

Keeping Children Safe in a Digital World

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Technology is complex



How perpetrators use technology

Perpetrators access youth through:

- Social media and apps (48%)
- Chat rooms (81%)
- Gaming Systems

Perpetrators seek out youth when:

- The youth mentions sex in any way
- The youth appears "needy" or "submissive"
- A screen name mentions sex or sounds young

Perpetrators control by:

- Falsifying a romance or friendship
- Coercion, threats and/or "sextortion"
- False promises of modeling, acting, dancing opportunities
- Lowering inhibitions

"... [if] they're always online, shows a low sense of parental contact or interest in child."

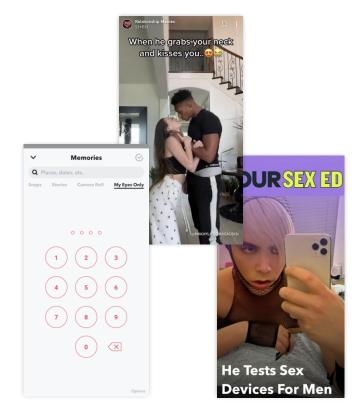
"... when a child will do anything to keep talking to you."



What Apps are Kids and Teens Using?



- "Disappearing" images make it appear safer to send or receive inappropriate content
 - 1 in 5 kids (13 to 17) said it's OK to share a nude if it's on an app that doesn't save it
- "My Eyes Only" acts as a password-protected photo vault
- Discover page
 - Features media, current events, public figures/celebs
 - Content skews toward sex, abusive relationships and risky behavior









Snapchat, cont.

Location sharing (Snap Map)

- Allows users to see where friends and followers are while using the app
- Option to be hidden on "Ghost mode"
- "Story" (My Story, Our Story, Location Stories)
 - Allows users to contribute to a public feed showing real-time events
 - Allows users to communicate directly within the map when near one another
 - Users don't have to know each other to communicate







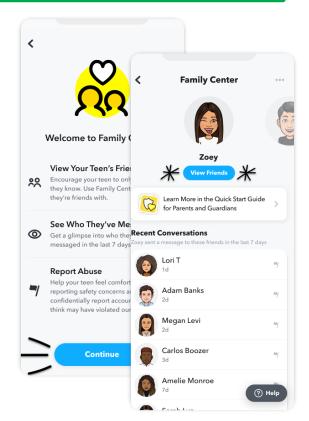


Snapchat: Family Center

"....which will help parents get more insight into who their teens are friends with on Snapchat, and who they have been communicating with, without revealing any of the substance of those conversations.

Parents can also easily and confidentially report any accounts that may be concerning directly to our Trust and Safety teams, which work around the clock to help keep Snapchatters safe.

We're also equipping parents and teens with new resources to help them have constructive and open conversations about online safety."







Most downloaded app worldwide (since April 2021)

Considerations with TikTok:

- Inappropriate content is very easy to find (explicit/sexual lyrics, dangerous situations, pornography, etc.)
- Some TikTok challenges are harmless and some present dangerous situations
- Commercial element encourages purchases
- Powerful algorithm:

"Its algorithm stands out among other social media, such as YouTube and Instagram, for quickly assessing interests of users and providing a highly personalized stream of videos."













Entirely user-generated

- Relies on community to flag videos that violate YouTube's terms of service (mostly for sexual content, language and hate speech)
- Dangerous behaviors for attention or video views
 - YouTube "celebrities" and influencers
- Parental Controls (3 tiers of supervision)
 - Explore for those 9+
 - Explore More for those 13+
 - Most of YouTube, a mode with access to everything except content marked 18+
 - Kids with supervised accounts won't get personalized ads and can't comment or create









"Finsta" accounts are secret second accounts, intended to avoid parent oversight.

Considerations with Instagram:

- Potential Security Risks:
 - Direct messages (DM)
 - Using hashtags
 - Including personal information
 - Location sharing and geo-tagging
- Mental Health Concerns:
 - Pressure to curate a "perfect" life
 - Mature/harmful content on Explore page
 - Comment section can breed cyberbullying







Messaging apps

Used instead of texting

- Accessed via app or web browser
- Uses data or wi-fi



- WhatsApp
 - Most popular messaging app with 1 billion users
- Facebook Messenger
 - "Free texting from Facebook"
 - Get messages instantly
- GroupMe









Real-time communication apps are difficult to monitor and control.

