**coram**BAAF
adoption • fostering • kinship

## How's your online life?
Digital safeguarding for those working with children and adults in the care system

## Housekeeping

Please make sure you:
- Silence your phone
- Turn on your camera
- Mute your microphone
- Pop your name in the chat

Housekeeping for online

**Aliens or natives ?**

YP have no concept of online/offline as we do
As we work with YP it is our responsibility to learn – duty of digital care?

Everyday The first 5000 days – created by digital artist Beeple ( Mike Winkelmann) - digital only artwork, paid for in cryptocurrency. Sold by Christies auction house for $69.4 million in 2021. Compilation of the 5000 images the artist released daily since 2007 – satirical political images.
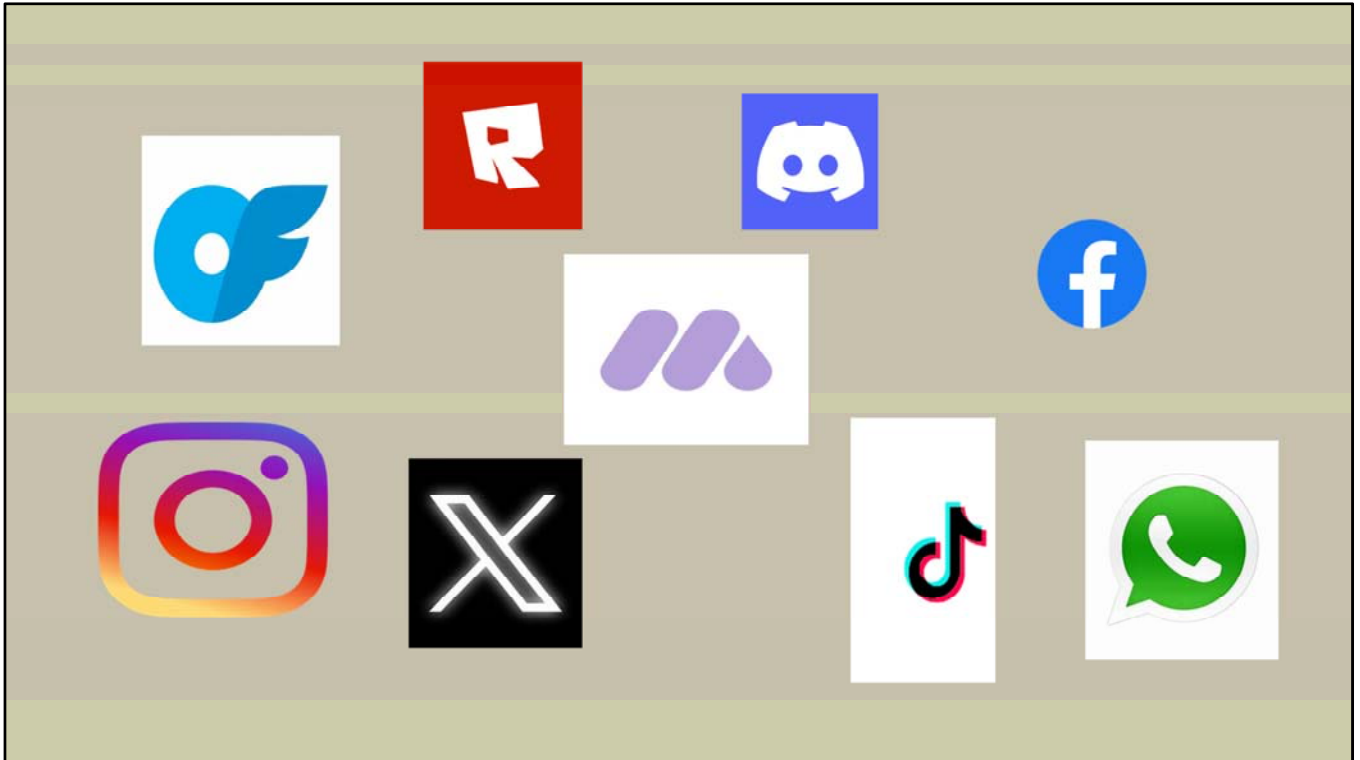
 **Instagram** (2004) – all about images, aged 13+, owned by FB as of 2012,  1 billion users per month, 12.9% of humanity checks their profile monthly, and 500 million check daily. IN the UK 46% of pop'n have account, 25-34 yrs use most., women more than men (57:42%) generates £3.59b annual revenue in the UK. Reels/stories -24 hours livestreaming introduced, video disappears after the stream ends Privacy settings are public by default, Instagram direct – can share with 15 friends or fewer. Collects geolocation data, interactions and analytics, personal info collected by a third party, Shares info with 3rd parties, shares data for analytics, research and product development. Single most folowoed person in the world in Cristiano Ronaldo -616m followers. In Uk David Beckham 50.6m) and then Emma Watson 947m) and Cara Delaviegne (41.5)

