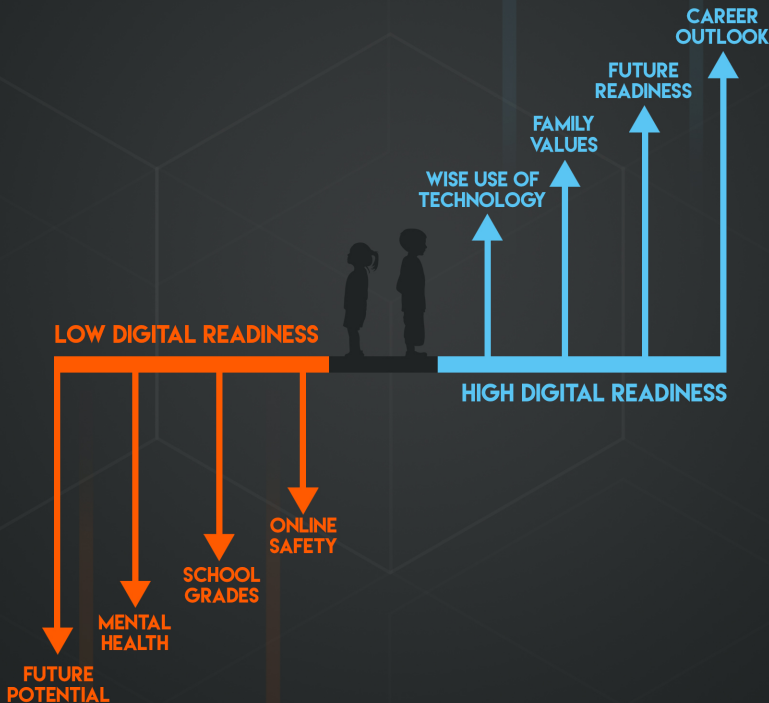
**EXPERIENCED  
CYBER  
THREATS**

**OWNING A  
MOBILE PHONE  
INCREASES RISKS  
BY ~20%**

**HIGHLY ACTIVE  
SOCIAL MEDIA &  
GAMING INCREASES  
RISKS BY ~40%**



# CHILD ONLINE SAFETY EMPOWERS FUTURE READINESS, HEALTH, AND POTENTIAL



# THE CHILD ONLINE SAFETY INDEX (COSI) FRAMEWORK

COSI

3

GUIDING  
CONSTRUCTS

ALL PILLARS ARE IMPORTANT. GEOMETRIC MEANS WERE USED TO AGGREGATE THESE SUB-INDICES INTO THE COSI.