Doesn't offer parental controls:

- No way for parents to restrict content (user-generated)
- Can't password-protect privacy settings w/in app

Technology and security evolution:

- No Trust and Safety Team prior to 2017
- Team created after Charlottesville protests and now makes up >15% of their staff

The National Center on Sexual Exploitation named Discord to 2022 Dirty Dozen list as major contributor to sexual exploitation of children.





Hiding photos and content

Secret photo apps

- KeepSafe
- Vault

"Calculator" apps:

- Secret Photo
- Smart Hide Calculator

Other apps:

- Secret Photo
- Smart Hide Calculator









Apps and video games to be aware of

*Not an exhaustive list. Always monitor and research before allowing access.





















TikTok SnapChat

Twitter

YouTube

Instagram

Facebook

Facebook Messenger

GroupMe WhatsApp

Calendar Vault





















Discord

Telegram

Yubo

Tinder

Parlor

Tumbler

Among Us

Spotafriend Meet Teens

KeepSafe

Vault





















Fortnite Minecraft

Roblox

Omegle

Chatroulette

Grinder

NGL

Tellonym

Grand Theft Auto

Cyberpunk





Self-Generated Child Sexual Abuse Material: Attitudes and Experiences

Complete findings from 2019 qualitative and quantitative research among 9- to 17-year-olds and caregivers.

Research conducted by Thorn in partnership with Benenson Strategy Group



Sharing nudes is "increasingly common"

- "When exploring attitudes related to this behavior, 27% of kids aged 9 to 17, and nearly 40% of kids aged 13 to 17, agreed that "it's normal for people my age to share nudes with each other."
- Self-reported data is typically low, but kids are clearly talking about it as a form of sexual exploration and romantic flirtation.
- Not likely to change soon.

1 in 5

girls (13 to 17) have shared their own nudes

1 in 10

boys (13 to 17) have shared their own nudes

40%

agree sharing nudes is "normal" for people their age



What are the consequences of sharing nudes?

Child Pornography (CSAM)

It's illegal to disclose intimate videos or pictures if <18yo

36%

of kids (9 to 17) say peers send or share nude photos or videos of other kids Suspension/
expulsion from
school

Humiliation

upon private images being shared

Sextortion
Threatening to
expose info or images
to make someone do

something

Revenge Porn

Sending or posting explicit images or videos of someone without their consent

36%

of kids (9 to 17) say peers have had their nudes shared or leaked w/o permission

Sexting (self-generated child sexual abuse material)

Is this something I would do face to face?

Would I be OK if this was posted in my school's hallway?

Questions for youth to ask themselves before sending a photo.

Would I send this to my grandmother?

Would I want someone to ask me for the same thing?



What gaming platforms are kids and teens using?

Fortnite, Minecraft and Roblox

Users range in all ages, including adults:

- Content is user-generated
- Youth can be exposed to a range of inappropriate material

Age restrictions:

- Fortnite: 13+ (no verification)
- Minecraft: 13+ w/standard account, <13 must be verified w/ credit or debit card
- Roblox: No age restrictions

Parental controls:

- Fortnite
- Minecraft
- Roblox







"'Hunting grounds' for sexual predators"

"Video games and online chats are 'hunting grounds' for sexual predators" – New York Times (2019)

- "In May, a California man was <u>sentenced to 14 years</u> in prison for coercing an 11yo girl "into producing child pornography" after meeting her through the online game Clash of Clans.
- A man in suburban Seattle got a <u>15-year sentence in 2015</u> for soliciting explicit imagery from three boys after posing as a teenager while playing Minecraft and League of Legends.
- An Illinois man received a <u>15-year sentence in 2017</u> after threatening to rape two boys in Massachusetts — adding that he would kill one of them — whom he had met over Xbox Live."



Gaming and Digital Safety

Gaming Consoles

- Xbox
- PlayStation
- Nintendo Switch
- Gaming PCs & Desktops

Considerations and Guidelines:

- Any internet connected device needs parental controls BEFORE it is given to youth.
- Research and approve all games/applications that are downloaded on gaming consoles.
- Online gaming options should be disabled, especially for younger children.
 - Encourages one-on-one interactions with strangers.