**Facebook (**2004**)**  – 2.9 billion users /month (India has 329 Fb users) aimed at moving towards metaverse ( next iteration of internet?) Annual global revenue 117.9bn $ 2021. Number of fake accounts removed Q1 2022 = 1.6bn. Still has the most users of all S.media platforms. Uk 44.8m users have an account, used daily by 44% of popn. 25-34 yr olds. 18-24 yrs have declined (only 16% in 2020) 52:48% male female split. Most popular video creator is LADbible – 1.6 billion views. Biggest fb group is Manchester united 73M+ m. ost liked Rnoaldo , followed by Mr Bean

**Snapchat –** user generated photos, videos , texts and calls, no restrictions. Visible for 10

seconds before they disappear. Can also opt to have recipients to view for as long they like, recipients can screenshot images. 319 m users daily. – grown significantly in 2021. North America biggest user. 20% of users are 18-15 yrs – suited to GenZ attention spans? . Also has games with 6 s unstoppable ads. Stores location and can view users on map – implications for adopted children/BP

**X (Twitter)** (2006) microblogging and social networking. 2021 advertising revenue $5bn. Most followed account is  Elon musk  (185m) @BarakObama. ( 130 500 00 followers) second is Justin Bieber, Katy Perry, Rhianna and Cristiano Ronaldo. 30% female users. Older age profile, higher spending power. Powerful analytics so targeted advertising. Taken over by Elon musk (  2022  ) a third of users who adverstised explicit content for sale were under 18 yrs.

**Only Fans** (2016) 18 + to use, subscription service. must have an account. 120 million registered users , 2 million content creators. Top earners over $100,000/month.  Average earner $180 per month.  Rise of under 18's selling nudes onlne . Online safety bill has made the platforms legally required to monitor content, previously no obligation. Now have to pose next to an ID photo to subscribe. Top 10% earn 73% of total income, top 1 % earn 33 %.

**Tiktok (**2016**) –** short form videos that are up to 3 minutes long. It was the most downloaded app of 2021 25% of users are aged 10-19 68% are under 40 yrs.  Khabane lame 161.6m then Charli D'Amelio biggest following – 151 million followers. 30.8 m active users daily, average user opens the app 19 times per day. Children spend average of 75mins per day on Tiktok.

**Whatsapp** (2009)- 'freeware cross platform centralised instant messaging service'. Taken over by FB in 2014. Can share location with recipients thro 'share live location' feature.- again implications for children who may be contacting birth family members or planning to meet. Can also allow contact to track you for up to 8 hrs. Video calling live. Different with other platforms  it is encrypted both ends so much harder to track. Also has a feature called 'disappearing messages' which can make chat disappears after 24hrs, 7 days or 90 days.also disappearing images – designed for bank info etc but implications for online child protection .

**Discord** ( 2015)  Instant messaging social networking platform.Calls itself a 'place to belong'  13+ to use it. But many servers require 18+. Voice calls, video calls, texts, media files either in private chats or 'communities' AS of 2021 has 350m users and 150m active monthly. Initially directed towards gamers but now more diverse. Esports and music communities. Aged 18+ Channels marked 'NSFW' not safe for work. There are live moderated chats, or gated/ticketed events. Fortnite is the biggest 'server'  but 90 % have fewer than 10 users. . 'Threads' –temporary text chats which disappear.direct messaging which allows users to connect through gaming platforms inc xbox and playstation but also twitter, twitch, steam and reddit. US main users ( 30%) followed by Canada and Uk. Banned in China. Cyberbullying and chats being 'raided' – race, religion and pornography. Now have a trust and safety team but still have issues with revenge porn and it's pseudonym/privacy settings allow extremism. Discord used to plan white extremist

events in US.

**Roblox** (2006) 'global platform that brings people together through play.' allows users to program games and play games created by other users. coded in a language called Lua. Biggest virtual world in Metaverse. Free to play, virtual currency called Roblux' – in app purchases.grown rapidly since 2015 – launch of Xbox One and pandemic. 50%+ are US Children. Sexual content is prohibited, but there is a substantial presence of sexually explicit games, virtual sex clubs and nightclubs/gambling. 3rd party platforms so are not in control of Roblox. Extremist role playing, microtransactions leading to debt, monetising gameplay. Chat rooms & exploitation.

