



Digital and social change: understanding the implications for children's well-being

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Nearly a decade of research (funded by EC Better Internet for Kids)



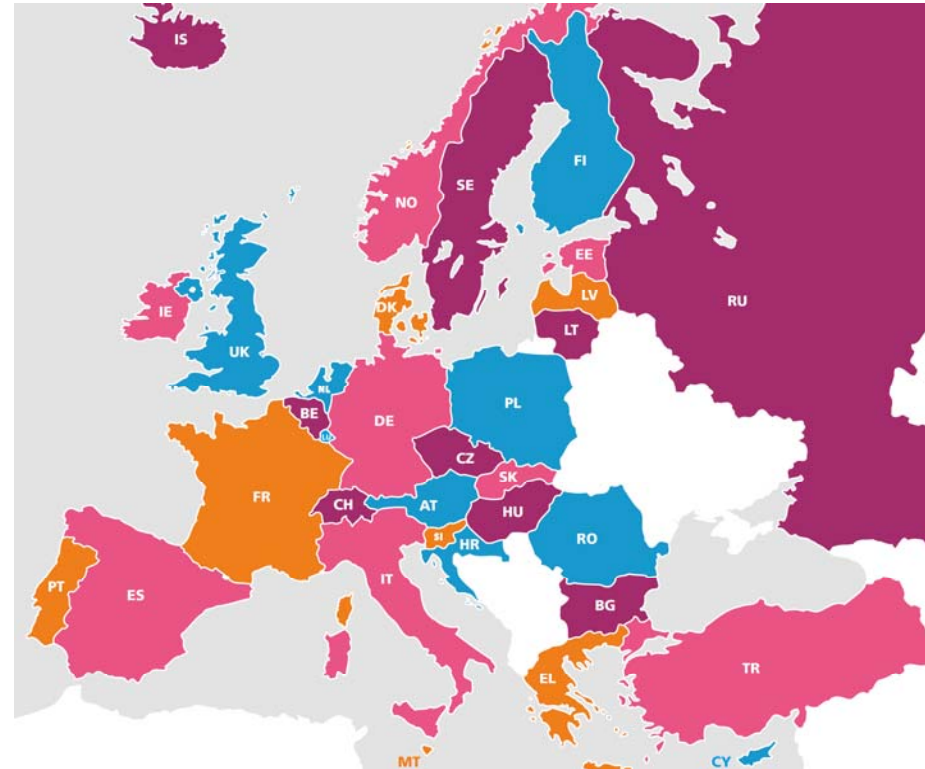
From [2006-09](#), as a thematic network of 21 countries, EU Kids Online identified and evaluated the findings of nearly 400 research studies to draw out substantive, methodological and policy implications.

From [2009-11](#), as a knowledge enhancement project across 25 countries, the network surveyed 25,000 children and parents to produce original, rigorous data on online opportunities and risk of harm.

From [2011-14](#), the network expanded to 33 countries to conduct targeted analyses of the quantitative survey and new qualitative interviews with children.

In 2015, network coordination passed from Department of Media and Communications at LSE to the Hans Bredow Institute for Media Research, University of Hamburg.

See www.eukidsonline.net



Net Children Go Mobile replicated parts of EU Kids Online's qualitative and quantitative research in selected countries in 2011-14.

See www.netchildrengomobile.eu





EU Kids Online

Findings • methods • recommendations



Compared with 2010,
European 11- to 16-year-
olds are now:

