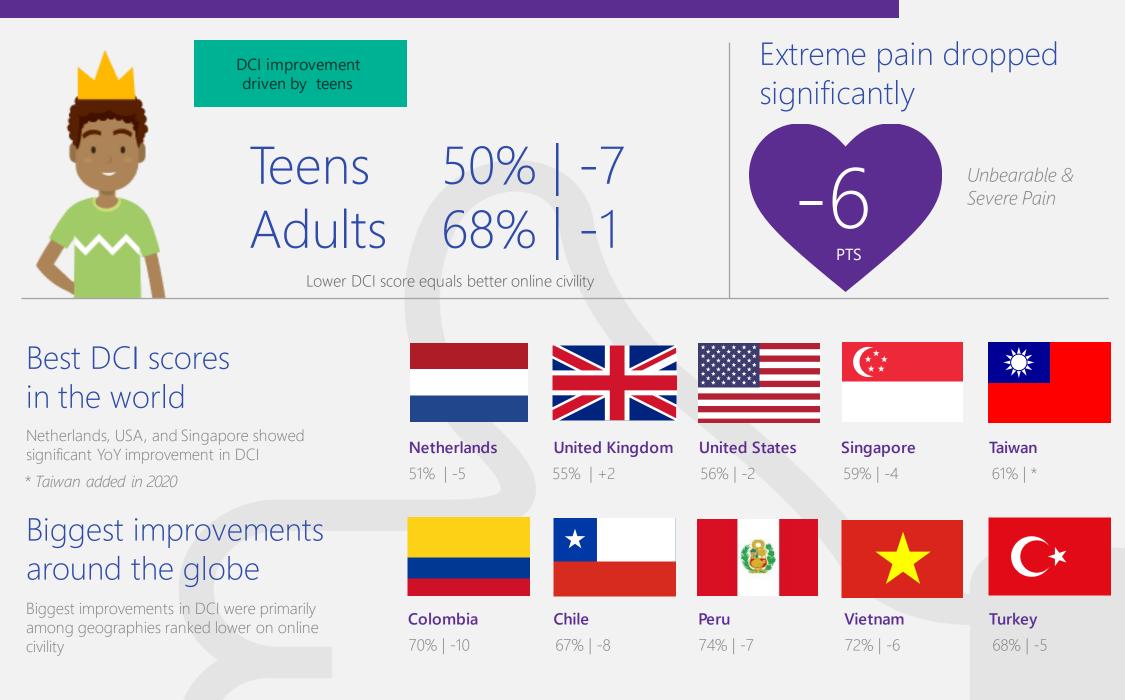


February 2021

Civility, safety & interaction online: Singapore

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 Singapore), 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 4 points to 59



