Civility, safety & interaction online: United States

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 United States), 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 56



DCI improvement driven by teens

Teens 52% | -10 Adults 60% | +2

Lower DCI score equals better online civility

51% | -5

Extreme pain dropped significantly



Best DCI scores in the world

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

around the globe



United States





Taiwan 61% | *

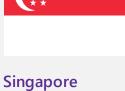
Biggest improvements

civility





56% | -2



59% | -4

Vietnam

72% | -6

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





Peru 67% | -8 74% | -7

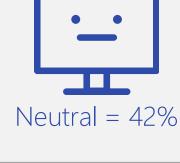


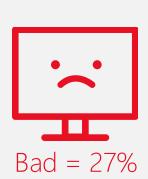


Turkey 68% | -5

Rating overall online civility









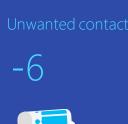


"I stood up for myself"

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

Online civility rated less negatively in 2020







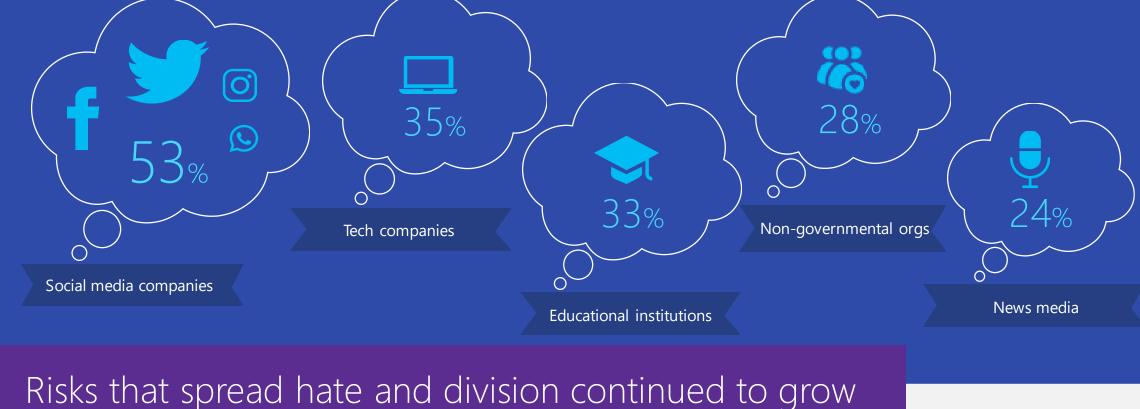


Top wishes for 2020s



*Change in bad rating YoY

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



Discrimination at 5-year high* Risks are increasingly

is a major component of hoaxes, scams and frauds.

Prior waves have shown that false or misleading information







anonymous and recent

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

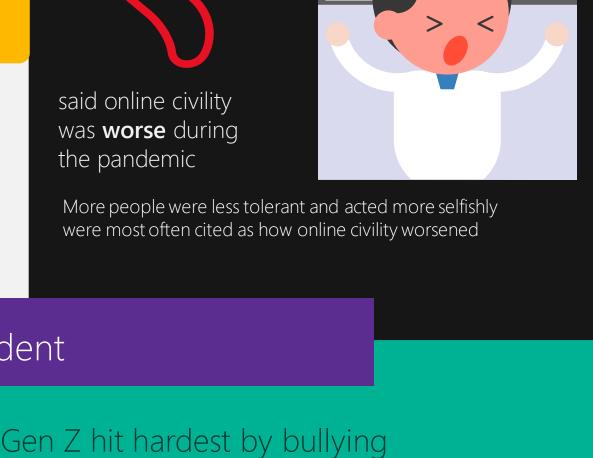
in the past week

experienced a risk

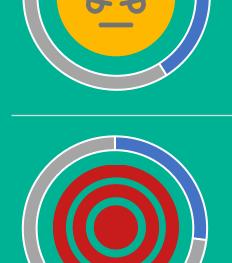


said online civility was better during the pandemic

said online civility was worse during the pandemic More people were less tolerant and acted more selfishly were most often cited as how online civility worsened



44%



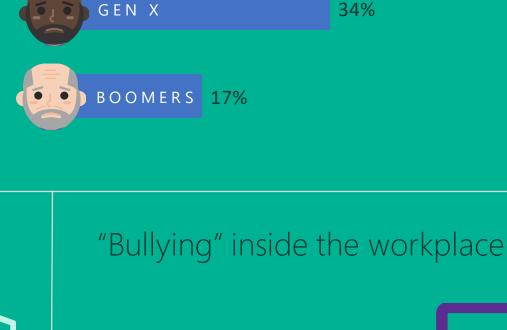
said they were the target of bullying

involved in a

bullying incident

GENERATION Z

MILLENIALS

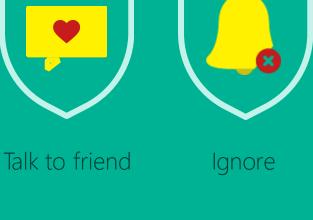




Block

-- Microsoft





of adults were "bullied" or harassed at work



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