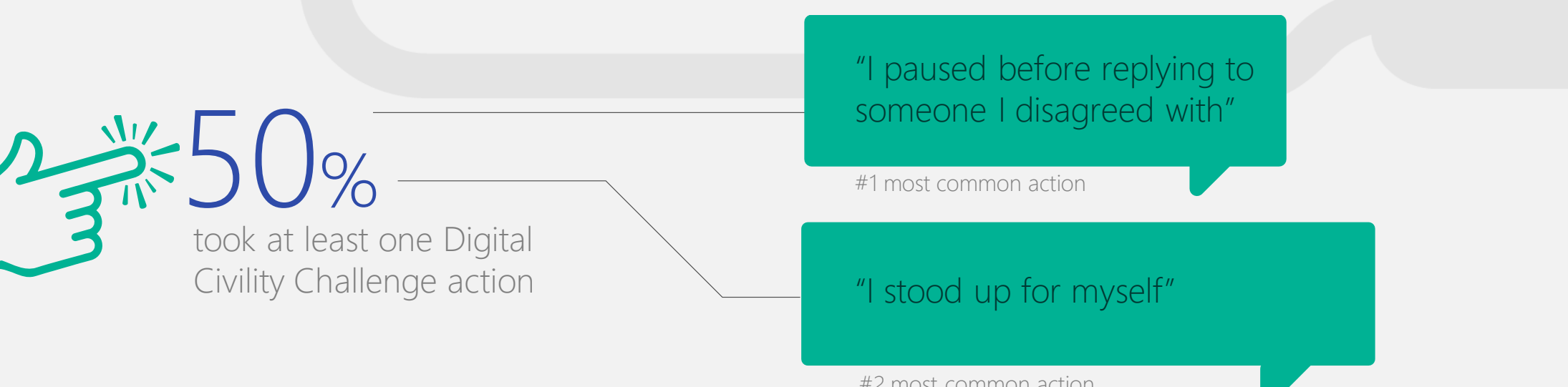
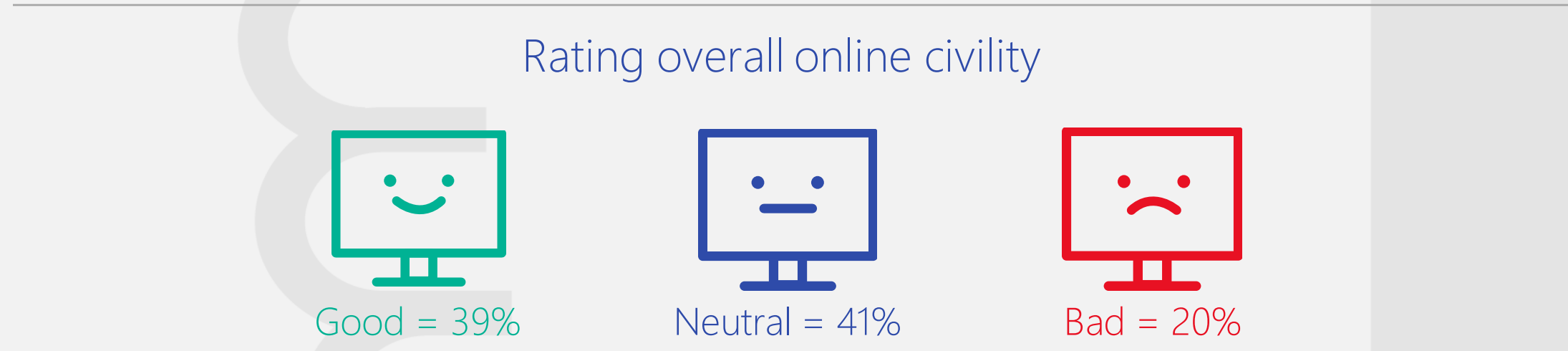
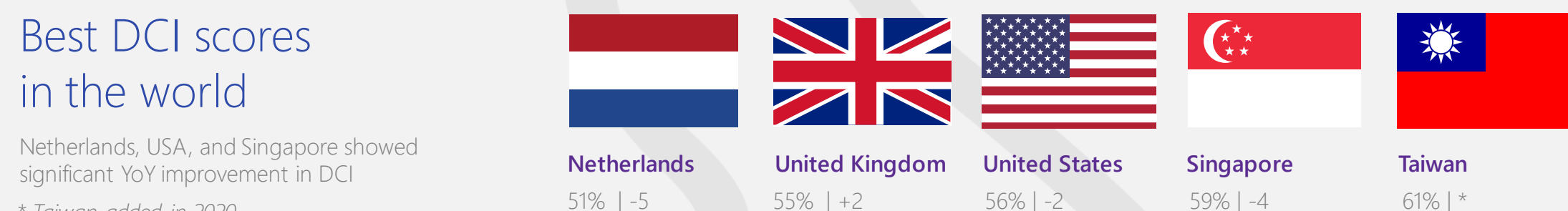