**Metaverse** – FB spent $10bn in 2021 – 'reality labs' predicted next decade 'reality platform for creating, sharing and interacting with augmented reality. video game makers expect revenue of $412bn in 2024 up from $274 in 2020. by 2026 25% of world popn will spend 1 hour + per day . 83% are 18 or under, 51% of users are 13 yrs or younger . Sandbox – holds record for most expensive virtual land sold – 100 fantasy islands with boats & jets skis and villas. Jet skis sold for $15000 each on the first day of launch – now worth $100,000. Physiological dangers (nausea, eye satrin and cybersickness, headaches) Privacy – can collect non-verbal data, biometric data (eye movements) Diff to dicern what/who is real. Virtual strip clubs, simulated sex acts and grooming.

- **Topic 1** - Adolescent brain development
- **Topic 2** - Health
- **Topic 3** - Mental health
- **Topic 4** - Content
- **Topic 5** - Child protection
- **Topic 6** - Addiction
- **Topic 7** - SW using social media in assessments and assessing digital competency
- **Topic 8** - How to develop professional curiosity about online use and safeguarding risks
- **Topic 9** - How to support resilience and digital competence in carers and children and young people
- **Topic 10** - User guides for young people

Navigating online life with children and young people | CoramBAAF
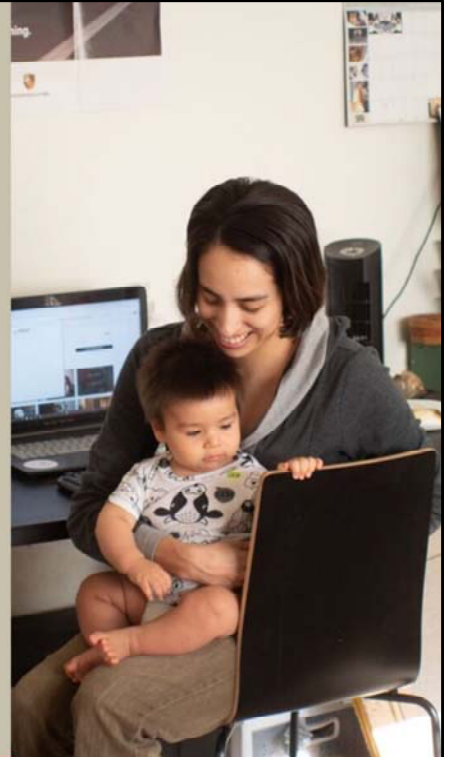
**Topic 1** - Adolescent Brain Development,
Why Looked After Children are more at risk (resilience, need for acceptance/friends/attention), data (links as discussed), social media to maintain friendships and contact family.

Resources -Science/neurobiology PowerPoint , recorded conversation/podcast JP/VW (another?) why this is important or different for Looked after children or those who have experienced trauma, signpost to resources.
– Vicki & Jane Joint

**Topic 2-** Health – misinformation and disinformation, body/skin dysmorphia, eating disorders particularly,

Resources –, signposting
- Vicki

**Topic 3** - Mental health - abusive, trolling, revenge pornography, self-harm/suicide influencing, cyberbullying, challenges.

resources- exploring expertise session ?, recording on website, signposting, practice note?
Vicki/Jane

**Topic 4** content – explicit sexual content, violent content, 'world news' and fake stories. Include self generated content


Resources – web based online links/signposting
Vicky

**Topic 5** child protection – criminal and sexual exploitation, contact and/or blackmail with family or perpetrators, stalking/tracking, grooming, county lines, radicalisation.

Resources – web based online links/signposting
Jane

**Topic 6** addiction e.g., gambling /gaming and impacts

Resources – web based online links/signposting
Vicky


**Topic 7** SW using social media in assessments and assessing digital competency; social media strategy for professionals.

Exploring Expertise? Half day training day?
Jane

**Topic 8** How to develop professional curiosity about online use and safeguarding risks – asking children and young people 'how's your online life'?

Resources for carers and those who support them
JP/VW

**Topic 9** How to support resilience and digital competence in carers and children and young people, libel, scams

Resources for carers, positives.

**Topic 10** Users guide for young people/what they should know/how to find health info/why professionals ask them about online life;

Thank you from CoramBAAF

We hope to see you again soon!

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