Civility, safety & interaction online: Poland

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 (501 in Poland), 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 improved by 2 points to 70



DCI improvement driven by teens

Teens 64% | -5 Adults 75% | +1

Lower DCI score equals better online civility

Extreme pain held steady



Best DCI scores in the world

Netherlands, USA, and Singapore showed

significant YoY improvement in DCI * Taiwan added in 2020

around the globe



51% | -5



72% | -6



United Kingdom United States Singapore 55% | +2 56% | -2 59% | -4

74% | -7

Biggest improvements

civility



Taiwan

61% | *

Biggest improvements in DCI were primarily

among geographies ranked lower on online



Chile 67% | -8



Vietnam

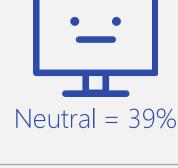


Turkey

68% | -5

Rating overall online civility









#1 most common action

"I stood up for myself"

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

Online civility rated slightly less negatively in 2020









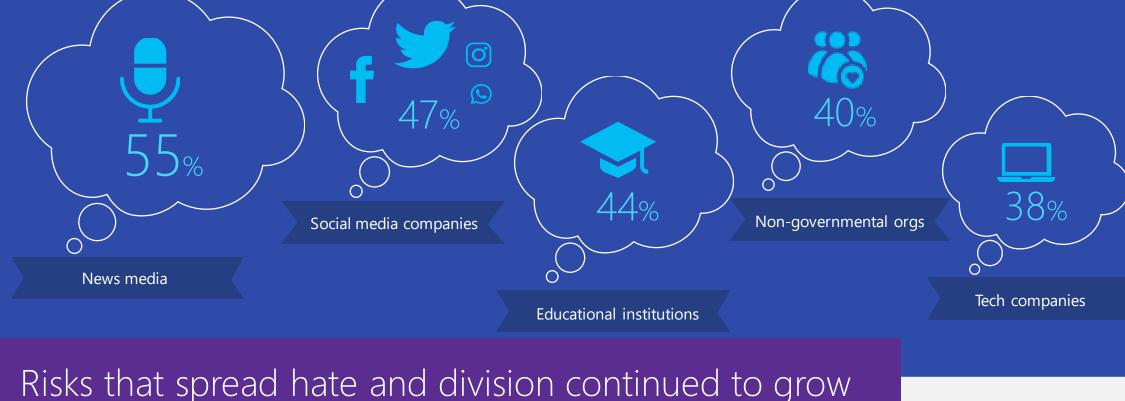


Top wishes for 2020s



*Change in bad rating YoY

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



A few divisive risks at all-time highs* Risks are increasingly

is a major component of hoaxes, scams and frauds.

Prior waves have shown that false or misleading information



Hoaxes, scams & frauds 23% | +2%



anonymous and recent

of risks sources come from strangers

Three in ten said civility online was worse during Covid-19

experienced a risk in the past week



said online civility was **better** during the pandemic





37%

35%

GENERATION Z

bullying incident

involved in a



said they were the target of bullying

GEN X BOOMERS

MILLENIALS

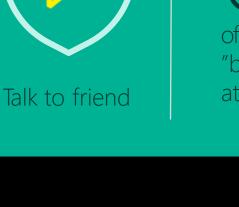
"Bullying" inside the workplace



Top 3 defenses against bullies

Report to

adult





22%



Block