

Indagine conoscitiva sull'impatto della digitalizzazione e dell'innovazione tecnologica sui settori di competenza della VII Commissione

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Cyberbullying A general context

- Cyberbullying is a diffused phenomenon, from the «lightest» form (name calling 40%, being excluded 36%, spreading false rumors 28%) to its most severe form (physical threats 13%, sexual harassment 15%) and it is severely affecting the kids (and us all)
- Meta is the platform where kids are most frequently harassed
- Online gaming is an insiduous place, where hacking and identity violation are not uncommon

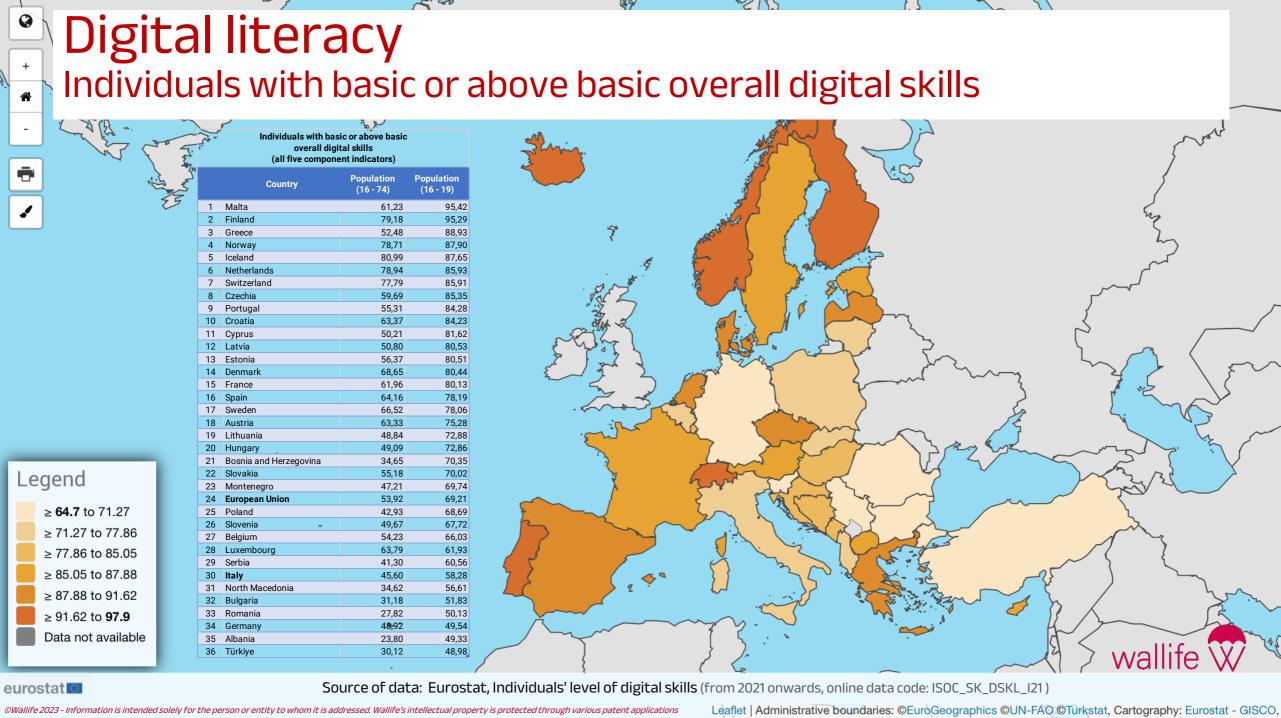


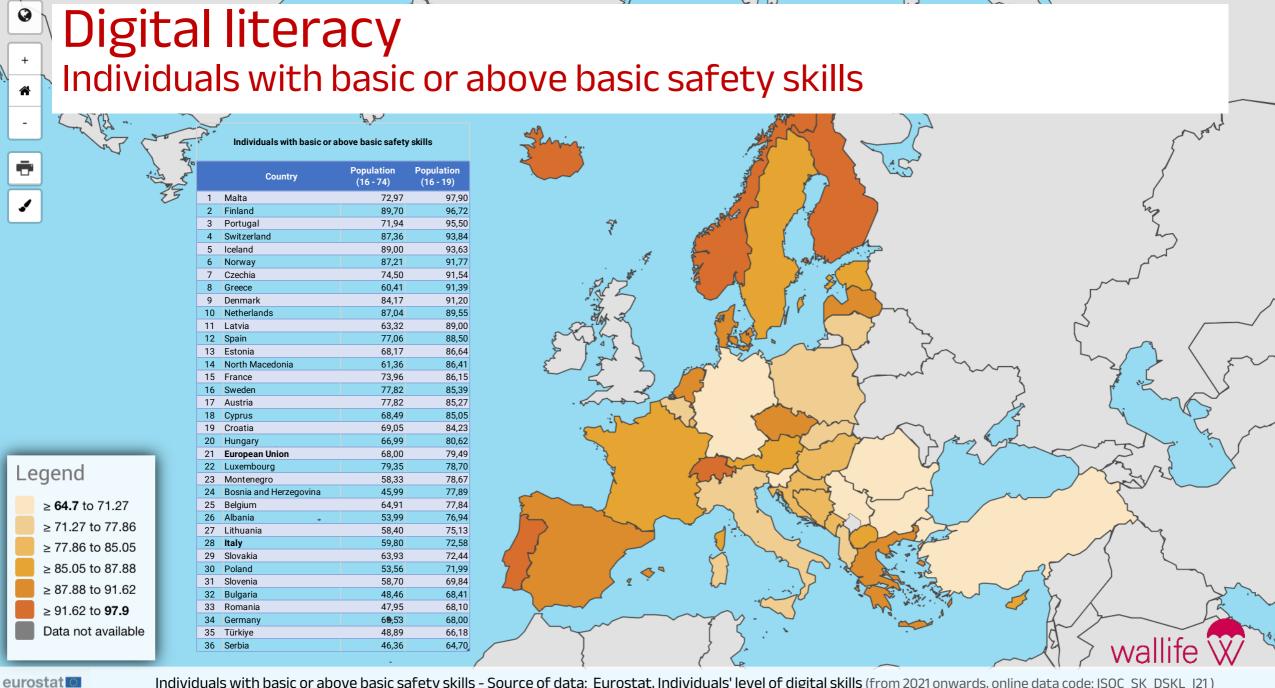
The daily use of mobile devices has increased exponentially exposing people, especially young people, to ever more digital risks