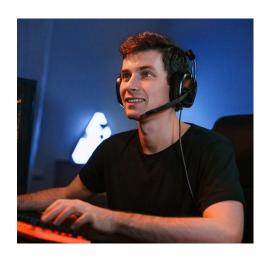
Gaming and Digital Safety

Gaming Headsets and Headphones:

- Xbox Wireless Headset
- PlayStation PULSE 3D Wireless Headset
- JLab Jbuddies Wired/Wireless Headphones

Considerations and Guidelines:

- Frequently disconnect headsets: Check in about who they are talking with and what they are listening to.
- Family Agreement: Headsets are only allowed in common areas of the home, and you will be checking in.
- Cyberbullying: Having headsets on/gaming in private can restrict interactions that could be heard, missing signs of cyberbullying/inappropriate conversations.



VR Headsets (Oculus, Sony PlayStation VR, Samsung)

One of the newest forms of technology:

- Limited research about long-term effects
- Young children may fail to discern between reality and fantasy
- May contain sexual scenarios, child abuse, harassment, racism, pornography and other mature content

VRChat Investigation:

"Posing as a 13-year-old girl, BBC researcher Jess Sherwood said she entered a virtual strip club where she saw adult men chase a child while telling them to remove their clothes ... condoms and sex toys on display ... a group of adult men and minors simulating group sex ... instances of grooming."











What can we do to prevent online exploitation?

What can youth-serving professionals do?

- Maintain security on all public devices.
- Educate caregivers and youth about safe internet usage.
- Stay familiar with emerging trends in tech.
- Determine extent of problem in your school/organization.
- Gather a group of stakeholders to combat the issue.
- Implement new/enforce existing policies to monitor internet usage and/or address online safety and cyberbullying.





What can youth-serving professionals do?

- Talk regularly about online safety.
 - Do you have friends online or friends you don't know in real life?
 - What kind of apps do you use?
 - How long do your parents let you play online?
- Promote an open environment that encourages children to come forward.
- Advocate for training that equips staff.
- Implement layers of protection.
 - Virtual private networks (VPNs) are often used to bypass firewalls and security filters in place to protect youth.



What can parents and other caregivers do?



Set logical consequences for infractions

Q

Be prepared to see and hear things you won't like



Be prepared to have difficult conversations

What can parents and other caregivers do?

- Ask youth the same questions about their online behavior that you'd ask about their real-life behavior.
 - Who are they talking to?
 - Where are they going?
 - How long will they be there?

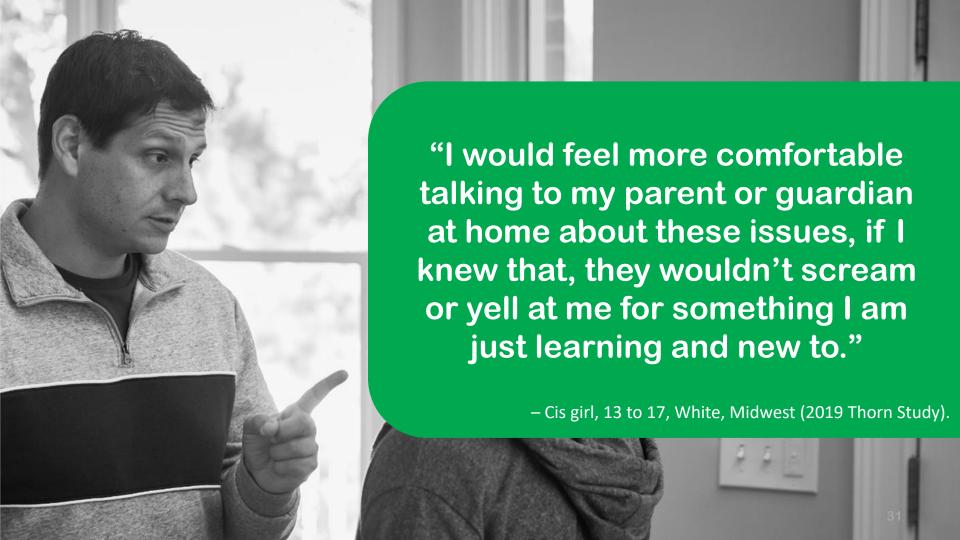


Setting limits and consequences

- Set boundaries early on to keep youth from being manipulated or exploited online.
- Consistently set consequences for infractions.
- Create family online safety agreements for phones, video games and screen time.
- Install parental controls and monitoring on all internet connected devices.
 - Set strict privacy settings.
 - Turn off geo-location services.
 - Create joint accounts.
 - Approve all new followers/friends.
 - Get all login info for phone and social media sites.