more likely to
be exposed to hate
messages **13% to 20%**

more likely to
be exposed to
pro-anorexia sites **9% to 13%**

more likely to be
exposed to self-harm
sites **7% to 11%**

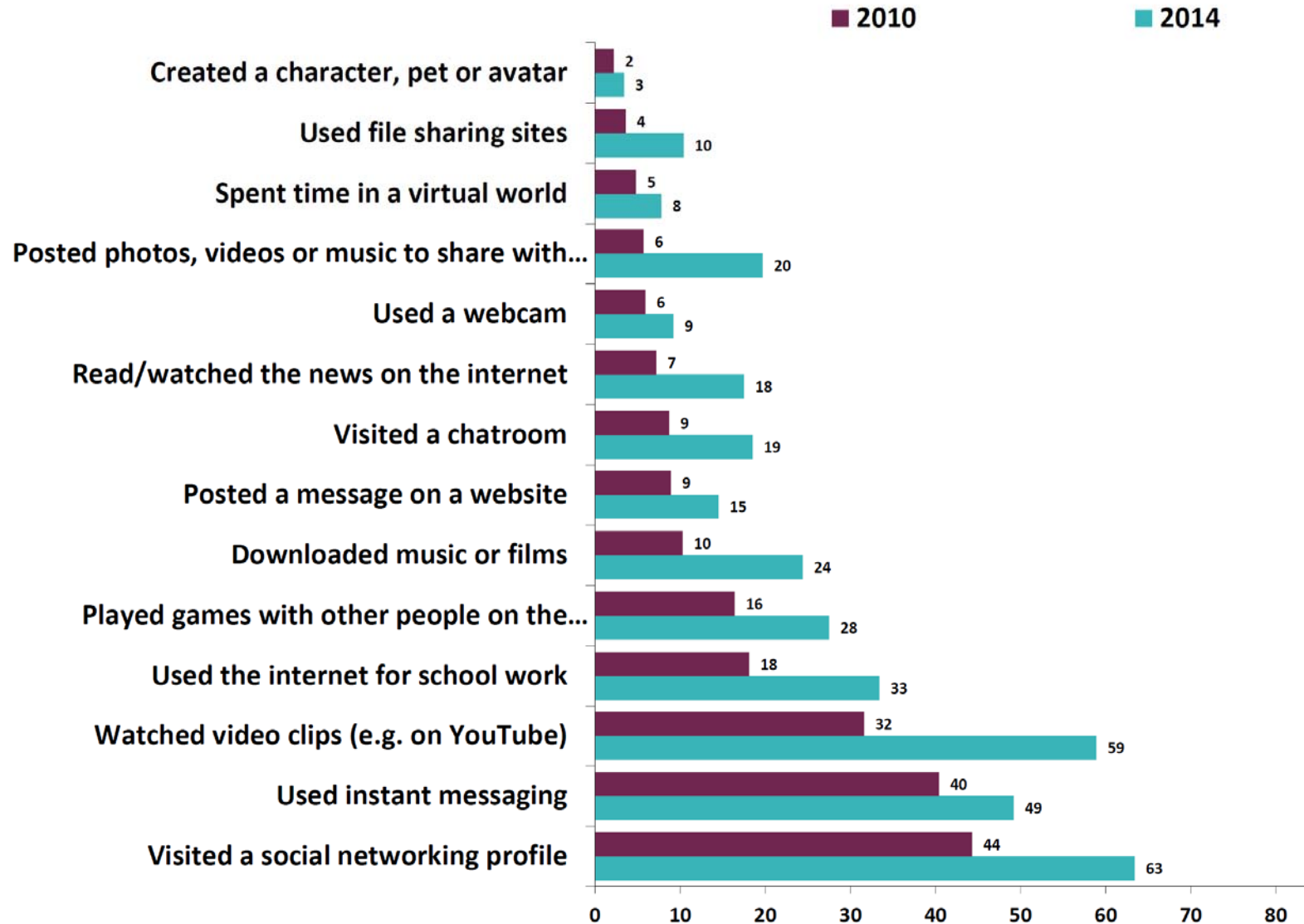
more likely to
be exposed to
cyberbullying **7% to 12%**

13% to 17% European 9- to
16-year-olds say
they are now:
more likely to say
they were **upset**
by something seen
online in 2014



See <http://goo.gl/3JJBBU> for our YouTube
playlist of 75 videos in most EU languages.

Ladder of opportunities



Listening to children's concerns



To take a photo of me without my knowledge and upload it to an inappropriate website. (girl, 10, Bulgaria)

When strangers message me on the internet, sex sites that open without me clicking on them. (boy, 10, Austria)

Violence against women and children and perverted humiliations and cruelty. (girl, 14, Germany)

See people having sex or naked people. (boy, 10, Portugal)

Showing images of physical violence, torture and suicide images. (girl, 12, Slovenia)

Facebook shows scary things even if you click on something that does not look or sound scary. (girl, 9, UK)

Propositions to meet from people whom I do not know. (boy, 12, Poland)

