### Civility, safety & interaction online: Canada

In an effort to promote safer, healthier, and more respectful online interactions among all people since 2016, Microsoft has been surveying teens and adults around the world about the state of digital civility. This latest survey marks the fifth straight year of that research, where we again asked respondents about their exposure to 21 different online risks across four categories: behavioral, sexual, reputation, and personal/intrusive. In total, over 16,000 respondents in 32 geographies participated (502 in Canada), equally divided between teens and adults The research was completed in April and May 2020. Read on for a summary of the latest results, some of which may surprise you.

### Digital Civility worsened slightly up 2 points to 62



Deterioration in DCI driven by Adults

Teens 59% +1 Adults 66% | +4

Lower DCI score equals better online civility

Extreme pain was lower



### Best DCI scores in the world

Netherlands, USA, and Singapore showed significant YoY improvement in DCI

### Biggest improvements around the globe

civility



Peru

74% | -7

### \* Taiwan added in 2020

# Biggest improvements in DCI were primarily





**United States** 



### Singapore **Taiwan** 56% | -2 59% | -4

Vietnam

72% | -6

among geographies ranked lower on online



70% | -10



67% | -8

Chile



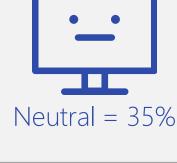


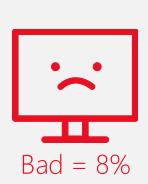
Turkey

68% | -5

Rating overall online civility











"I stood up for myself"

"I paused before replying to someone I disagreed with" #2 most common action

## Online civility rated less negatively in 2020





\*Change in bad rating YoY



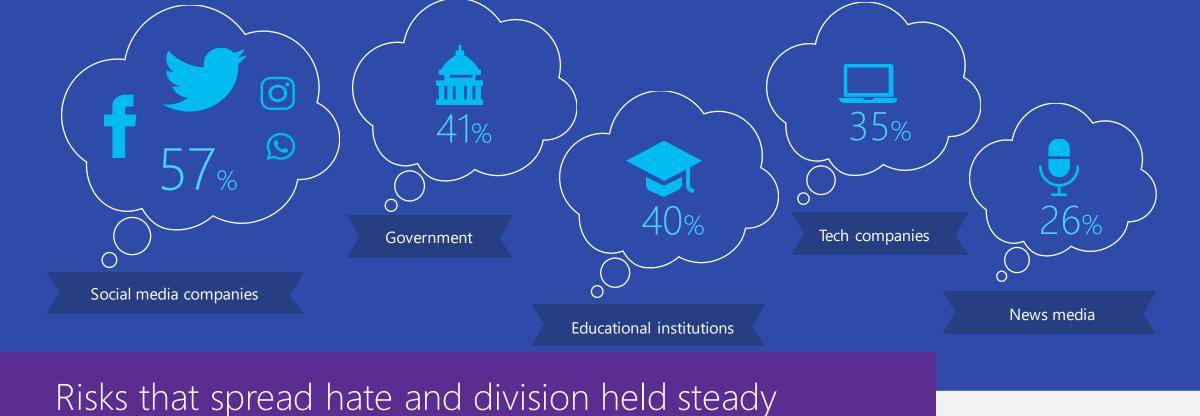




Top wishes for 2020s



Social media companies expected to make biggest contribution to improving online civility in the 2020s



### Slight improvement in Discrimination\*

Prior waves have shown that false or misleading information

is a major component of hoaxes, scams and frauds.



**Hate Speech** 13% | +0% \* Changes since 2018



<mark>of r</mark>isks sou<mark>rce</mark>s come

One-third of risks came

from anonymous sources

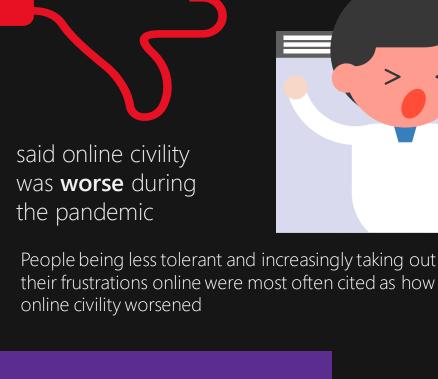
from strangers

in the past week

experienced a risk



said online civility was better during the pandemic





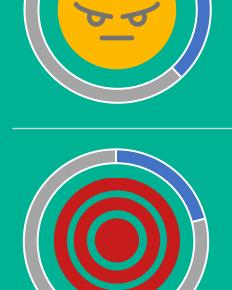
39%

46%

42%

involved in a

bullying incident



said they were the target of bullying

MILLENIALS GEN X BOOMERS

GENERATION Z

### Top 3 defenses against bullies





Talk to a friend



## "Bullying" inside the workplace

of adults were "bullied" or harassed at work



**Microsoft** 

Block

Microsoft.com/SaferOnline

Report to

adult

**⑨** Twitter.com/Safer\_Online • Youtube.com/MSFTOnlineSafety

Connect with us online!

• Facebook.com/SaferOnline