WISE USE

EMPOWERMENT

INFRASTRUCTURE

6

PILLARS

CYBER RISKS

DISCIPLINED  
DIGITAL USE

DIGITAL  
COMPETENCY

GUIDANCE &  
EDUCATION

SOCIAL  
INFRASTRUCTURE

CONNECTIVITY

ARITHMETIC MEANS WERE USED TO AGGREGATE THE INDICATORS INTO EACH SUB-INDEX

- 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

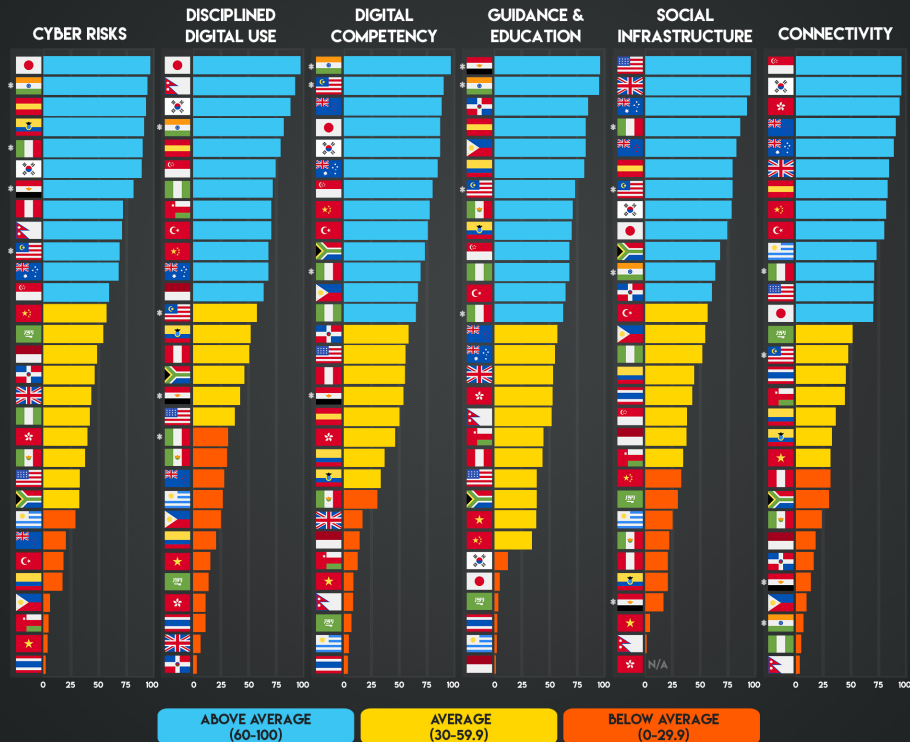
- LEGAL FRAMEWORK
- CYBER SECURITY INFRASTRUCTURE
- INDUSTRY & CIVIC ENGAGEMENT

- ACCESS
- SPEED

24  
AREAS

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

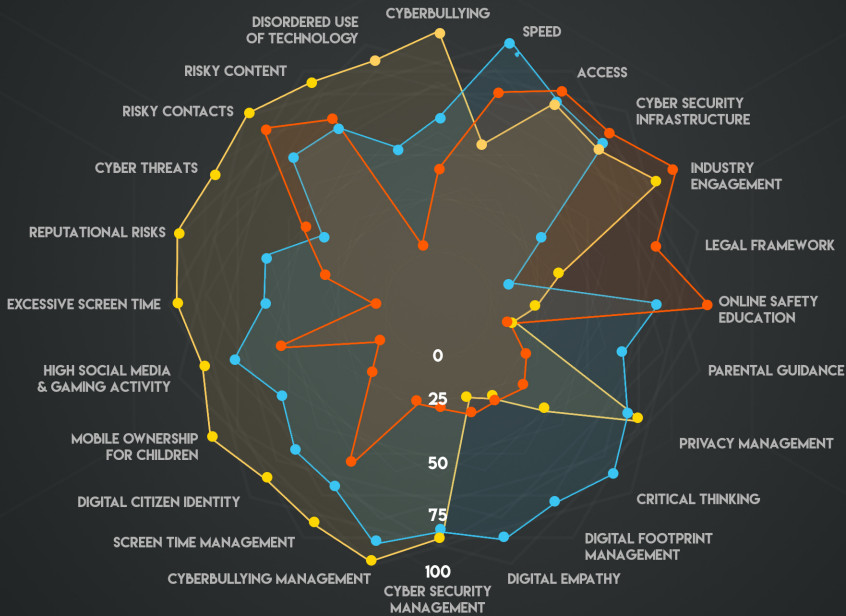
# COUNTRY'S PERFORMANCE ON THE 6 PILLARS OF COSI



\* Sampling of this country was biased in favor of private schools.  
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# NATIONAL COMPARISONS WILL HELP NATIONS IDENTIFY STRENGTHS AND WEAKNESSES BASED ON GLOBAL BENCHMARKS

