Online opportunities:
Childrens online access and activities across Europe

Findings from EU Kids Online II
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In the context of widespread interest in the opportunities and risks the internet affords children . . .

We sought to enhance knowledge of the experiences and practices of European children and parents . . .

In order to produce a rigorous evidence base to inform the promotion of a safer online environment for children.

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Overview – three points

- Diversity of access
- New platforms for online access
- Online activities
- Ladder of opportunities
- Literacy and awareness
Use at home is high

- 87% use at home
- 49% have in bedroom
- Privatised use is growing
- SES and age matter more than gender
- National variation

![Bar chart showing the percentage of children using computers at home and not in their own bedroom by country, gender, age, and SES level.](chart.png)
Internet embedded in daily life, users are getting younger

- 60% use every day or almost daily, 93% use at least weekly
- 88 minutes spent online in an average day (see graph)
- SES matters especially for daily use: 67% high SES vs. 52% low SES
- Age matters also for daily use: 33% 9-10 yrs vs. 80% 15-16 yrs
- Children first go online at 9 yrs old: at 7 for 9-10 yrs, at 11 for 15-16 yrs
Mobile access growing

- 12% via handheld devices
- 33% via mobile and/or handheld device
- Flexible access is growing
- Age and SES matter
- National variation

<table>
<thead>
<tr>
<th>Country</th>
<th>% Handheld Device</th>
<th>% Mobile Phone but no other handheld device</th>
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</thead>
<tbody>
<tr>
<td>EL</td>
<td>12</td>
<td>66</td>
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<tr>
<td>UK</td>
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<tr>
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<tr>
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<tr>
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</tr>
<tr>
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<td>15</td>
</tr>
<tr>
<td>ALL</td>
<td>12</td>
<td>22</td>
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</table>
New platforms

Figure 1. Use of handheld device to go online by use of mobile phones to go online

Use mobile
Greece: 66%
Spain: 5%

Use other handheld
Norway: 31%
Romania: 2%
Multiple opportunities

- Blog: 11
- Virtual world: 16
- Create character/avatar: 18
- File-sharing: 18
- Chatroom: 23
- Post messages: 31
- Use webcam: 31
- Share photos/music/videos: 39
- Download music/film: 44
- Play games (with others): 44
- Watch/read news: 48
- E-mail: 61
- Use IM: 62
- Visit SNS: 62
- Watch video clips: 76
- Games (alone): 83
- Schoolwork: 85
‘Ladder of opportunities’

type of opportunities taken up by 9-16 yrs old

- Used the internet for school work (84)
- Played games on your own or against the computer (80)
- Watched video clips (76)
- Visited social networking profile (62); Used instant messaging (62); Sent/received emails (61); Read, watched the news online (48)
- Played games with other people online (44); Downloaded music or films (44); Shared photos, videos or music with others (39); Used a webcam (31); Posted a message on a website (31)
- Visited chat room (23); Used file-sharing sites (18); Created a character, pet or avatar (18); Spent time in a virtual world (16); Written a blog or online diary (11)
- Visited chat room (23); Used file-sharing sites (18); Created a character, pet or avatar (18); Spent time in a virtual world (16); Written a blog or online diary (11)

Percentage of children on the levels:
- 33% Played games with other people online (44); Downloaded music or films (44); Shared photos, videos or music with others (39); Used a webcam (31); Posted a message on a website (31)
- 23% Visited chat room (23); Used file-sharing sites (18); Created a character, pet or avatar (18); Spent time in a virtual world (16); Written a blog or online diary (11)
- 19% Visited social networking profile (62); Used instant messaging (62); Sent/received emails (61); Read, watched the news online (48)
- 14% Used the internet for school work (84); Played games on your own or against the computer (80)
- 11% Watched video clips (76)
- 9% Percentage of children on the levels

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Digital skills growing unevenly

![Graph showing digital skills growth across different countries](image)

- Bookmark a website: 64%
- Block messages: 64%
- Find info on safety: 63%
- Change privacy settings: 56%
- Compare sites: 56%
- Delete records: 52%
- Block spam: 51%
- Set filter: 28%

*Note: The chart includes data from various countries such as FI, SI, NL, EE, CZ, SE, NO, PT, LT, AT, UK, BG, FR, DK, PL, ES, BE, DE, IE, CY, EL, HU, RO, IT, TR, and ALL.*
Figure 107: Children’s average number of online skills by children’s daily use of the internet, by country
In conclusion

- Online access is changing various pace in various countries
- New platforms for online access
  Provide new opportunities
- Activities, skills and use are related
  Limited access and little use means fewer activities and skills
- Extensive use, skills and access to risk are related
  More use means more exposure to risk but not necessarily more experience of harm
- We identified numerous important issues, questions, areas
  More research is needed – focused, cross-national, qualitative and quantitative
Thank you www.eukidsonline.net

This project has been funded by the EC Safer Internet Programme from 2009-11 (contract SIP-KEP-321803).
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