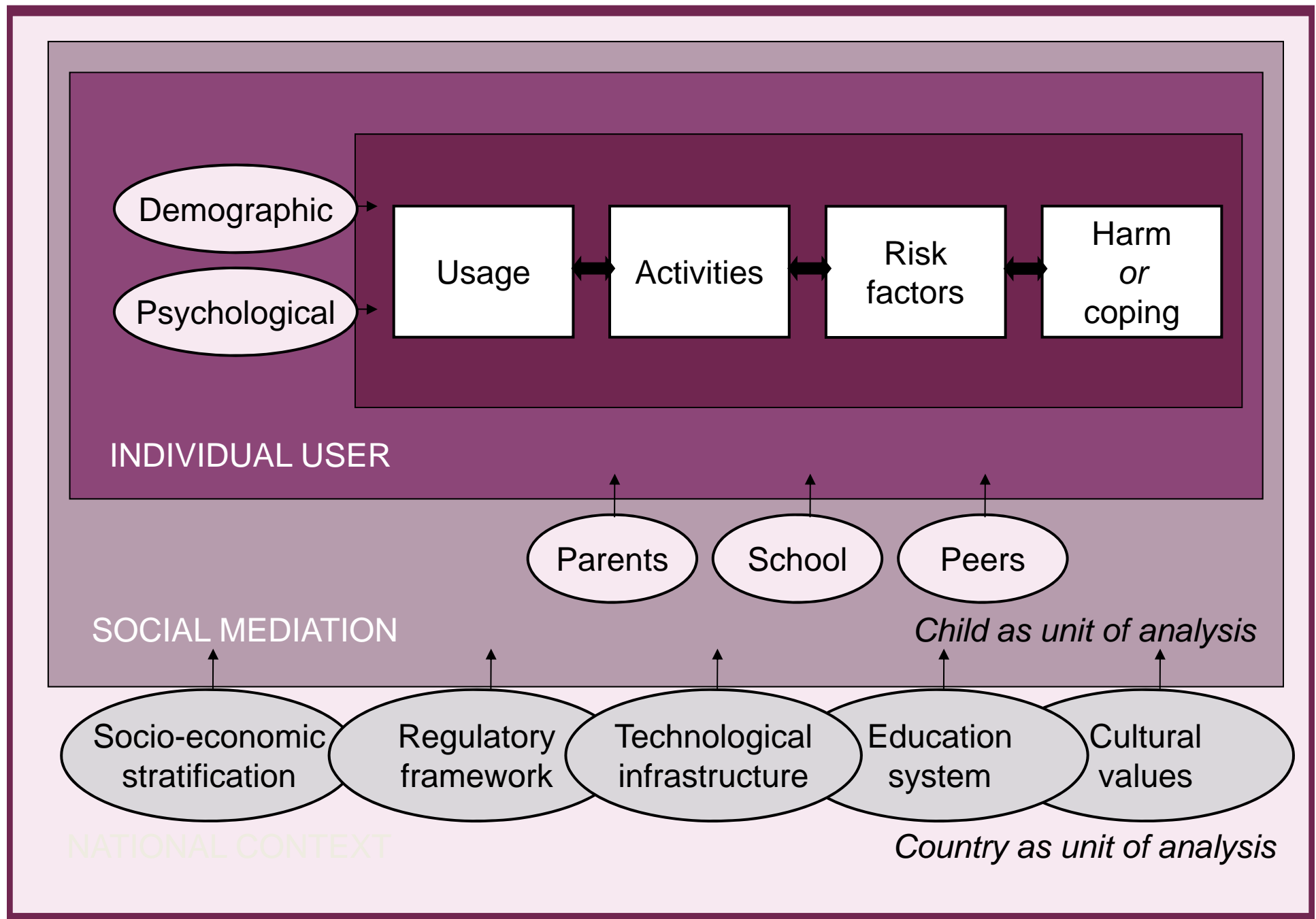
Animal cruelty, adults hitting kids. (girl, 9, Denmark)

Scary things - I saw something at my friend's house and I can't get it out of my head. (boy, 11, Ireland)