## CASE STUDY: SINGAPORE, JAPAN, UNITED KINGDOM



**SINGAPORE**

**JAPAN**

**UNITED KINGDOM**

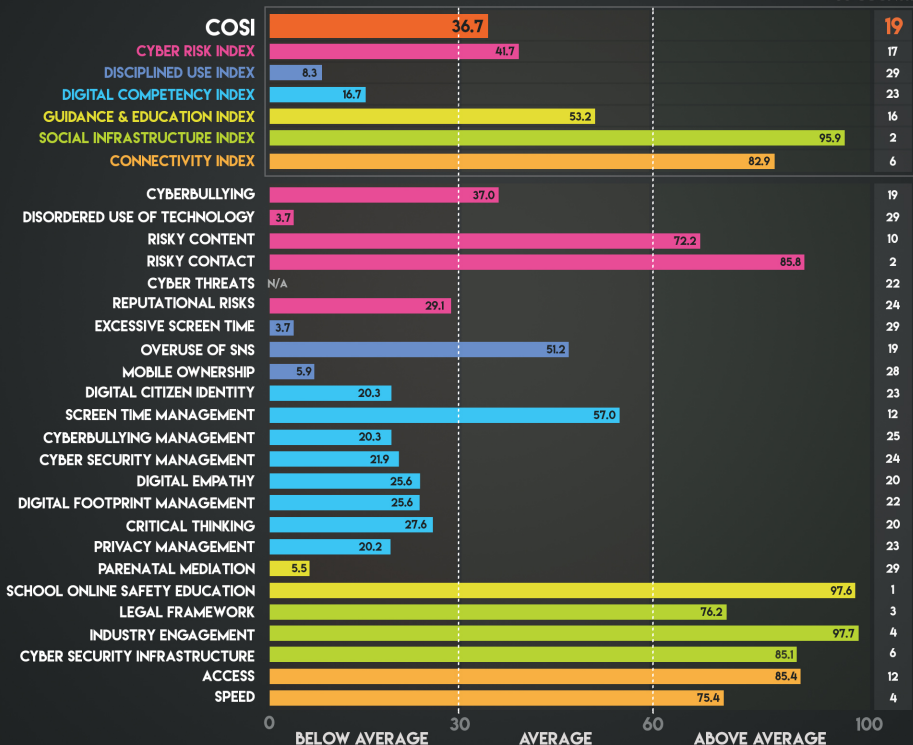


# IDENTIFY PRIORITIES FOR IMPROVEMENT

## CASE STUDY: 2020 UNITED KINGDOM COSI

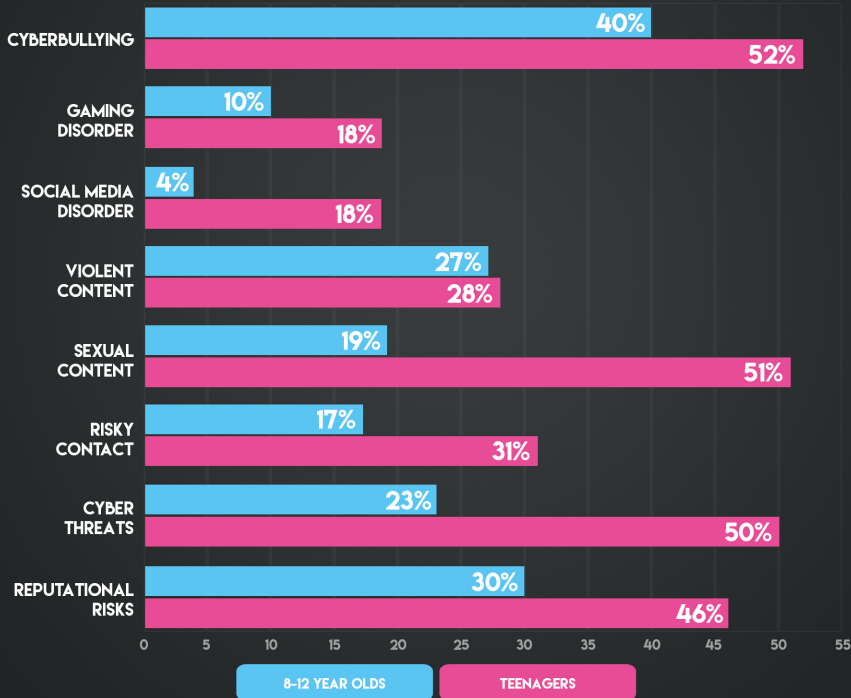
PERCENTILE SCORE COMPARED ACROSS 30 COUNTRIES

RANK AMONG  
30 COUNTRIES



# WHICH CYBER RISKS ARE YOUR CHILDREN EXPOSED TO?

## CASE STUDY: SINGAPORE



# IN ORDER TO MITIGATE CYBER RISKS...

## 1. ENCOURAGE DISCIPLINED DIGITAL USE

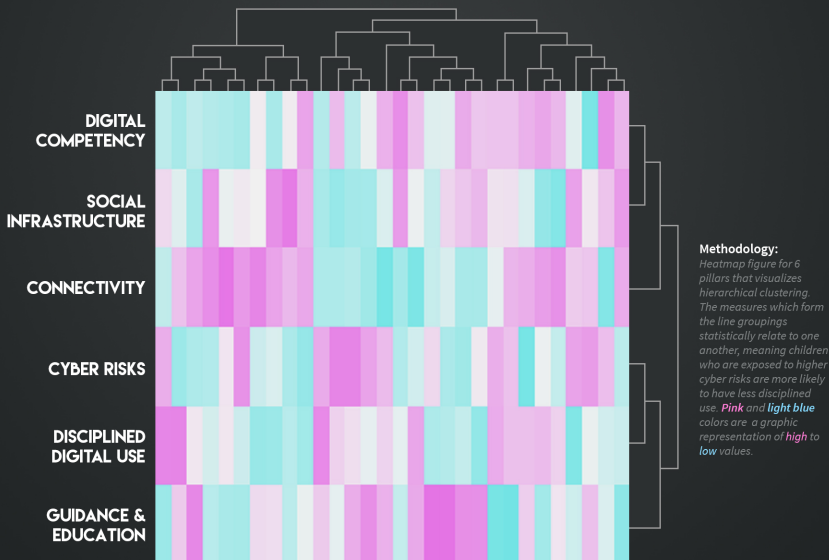
Control screen time and mobile usage especially for younger children.

