

Aggregate Data Tables

Between December 2024 and February 2025, eSafety conducted a nationally representative survey of 3,454 children aged 10 to 17 years living in Australia (see methodology report [here](#)). A subset of this data, comprising responses from 2,629 Australian children aged 10 to 15 years, was examined.

Table 1. Lifetime use of social media, by gender and age

| | Total | Boys | Girls | Trans & gender diverse ¹ | 10 to 12 | 13 to 15 |
|--|-------|-------|-------|-------------------------------------|----------|----------|
| Any social media platform ² | 96% | 95% | 96% | 100% | 93% | 99% ↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source C.2 Which, if any, social media platforms or apps have you ever used?

Note: the survey included YouTube Kids, to help children differentiate between YouTube and YouTube Kids. YouTube Kids is not considered a social media platform in this analysis. Arrows denote statistically significant differences between subgroups.

- children aged 13 to 15 were more likely than those aged 10 to 12 to have ever used a social media platform (99% vs. 93%).

Table 2. Lifetime use of social media platforms, by gender and age

| Platform | Total | Boys | Girls | Trans & gender diverse ³ | 10 to 12 | 13 to 15 |
|--------------------------------------|-------|-------|-------|-------------------------------------|----------|----------|
| YouTube | 76% | 77% | 74% | 86% | 73% | 78% ↑ |
| TikTok | 56% | 52% | 60% ↑ | 65% | 45% | 67% ↑ |
| Instagram | 47% | 42% | 51% ↑ | 55% | 30% | 64% ↑ |
| Snapchat | 46% | 42% | 51% ↑ | 57% ↑ | 33% | 60% ↑ |
| Facebook | 42% | 41% | 43% | 57% | 32% | 52% ↑ |
| Pinterest | 20% | 10% | 29% ↑ | 46% ↑ | 15% | 25% ↑ |
| Steam | 11% | 16% ↑ | 5% | 27% ↑ | 7% | 15% ↑ |
| Reddit (like r/gaming) | 11% | 12% ↑ | 8% | 35% ↑ | 7% | 14% ↑ |
| Another social media platform or app | 9% | 9% | 9% | 19% ↑ | 9% | 10% |

¹ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

² Platforms considered social media for the purpose of this survey were: YouTube, TikTok, Instagram, Snapchat, Facebook, Pinterest, Steam, Reddit, Twitch, X (Twitter), BeReal, Threads and 'another social media platform or app'.

³ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

| | | | | | | |
|----------------------|--------------|--------------|--------------|------------|--------------|--------------|
| Twitch | 9% | 12% ↑ | 5% | 22% ↑ | 5% | 12% ↑ |
| X (Twitter) | 8% | 9% | 7% | 13% | 5% | 11% ↑ |
| BeReal | 5% | 3% | 8% ↑ | 7% | 3% | 8% ↑ |
| Threads | 4% | 4% | 5% | 7% | 3% | 6% ↑ |
| <i>YouTube Kids*</i> | 44% | 40% ↑ | 49% ↑ | 25% | 59% ↑ | 29% |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source C.2 Which, if any, social media platforms or apps have you ever used?

Note: the survey included YouTube Kids, to help children differentiate between YouTube and YouTube Kids. YouTube Kids is not considered a social media platform in this analysis. Arrows denote statistically significant differences between subgroups.

- Girls were more likely than boys to have ever used TikTok (60% vs. 52%), Instagram (51% vs. 42%), Snapchat (51% vs. 42%), Pinterest (29% vs. 10%) or BeReal (8% vs. 3%).
- Boys were more likely than girls to have ever used Steam (16% vs. 5%), Reddit (12% vs. 8%) or Twitch (12% vs. 5%).
- Trans and gender-diverse children were more likely than boys and girls to have ever used Pinterest (46% vs. 10-29%), Steam (27% vs. 5-16%), Reddit (35% vs. 8-12%) or Twitch (22% vs. 5-12%). In addition, they were more likely than boys to have ever used Snapchat (57% vs. 42%).
- Children aged 13 to 15 were more likely than those aged 10 to 12 to have ever used all social media platforms captured in the survey.