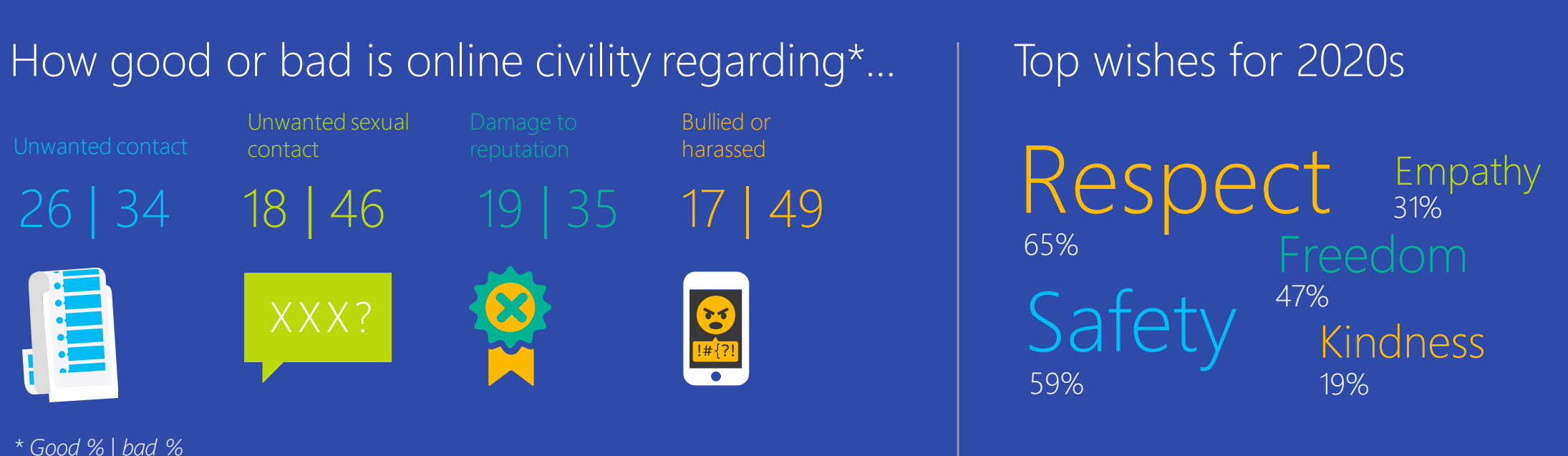
# Civility, safety & interaction online: Spain

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 Spain), 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.