## 2. PARENTS AND TEACHERS MATTER

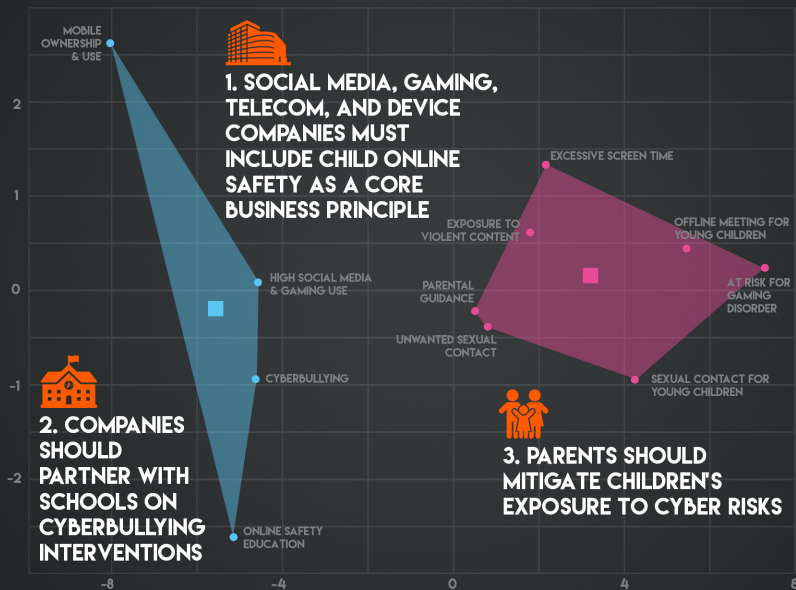
Both must actively engage with children's digital lives.

## 3. GOVERNMENTS AND INDUSTRY ARE RESPONSIBLE

National policies and industry engagement must support digital citizenship education.



# 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 1

CLUSTER 2

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

# #DQEVERYCHILD WORLDWIDE IMPACT

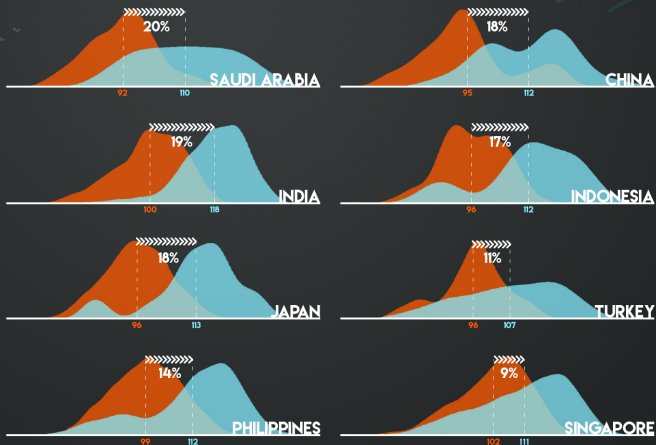
80+  
COUNTRIES

100+  
PARTNERS

1 MILLION+  
CHILDREN

DQ EDUCATION  
IMPROVES DIGITAL  
COMPETENCY

10%  
IMPROVEMENT  
IN DQ SCORE



WITHOUT DQ EDUCATION

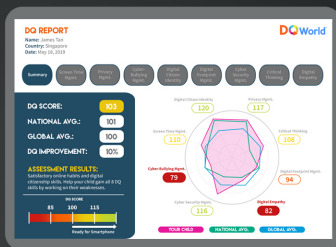
WITH DQ EDUCATION

# COSI REFLECTS #DQEVERYCHILD PROGRESS IN REAL TIME

## DQ ASSESSMENT & EDUCATION

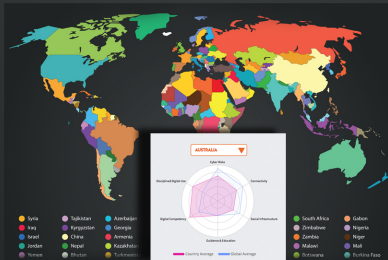
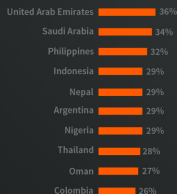


## DQ REPORT

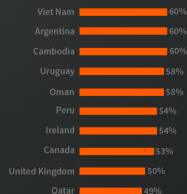


## CHILD ONLINE SAFETY INDEX & GLOBAL DATABANK

### GAMING DISORDER RANKING



### CYBERBULLYING RANKING



# 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](http://WWW.DQINSTITUTE.ORG/CHILD-ONLINE-SAFETY-INDEX)**