Civility, safety & interaction online: Taiwan

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 Taiwan), 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 61



Teen DCI significantly 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

around the globe

civility



51% | -5

United Kingdom

United States

Singapore

Biggest improvements

Biggest improvements in DCI were primarily among geographies ranked lower on online



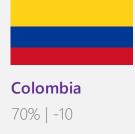


56% | -2



Taiwan







74% | -7



Vietnam

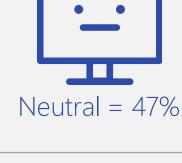
72% | -6



68% | -5

Rating overall online civility









took at least one Digital Civility Challenge action

#1 most common action

someone I disagreed with"

"I paused before replying to

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

Bad ratings higher on key online civility issues



12 | 41



Top wishes for 2020s

Inclusivity





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

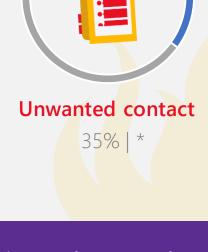


Unwanted sexting 17 points above global average*

is a major component of hoaxes, scams and frauds.

Prior waves have shown that false or misleading information







perpetrated by a stranger

Risks are most often

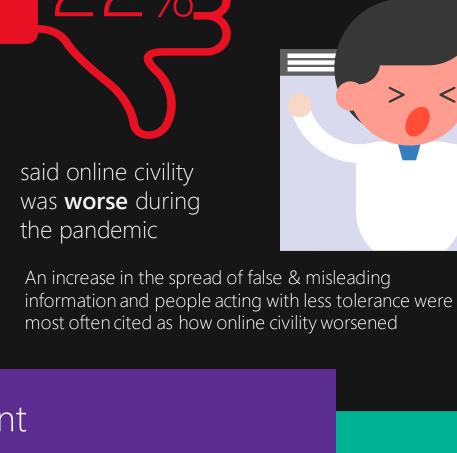
<mark>of r</mark>isks sou<mark>rce</mark>s come from strangers

in the past week One in five said civility online was worse during Covid-19

experienced a risk



said online civility was better during the pandemic



GENERATION Z

MILLENIALS



38%

57%

involved in a

bullying incident



said they were the target of bullying

GEN X BOOMERS



Talk to friend



"Bullying" inside the workplace

of adults were at work



-- Microsoft Connect with

us online!

Block

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

⑨ Twitter.com/Safer_Online • Youtube.com/MSFTOnlineSafety