"Being online is an earned privilege, not a right."







Device Safety

Technology considerations

Smart Devices

- Echo Show
- Smart Watches
- Apple Air Tags
- Fire HD Tablets, Fire TV Stick/Gaming Bundle
- Computers, Laptops, Tablets, Phones etc.
- Wireless Earphones (Air Pods, Google Buds, etc.)

Considerations and Guidelines:

- <u>BEFORE</u> giving internet connected devices to youth:
 - Have parental controls and monitoring applications set up in advance.
 - Make family agreements, contracts, and safety plans.
 - Discuss good digital citizenship and digital footprints.
 - Awareness to surroundings when earphones are in.
 - Take security measures through your internet provider.
 - Make sure location sharing is turned off.
 - Manually turn on location sharing for specific monitoring apps



Technology considerations

Gift Cards

- Amazon Gift Cards
- Xbox Gaming Pass
- PlayStation Store Gift Card
- Roblox Digital Gift Card

Considerations and Guidelines:

- BEFORE activating or providing gift cards:
 - Have a conversation about purchasing responsibilities:
 - Purchases should not be made until they are approved by caregiver.
 - Set consequences if inappropriate purchases are made or something is purchased without permission.
 - Monitor what gift cards are being used for.
 - Games or points/tokens, audio books, clothing, etc.



Technology considerations

When should youth be allowed to use technology?

- All children develop at their own rate. You know your child best.
- Most tech professionals recommend waiting until 8th grade for a phone and 16 for social media.

What else should you consider when making decisions about technology?

- What is the purpose?
- How old is the youth?
 - Do they respect and obey rules?
 - Are they mature enough?
 - Are they responsible with their belongings?
 - Do they know how to use the tech responsibly, safely, appropriately and moderately?
- Are you ready to responsibly monitor the technology in your home?



Monitoring and establishing security

Monitoring apps

- Bark app
- OurPact
- Fortify
- Net Nanny

- Web Watcher
- TeenSafe
- AVG Family Safety



Alexa for Kids and Families

When you create a profile for your child, Alexa can recognize their voice and automatically give kid-friendly responses on compatible Echo devices throughout the home. Alexa will filter songs with explicit lyrics, block shopping, let kids access parent-approved-content, and give age-appropriate responses. Access the Amazon Parent Dashboard where easy-to-use parental controls let you review kids' activity and set time limits at no extra charge.



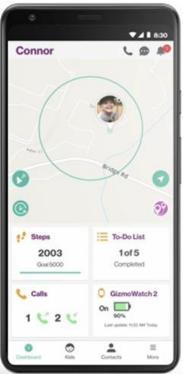


Phones & Watches for Kids

GizmoWatch, Gabb, Troomi, etc:

- Kid-friendly devices designed to cultivate independence while maintaining safety.
- GizmoWatch Features:
 - GPS locator
 - Easy-to-use parental controls
 - Reminders & to-do lists with rewards
 - Step tracker to encourage healthy habits
 - Set up to 10 trusted contacts that kids can send voice notes to, call, or text.





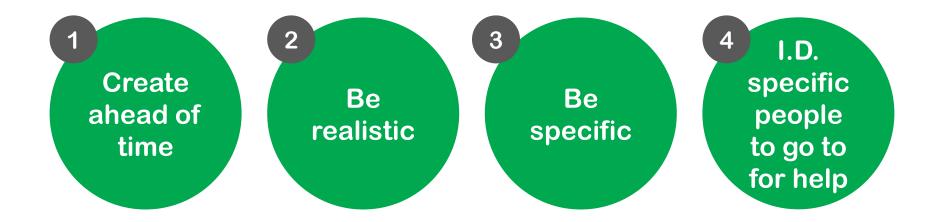
Discuss Good Digital Citizenship

- Stay safe online
- Respect themselves and others
- Stand up to cyberbullying when they see it happening
- Protect private information for themselves and others
- Balance the time spent using media and doing other activities



Creating a safety plan

A safety plan is a **personalized**, **practical plan** to help you avoid dangerous situations and know the best way to react when you're in potential danger.