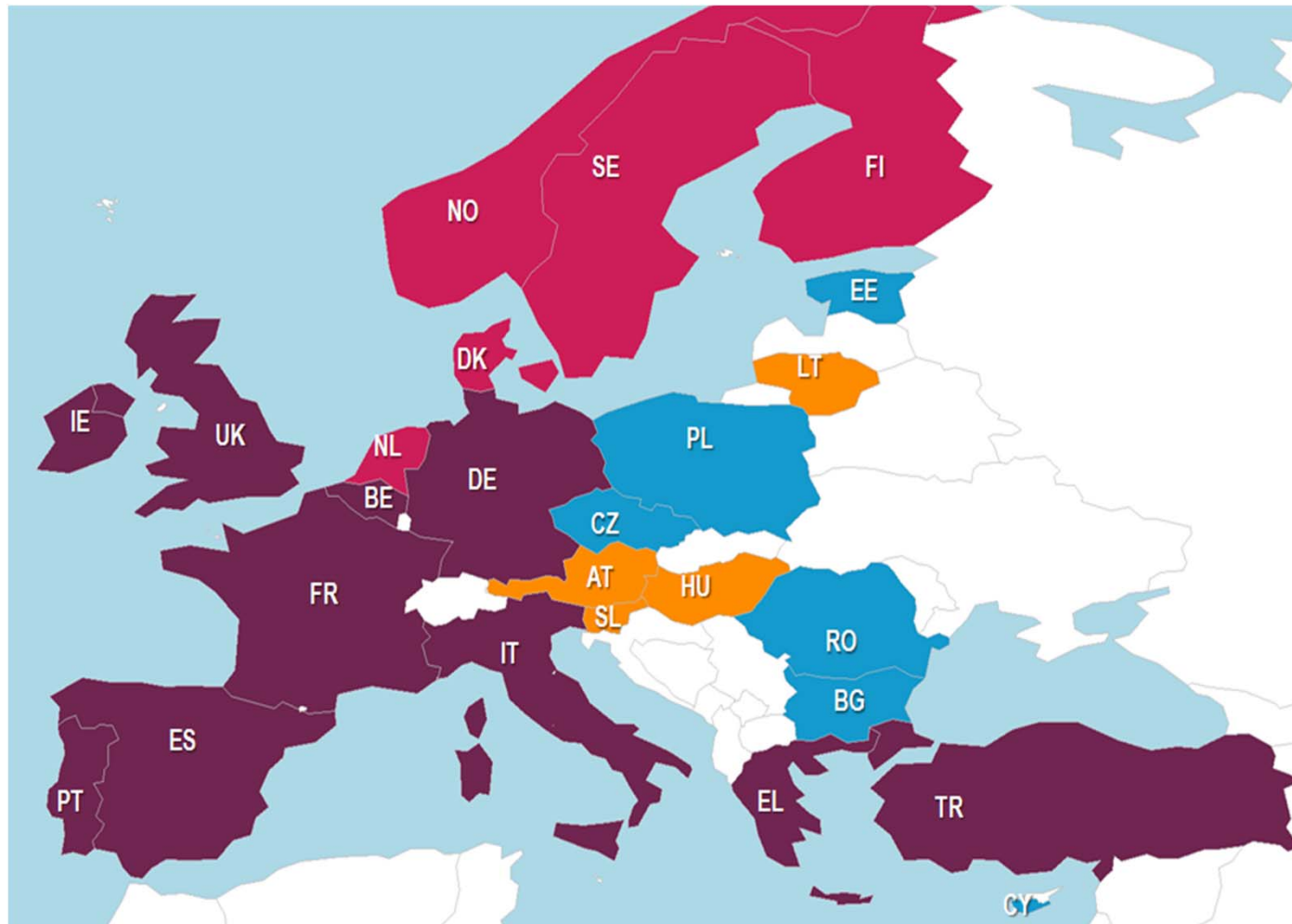
A mate showed me once a video about an execution. It was not fun, but insane. I get scared. (boy, 15, Sweden)

I was shocked seeing a starving African child who was going to die and a condor waiting to eat him. (girl, 13, Turkey)

Those things that show other people's suffering or torment as a funny thing. (boy, 14, Hungary)



