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EU Kids Online seeks to enhance knowledge of European children's use, risk and safety online

New:

- [Children's online risks and opportunities: comparative findings from EU Kids Online and Net Children Go Mobile](#)
- This report highlights the latest findings on children's online access and use; activities; social networking; digital skills; risks and harm; parental mediation and recommendations.
- It includes a wealth of graphs comparing the findings from the EU Kids Online and Net Children Go Mobile surveys, focusing on seven European countries.
- As the ICT Coalition for the Safer Use of Connected Devices and Online Services by Children and Young People in the EU meets in Brussels this Tuesday, our findings show that more European children are encountering risk online, with especially sharp rises in some countries.
- The report thus offers urgent recommendations for industry, government, educators and awareness-raisers and families.

Recent:

- [EU Kids Online: findings, methods, recommendations.](#) The report is **interactive** rather than printed, and you'll find it at www.eukidsonline.net
- It includes links to all our **updated findings and reports** from 2011-2014. Thus it sums up the combined results and recommendations regarding children and online risk based on the work of over 150 researchers from 33 countries, and it offers a single point of entry and a **comprehensive resource** for all our work.
- The report includes our [YouTube playlist](#) (where you can **hear from our researchers** in multiple languages talking about their countries and our main reports).
- For researchers and research users, there's also our [European Evidence Database](#) of 1500+ studies, and our [research toolkit](#) (newly released, for those planning new research).



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Funded by the [EC's Better Internet for Kids Programme](#)

- European Commission Vice President and Commissioner for Digital Agenda, **Neelie Kroes** stated: "EU Kids Online has been hugely important for European stakeholders as the key provider of trusted evidence to help us make the internet a better place for kids."

How do you make quality digital content for kids?

- Relevant to the finding in our [new report](#) that children are becoming less satisfied with the content available for them online, the Thematic Network POSCON - Positive Online Content and Services for Children in Europe - brought together institutions, organisations and companies from all over Europe to exchange experience and bring forward the topic of "positive online content and services for children" on European level, on the basis of previous initiatives, experiences and efforts.
- Read their [final report](#) on positive content and download the [book of best practice examples](#) from all over Europe.

10 key findings from EU Kids Online:

1. The more children use the internet, the more digital skills they gain, and the higher they climb the 'ladder of online opportunities' to gain the benefits.
2. Not all internet use results in benefits: the chance of a child gaining the benefits depends on their age, gender and socio-economic status, on how their parents support them, and on the positive content available to them.
3. Children's use, skills and opportunities are also linked to online risks; the more of these, the more risk of harm; thus as internet use increases, ever greater efforts are needed to prevent risk also increasing.
4. Not all risk results in harm: the chance of a child being upset or harmed by online experiences depends partly on their age, gender and socio-economic status, and also on their resilience and resources to cope with what happens on the internet.
5. Also important is the role played by parents, school and peers, and on national provision for regulation, content provision, cultural values and the education system.
6. Pornography tops children's online concerns.
7. Violent, aggressive, cruel or gory content came a close second - although violence receives less public attention than sexual material.
8. What particularly upsets them is real (or realistic) rather than fictional violence, and violence against the vulnerable such as children or animals.
9. Children's concern about online risks rises markedly from nine to 12 years old. Younger children are more concerned about content risks, and as they get older they become more concerned about conduct and contact risks.
10. Children see video-sharing websites as most linked with violent, pornographic and other content risks.

Coming next

EU Kids Online will continue to work together and with stakeholders. We have some new reports and blogs planned for release over the next few months.

We'll also be making the transition to our new coordination, led by Professor Uwe Hasebrink at the Hans Bredow Institute for Media Research, Hamburg.

Please stay in touch for more. Visit www.eukidsonline.net for links to all our reports and project information. Join us on [Facebook](#) and [Twitter](#), and [email us](#) for updates.

Do pass on this message to others interested in our work.

The EU Kids Online network

<http://www.eukidsonline.net>

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