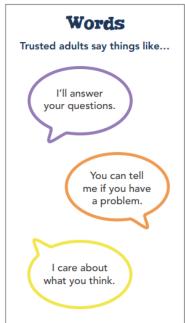




Who is a "Trusted Adult"?

Trusted adults are people whose words and actions make you feel safe. Trusted adults act this way both online and offline.





A trusted adult can be any grownup whose actions and words make you feel safe; a teacher, a mentor, a parent, a coach—anyone who loves you and respects you. It is always OK to ask for help from a trusted adult and to keep asking the same person or another trusted adult if they don't understand or if you don't get the help that you need.

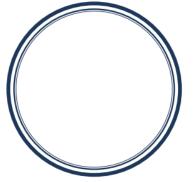
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NetSmartzKids

Some of My Trusted Adults

Draw a picture of your trusted adult in the circles. Below the picture, add their name and why you trust this person.





I	trust	this	person	because	

Name:



Name:







Key takeaways

Put safety measures in place early! **Digital safety** is just It takes a village to as important as prevent child Prevention starts physical safety. maltreatment **before** an event takes place, not after. Speak up! Talk within Youth spend your community. significantly more **Educate yourself and** Be willing to **have** time online. Make others. Empower difficult those around you. sure it's a safe and conversations. fun experience.

Cyberbullying resources

For youth

- <u>Kidshelpline</u>: Call, webchat or email with a qualified counselor
- Hopeline: Call 800-442-HOPE (4673) to speak to trained crisis interventionists
- <u>IMAlive</u>: An online crisis network where youth in emotional distress can talk with someone in a safe space

For parents and caregivers

- Connect Safely: The Parent's Guide to Cyberbullying
- Child Mind Institute: How to Help Kids Deal With Cyberbullying

Resources to help implement online safety

- <u>Common Sense Media</u>: An independent voice for kids, families, and communities everywhere, combining original research with game-changing advocacy efforts to make the digital world work better for all kids
- <u>Internet Matters</u>: Parents and professionals can find the most comprehensive and credible resources, information and support to keep children safe online. gives step-by-step guides to set parental controls on a variety of devices and applications.
- <u>NetSmartz</u>: NCMEC's online safety education program providing age-appropriate videos and activities to help teach children be safer online
- <u>Love 146 Online Safety Guide</u>: A nonprofit organization that's developed child trafficking and exploitation prevention curriculum and created information for youth that covers online safety + a guide on how to maneuver online conversations.
- Internet Safety 101
- Stop Bullying
- Center For Safe and Responsible Internet Use
- PACER Center-National Center for Bullying Prevention

NetSmartz: Training Resources









K-12 Google Slides by Topic

View Slides

Internet Safety: Parents, Guardians & Community Members

English Españo

Español

Advanced Online Safety: High School (9-12)

English

Español

Online Safety: Middle School (6-8)

English (PC/Mac)

Español (PC/Mac)







Be Safer Online with NetSmartz: Grades K-2 Being a Good Digital Citizen: Grades 3-5 Teaching Modern Safety with
"Into the Cloud"



Children's Healthcare of Atlanta



Online Safety Guide

- Gives youth relatable tips and tricks on how to be safe while interacting online.
- Reviews: 5 Internet Safety Rules, 8 Red Flag Phrases,
 Sexting, and What to do if someone's making you uncomfortable.

Not a Number

 An interactive prevention curriculum designed to teach youth how to protect themselves from exploitation through information, critical thinking, and skill development.





References/citations

- <u>Centers for Disease Control and Prevention (CDC)</u>
- Wall Street Journal: 'The Corpse Bride Diet': How TikTok Inundates Teens With Eating-Disorder Videos
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- Rules for Video Games and Screen Time: Video Games and Online Chats Are 'Hunting Grounds' for Sexual Predators
- VR Safety Tips for Parents
- Investigation of VRChat
- Is My Child Ready for A Smartphone?
- Verizon GizmoWatch2
- Gabb Wireless
- Troomi
- Alexa for Kids and Family



What questions do you have?

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Additional webinar and training opportunities: choa.org/cptraining