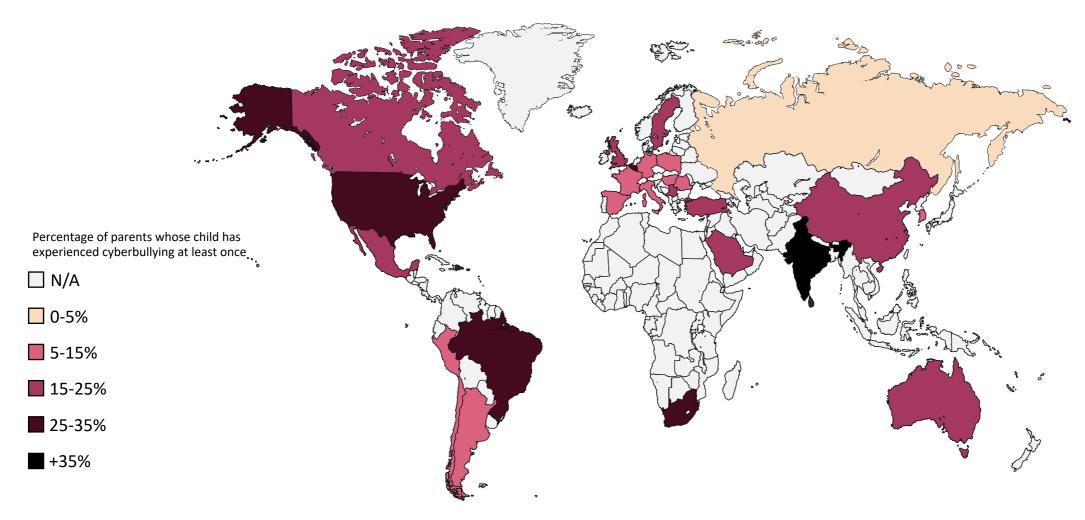
- 51M users connect to digital services daily in Italy;
- There are ~5.7 million young people aged between 9 and 18;
- 98% of children aged between 11 and 18 have a personal mobile phone;
- Around the age of 9, Italian children receive their first smartphone;;
- The **average time** spent online by young people **every day** during the week is **2.5 hours**, while during the **weekend** it increases to **4 hours**;
- 70% of young people report having suffered, or know someone who has suffered, acts of cyber bullying;
- Parents don't know how to protect their children: 71% of parents don't know well about online dangers and 12% don't know what cyberbullying is;
- Bullying has an impact on identity theft: children who suffer bullying are
 9 times more likely to also be victims of identity theft







Cyberbullying An IPSOS Global Study on parents

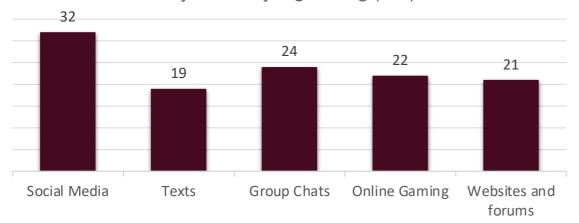


IPSOS Global Advisor Cyberbullying Study (2018)

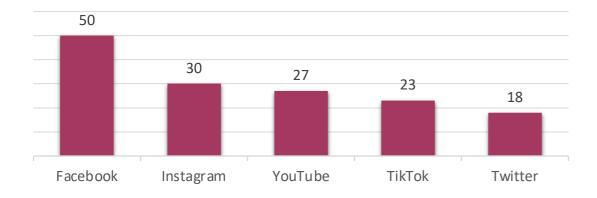


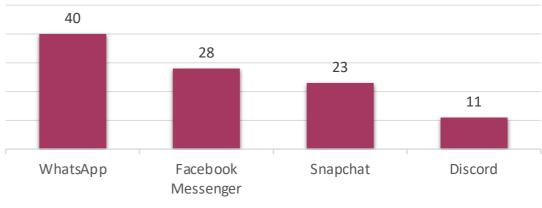
Cyberbullying Where and how

Where is cyberbullying being perpetrated?









McAfee: Cyberbullying in Plain Sight (2022)