Table 3. Current (past 4 weeks) use of social media platforms, by gender and age

| Platform | Total | Boys | Girls | Trans & gender diverse ⁴ | 10 to 12 | 13 to 15 |
|--------------------------------------|-------|-------|-------|-------------------------------------|----------|----------|
| YouTube | 63% | 67% ↑ | 58% | 75% ↑ | 63% | 63% |
| TikTok | 44% | 41% | 47% ↑ | 46% | 31% | 57% ↑ |
| Snapchat | 36% | 32% | 40% ↑ | 40% | 21% | 51% ↑ |
| Instagram | 35% | 31% | 39% ↑ | 41% | 19% | 51% ↑ |
| Facebook | 29% | 28% | 30% | 36% | 21% | 37% ↑ |
| Pinterest | 9% | 3% | 16% ↑ | 20% ↑ | 7% | 11% ↑ |
| Another social media platform or app | 6% | 6% | 6% | 10% | 7% | 6% |
| Steam | 6% | 9% ↑ | 2% | 13% ↑ | 4% | 8% ↑ |
| Reddit (like r/gaming) | 5% | 6% ↑ | 3% | 11% ↑ | 3% | 7% ↑ |
| X (Twitter) | 4% | 5% ↑ | 3% | 6% | 2% | 5% ↑ |
| Twitch | 4% | 5% ↑ | 2% | 12% ↑ | 3% | 5% ↑ |
| Threads | 1% | 2% | 1% | 2% | 1% | 2% ↑ |

⁴ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

| | | | | | | |
|--------|-------|-------|-------|----|-------|-------|
| BeReal | 1% | 1% | 2% ↑ | 0% | 1% | 2% ↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: C.9 In the past four weeks, which social media platforms or apps have you used?

Arrows denote statistically significant differences between subgroups.

- Boys and trans and gender-diverse children were more likely than girls to have used Steam (9-13% vs. 2%) or Reddit (6-11% vs. 3%) in the last 4 weeks.
- Girls and trans and gender-diverse children were more likely than boys to have used Pinterest (16-20% vs. 3%) in the past 4 weeks.
- Trans and gender-diverse children were more likely than both boys and girls to have used Twitch in the past 4 weeks (12% vs. 2-5%). Trans and gender-diverse children were also more likely than girls to have used YouTube in the past 4 weeks (75% vs. 58%).
- Girls were more likely than boys to have used TikTok (47% vs. 41%), Snapchat (40% vs. 32%), Instagram (39% vs. 31%) or BeReal (2% vs. 1%) in the past 4 weeks.
- Boys were more likely than girls to have used YouTube (67% vs. 58%) or X (5% vs. 3%) in the past 4 weeks.
- With the exception of YouTube, in the 4 weeks prior to the survey, children aged 13 to 15 were more likely than those aged 10 to 12 to have used all the social media platforms captured in the survey in the past 4 weeks.

Table 4. Lifetime use of communication platforms, by gender and age

| | Total | Boys | Girls | Trans & gender diverse ⁵ | 10 to 12 | 13 to 15 |
|---|-------|-------|-------|-------------------------------------|----------|----------|
| Any communication platform ⁶ | 94% | 93% | 95% ↑ | 100% | 93% | 96% ↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: C.10 Which, if any, of these apps or platforms have you ever used to chat with, message, call or video call anyone online?

Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than those aged 10 to 12 to have ever used a communication platform (96% vs. 93%).
- Girls were more likely than boys to have ever used a communication platform (95% vs. 93%)

⁵ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

⁶ In this research platforms considered communication platforms were: FaceTime, Messenger Kids, Text messages (like iMessage, Google messages), WhatsApp, Email (like Gmail), Discord, Messenger (also known as Facebook Messenger), Voice or text chat in a video game or console, Skype, Google Chat, WeChat, Telegram, Viber, Kik, Signal, KakaoTalk, Line, IMO, Wickr and other platforms used to message, call or chat to people online.