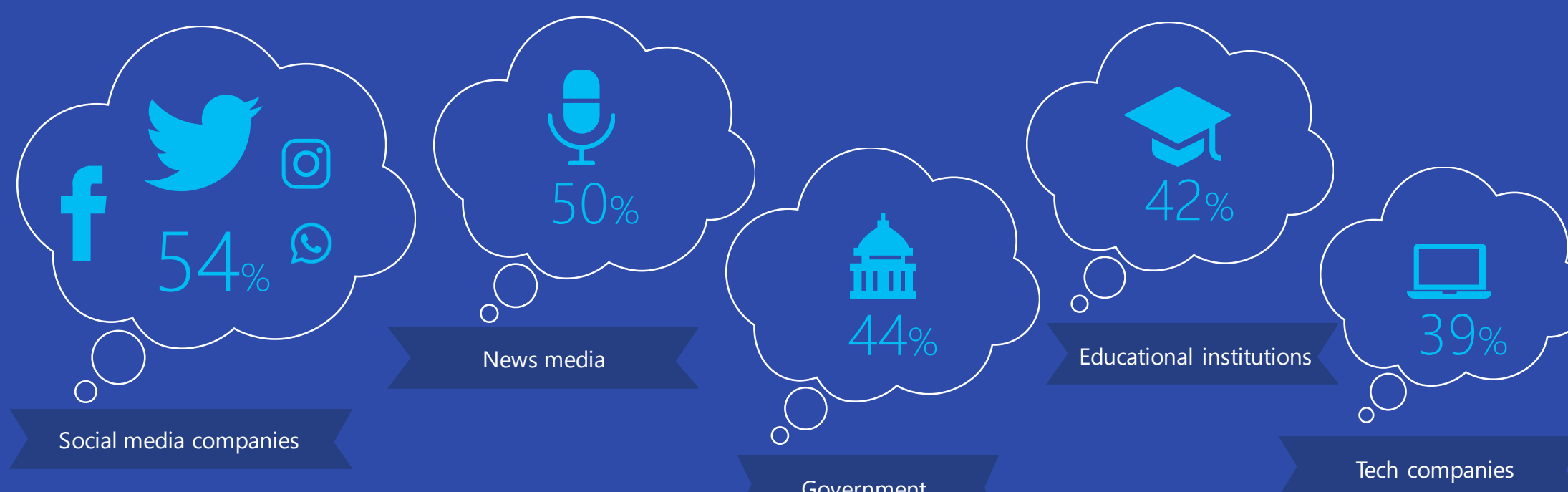
## Digital Civility in 2020 was 67



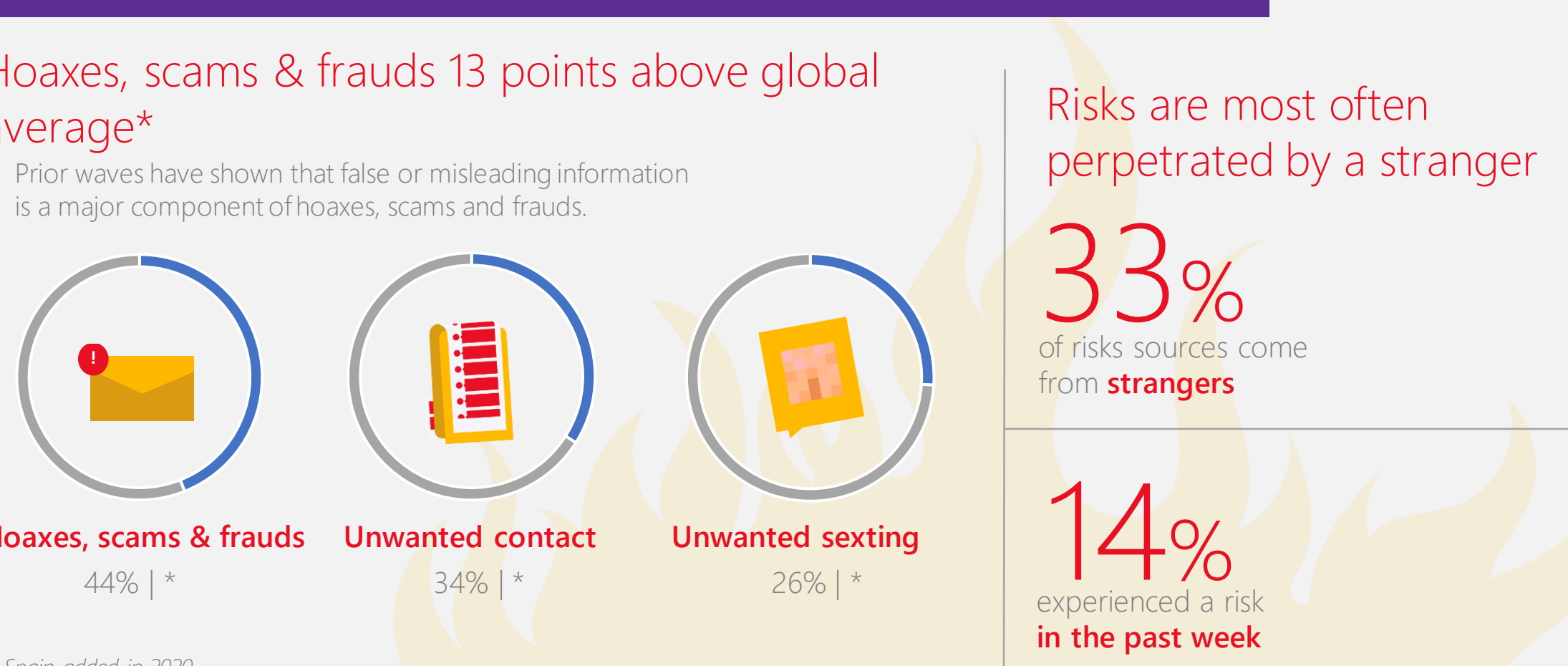
## Bad ratings higher on key online civility issues