European diversity

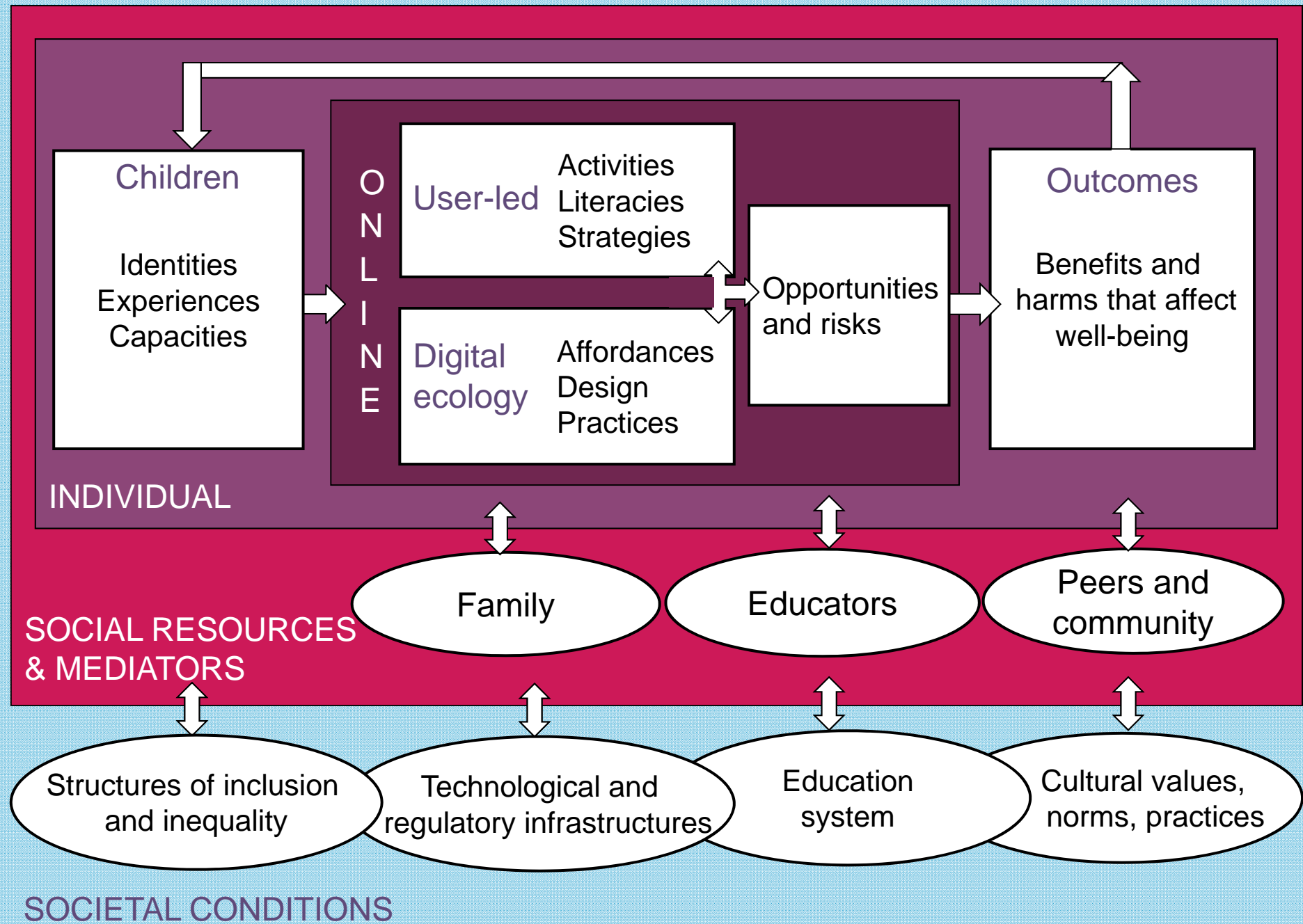


Unprotected networkers

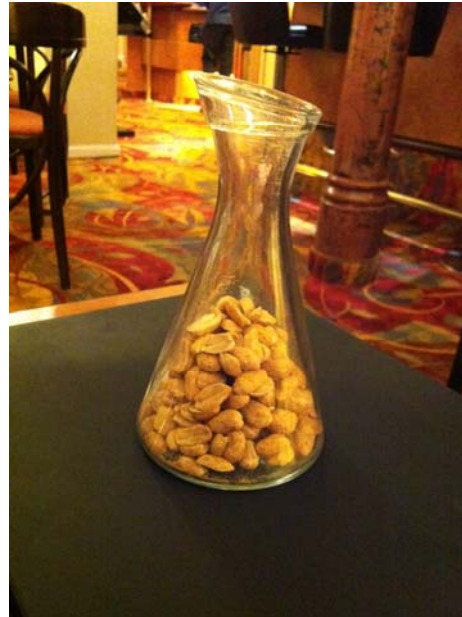
Protected by restrictions

Semi-supported risky gamers

Supported risky explorers



Affordances shape practices



**What is being
designed? What
practices are
being invited?**

**Does it make sense? Is it fair?
Is it interesting? Do we want it?**

Online too, design shapes practice and literacy follows (or doesn't)



Well done! Now, we've had a bit of a redesign.

Check that everything's still set sensibly.

Don't not make everything not private

Not No

Announce my location to potential stalkers

Never

Notify my friends when I'm stalking their friends to see if anyone is hot

☐ Always

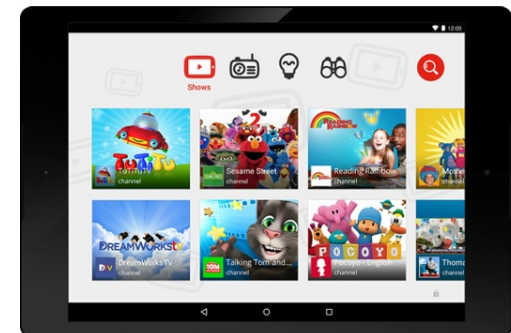
☒ No

Notify me when my parents have sex

No

Done

Yet positive affordances could build great digital literacies



www.eukidsonline.net