Table 5. Lifetime use of communication platforms, by gender and age.

| Platform | Total | Boy | Girl | Trans & gender diverse ⁷ | 10 to 12 | 13 to 15 |
|---|--------------|--------------|--------------|-------------------------------------|--------------|--------------|
| FaceTime | 44% | 41% | 47% ↑ | 44% | 40% | 49% ↑ |
| Messenger Kids | 40% | 36% | 45% ↑ | 33% | 52% ↑ | 28% |
| Text messages (like iMessage, Google messages) | 32% | 29% | 35% ↑ | 29% | 24% | 39% ↑ |
| WhatsApp | 29% | 29% | 29% | 22% | 22% | 35% ↑ |
| Email (like Gmail) | 26% | 25% | 27% | 38% | 19% | 34% ↑ |
| Discord | 22% | 28% ↑ | 14% | 46% ↑ | 12% | 31% ↑ |
| Messenger (also known as Facebook Messenger) | 21% | 20% | 22% | 28% | 16% | 27% ↑ |
| Voice or text chat in a video game or console | 13% | 17% ↑ | 8% | 21% ↑ | 10% | 16% ↑ |
| Skype | 6% | 6% | 6% | 4% | 5% | 6% ↑ |
| Google Chat | 5% | 5% | 5% | 13% ↑ | 5% | 6% |
| I have used another app or platform to message, call or chat to people online | 5% | 4% | 5% | 11% ↑ | 3% | 6% ↑ |
| WeChat | 2% | 2% | 2% | 2% | 2% | 3% |
| Telegram | 2% | 2% | 2% | 1% | 1% | 3% ↑ |
| Viber | 2% | 2% | 2% | 0% | 1% | 2% |
| Kik | 1% | 1% | 1% | 2% | 1% | 2% |
| Signal | 1% | 1% | 1% | 0% | 1% | 2% ↑ |
| KakaoTalk | 1% | 1% | 1% | 1% | 1% | 1% |
| Line | 1% | 1% | 1% | 2% | 1% | 1% |
| IMO | 1% | 1% | 1% | 3% | 1% | 1% |
| Wickr | <1% | <1% | <1% | 0% | <1% | <1% |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: C.10 Which, if any, of these apps or platforms have you ever used to chat with, message, call or video call anyone online?
 Arrows denote statistically significant differences between subgroups.

- Trans and gender-diverse children were more likely than girls and boys to have ever used Discord (46% vs. 14-28%) or Google Chat (13% vs. 5%). They were also

⁷ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

more likely than girls to have used voice or text chat in a video game or console (21% vs. 8%).

- Girls were more likely than boys to have ever used FaceTime (47% vs. 41%), Messenger Kids (45% vs. 36%) or text messages (35% vs. 29%).
- Boys were more likely than girls to have ever used Discord (28% vs. 14%) or voice or text chat in a video game or console (17% vs. 8%).
- Children aged 13 to 15 were more likely than those aged 10 to 12 to have ever used a range of communication platforms including FaceTime (49% vs. 40%), text messages (39% vs. 24%), WhatsApp (35% vs. 22%), email (34% vs. 19%) and Messenger (27% vs. 16%).

Table 6. Current use of communication platforms, by gender and age

| Platform | Total | Boys | Girls | Trans & gender diverse ⁸ | 10 to 12 | 13 to 15 |
|---|-------|-------|-------|-------------------------------------|----------|----------|
| Messenger Kids | 27% | 23% ↑ | 31% ↑ | 12% | 42% ↑ | 12% |
| FaceTime | 25% | 22% | 30% ↑ | 13% | 23% | 28% ↑ |
| Text messages (like iMessage, Google messages) | 25% | 21% | 29% ↑ | 24% | 19% | 31% ↑ |
| WhatsApp | 23% | 23% | 23% | 18% | 18% | 27% ↑ |
| Messenger (also known as Facebook Messenger) | 14% | 13% | 15% | 22% | 11% | 18% ↑ |
| Discord | 13% | 18% ↑ | 7% | 32% ↑ | 8% | 19% ↑ |
| Email (like Gmail) | 12% | 11% | 13% | 13% | 8% | 15% ↑ |
| Voice or text chat in a video game or console | 9% | 14% ↑ | 5% | 12% ↑ | 7% | 11% ↑ |
| I have used another app or platform to message, call or chat to people online | 3% | 3% | 3% | 6% | 2% | 5% ↑ |
| Skype | 2% | 2% | 2% | 0% | 2% | 2% |
| Google Chat | 2% | 1% | 2% | 5% | 2% | 2% |
| WeChat | 2% | 1% | 2% | 2% | 1% | 2% |
| Telegram | 1% | 1% | 1% | 1% | 1% | 1% |
| Viber | 1% | 1% | 1% | 0% | 1% | 1% |
| Line | 1% | <1% | 1% | 2% | <1% | 1% |
| Signal | <1% | <1% | 1% | 0% | <1% | 1% |

⁸ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

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|-------------|--------------|--------------|--------------|-----------|--------------|--------------|
| Kik | <1% | <1% | <1% | 0% | <1% | <1% |
| KakaoTalk | <1% | <1% | <1% | 0% | <1% | <1% |
| IMO | <1% | <1% | <1% | 2% ↑ | <1% | <1% |
| Wickr | <1% | 0% | <1% | 0% | <1% | 0% |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: C.12 In the past four weeks, which of these apps or platforms have you used to chat to, message, call or video call people online?

