### February 2021

## Civility, safety & interaction online: Thailand

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 Thailand), 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 69



Teen DCI better than adults

Teens Adults

Lower DCI score equals better online civility

### One-third suffered extreme pain



Unbearable & Severe Pain

#### Best DCI scores in the world

Netherlands, USA, and Singapore showed significant YoY improvement in DCI \* Taiwan added in 2020

#### Biggest improvements around the globe Biggest improvements in DCI were primarily

civility



**United Kingdom** 



#### **United States** 51% | -5 55% | +2 56% | -2



Chile



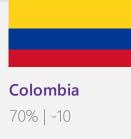
Singapore 59% | -4

72% | -6



61% | \*

among geographies ranked lower on online





Peru 67% | -8 74% | -7

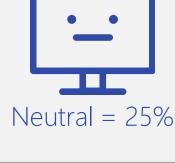




68% | -5

## Rating overall online civility











Civility Challenge action

with dignity and respect" #1 most common action

"I treated the other person

"I showed respect for other people's point of view" #2 most common action

# Bad ratings significantly higher on key online civility issues





### How good or bad is online civility regarding\*... Top wishes for 2020s

19 | 60 22 | 56

\* Good % | bad %







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

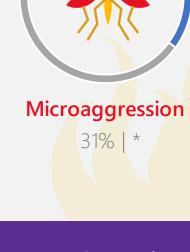


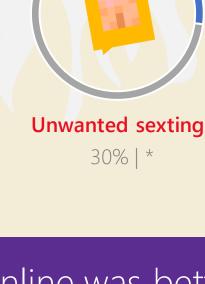
## Microaggression 18 points above global average\*

Unwanted contact and Unwanted sexting were also above

global averages by 9 and 4 points respectively







perpetrated by a stranger

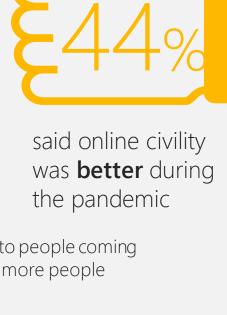
Risks are most often

of risks sources come from strangers

in the past week Over four in ten said civility online was better during Covid-19

experienced a risk







MILLENIALS



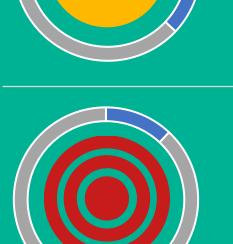
41%

39%

## GENERATION Z

involved in a

bullying incident



said they were the target of bullying

GEN X BOOMERS

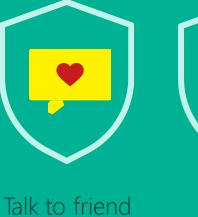
"Bullying" inside the workplace

23%



Block

-- Microsoft



of adults were "bullied" or harassed at work



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us online!

© Microsoft.com/SaferOnline • Facebook.com/SaferOnline

Ignore

**②** Twitter.com/Safer\_Online • Youtube.com/MSFTOnlineSafety