Rating overall online civility



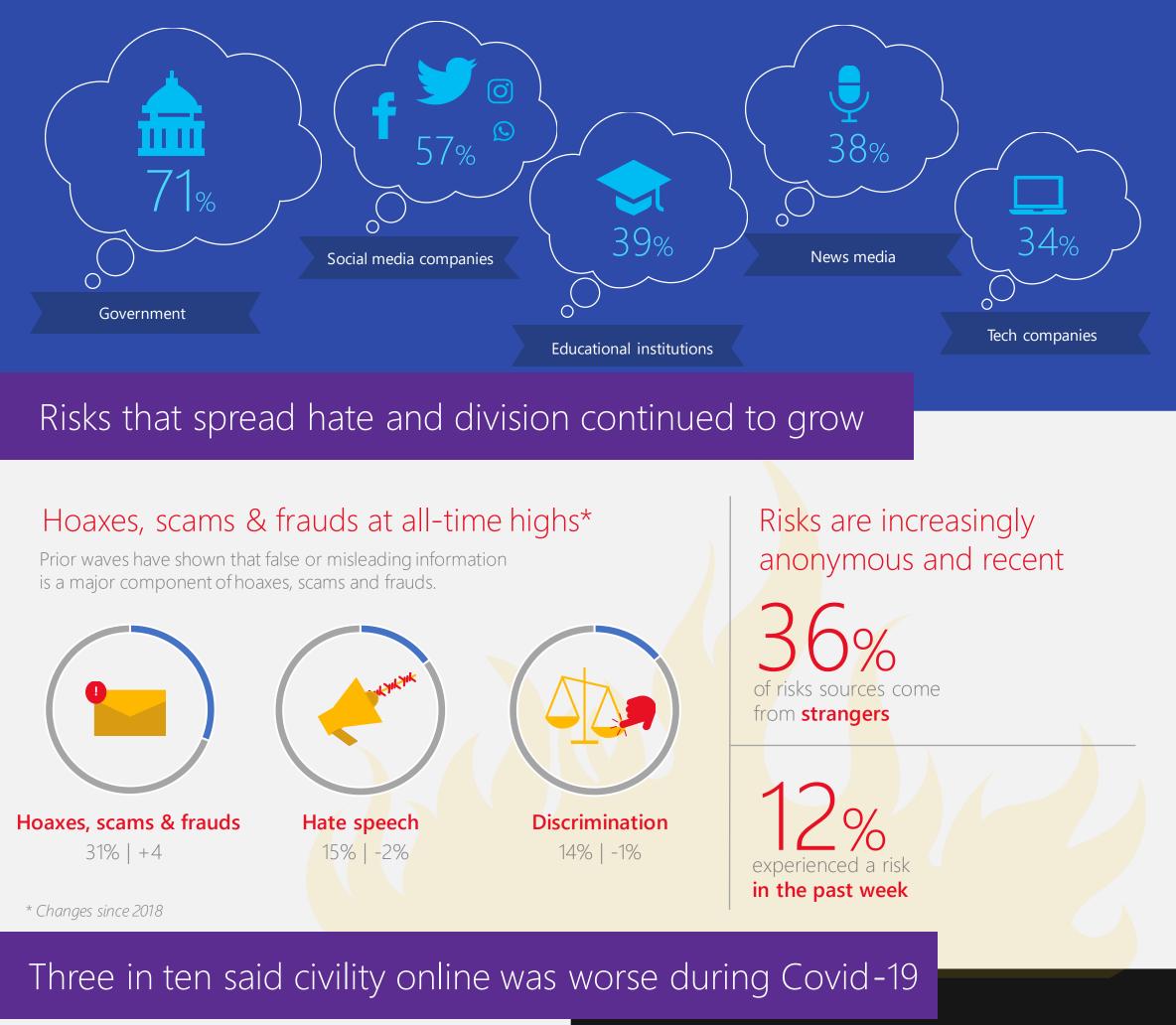








Government expected to make biggest contribution to improving online civility in the 2020s







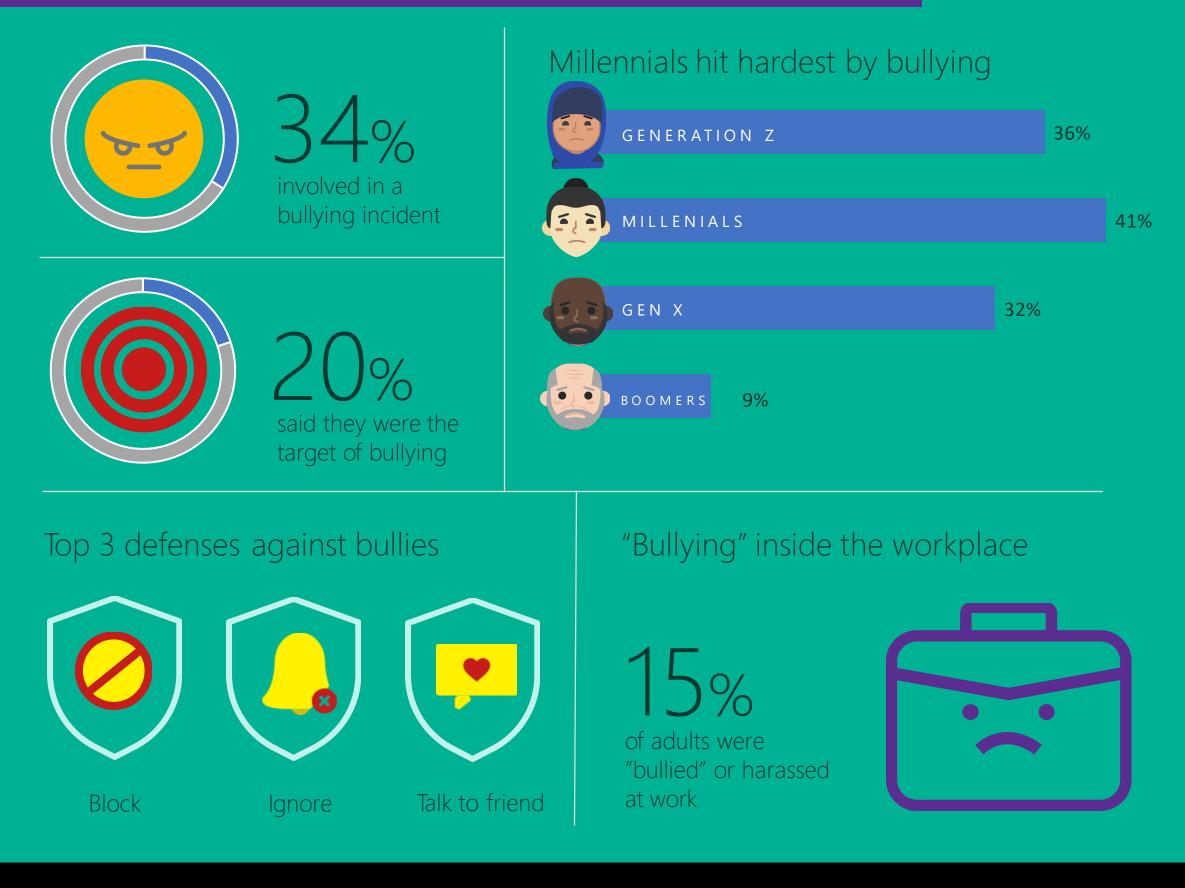
said online civility was **better** during the pandemic

Better online civility was attributed to a greater

said online civility was **worse** during the pandemic Greater spread of false & misleading information and

people taking out their frustrations online were most often cited as how online civility worsened

1 in 3 involved in a bullying incident



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