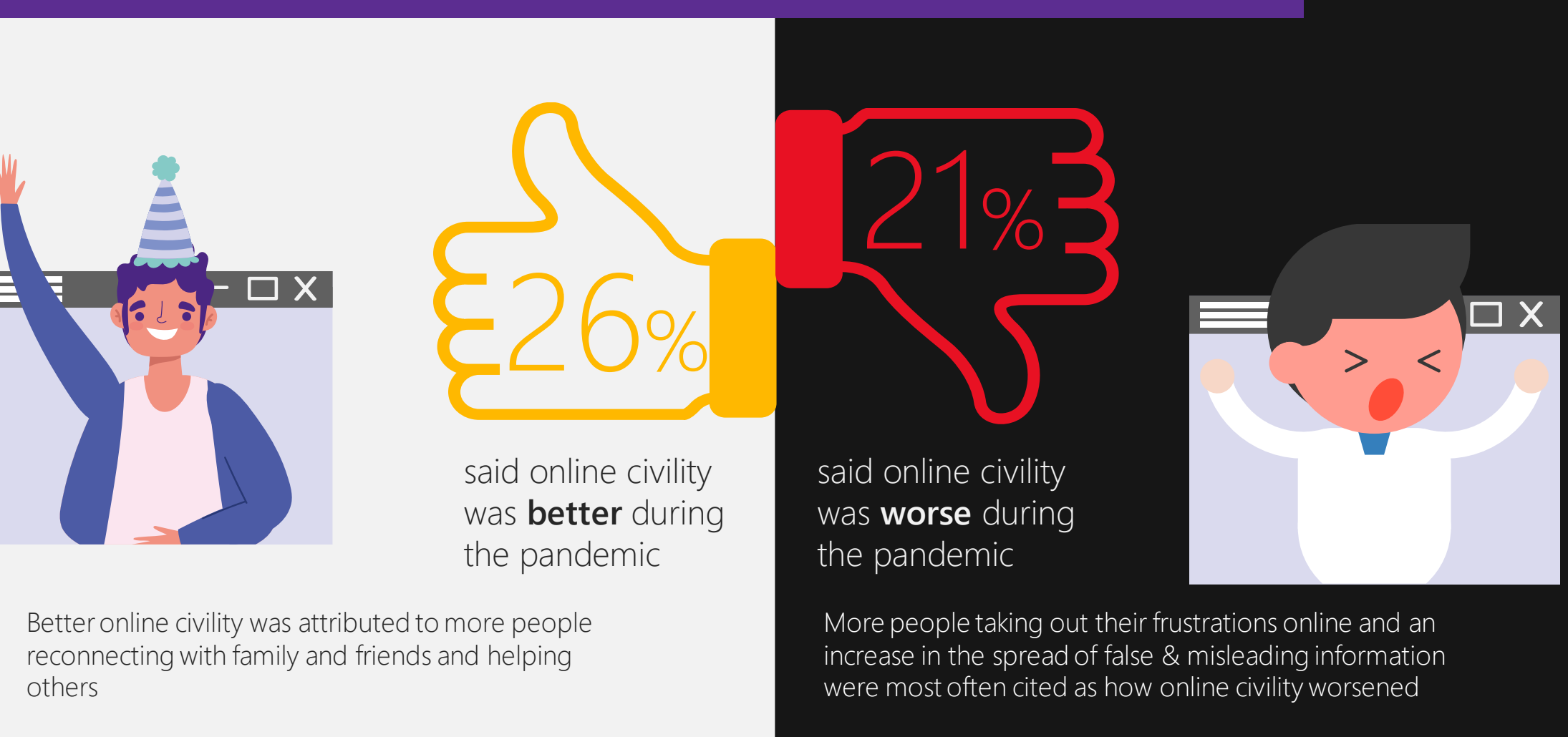
## Social media companies expected to make biggest contribution to improving online civility in the 2020s



## The three most common risks



## One in four said civility online was better during Covid-19



## One-third involved in a bullying incident