Arrows denote statistically significant differences between subgroups.

- Girls were more likely than boys to have used text messages in the last 4 weeks (29% vs. 21%). They were also more likely than both boys and trans and gender-diverse children to have used Messenger Kids (31% vs. 12-23%) or FaceTime (30% vs. 13-22%) in the last 4 weeks.
- Boys and trans and gender-diverse children were more likely than girls to have used Discord (18-32% vs. 7%) or voice or text chat in a video game (12-14% vs. 5%) in the last 4 weeks.
- Boys were more likely than trans and gender-diverse children to have used Messenger Kids (23% vs. 12%) in the last 4 weeks, and trans and gender-diverse children were more likely than boys to have used Discord in the last 4 weeks (32% vs. 18%).
- Children aged 10 to 12 were more likely than those aged 13 to 15 to have used Messenger Kids in the last 4 weeks (42% vs. 12%). However, those aged 13 to 15 were more likely than those aged 10 to 12 to have used a broader range of communication platforms in the last 4 weeks. For example, text messages (31% vs. 19%), WhatsApp (27% vs. 18%) or Messenger (18% vs. 11%).

Table 7. Lifetime usage of online video games, by gender and age

| | Total | Boys | Girls | Trans & gender diverse ⁹ | 10 to 12 | 13 to 15 |
|-------------|--------------|--------------|--------------|-------------------------------------|--------------|--------------|
| Ever | 86% | 92% ↑ | 80% | 85% | 85% | 88% ↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: C.13 a Have you ever done any of the following? Played video games online.

Arrows denote statistically significant differences between subgroups.

- 92% of boys, compared with 80% of girls had ever played video games online.
- 88% of children aged 13 to 15 had ever played video games online, compared with 85% of children aged 10 to 12.

⁹ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

Table 8. Lifetime and 12-month prevalence of cyberbullying, by gender and age

| | Total | Boys | Girls | Trans & gender diverse ¹⁰ | 10 to 12 | 13 to 15 |
|----------------|-------|-------|-------|--------------------------------------|----------|----------|
| Ever | 52% | 49% | 53%↑ | 81%↑ | 46% | 57%↑ |
| Past 12 months | 38% | 35% | 40%↑ | 71%↑ | 34% | 42%↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: G.1 Has anyone online ever done any of the following things to you on purpose because they really wanted to humiliate you or make you feel bad, or make others not like you?

Note: Arrows denote statistically significant differences between subgroups.

- Trans and gender-diverse children were more likely than girls and boys to be cyberbullied. More than 8 in 10 (81%) trans and gender-diverse children had ever experienced cyberbullying. 71% had experienced cyberbullying in the past 12 months.
- Girls were more likely than boys to be cyberbullied. 53% of girls had ever been cyberbullied, compared with 49% of boys. Girls (40%) were also more likely than boys (35%) to have been cyberbullied in the past 12 months.
- 57% of children aged 13 to 15 had ever been cyberbullied, compared with 46% of children aged 10 to 12. Children aged 13 to 15 were also more likely to have been cyberbullied in the previous 12 months, compared with children aged 10 to 12 (42% vs. 34%).

Table 9. Lifetime and 12-month prevalence of cyberbullying

| Cyberbullying experience | Ever | Past 12 months |
|---|------|----------------|
| Had someone say hurtful things to them online | 36% | 23% |
| Were purposely left out of an online activity | 34% | 24% |
| Had humiliating or hurtful things said about them online | 23% | 14% |
| Had humiliating or hurtful lies spread about them online | 17% | 9% |
| Were sent or tagged in offensive or upsetting photos or videos | 14% | 8% |
| Had their private messages, information or secrets shared with other people | 15% | 9% |

¹⁰ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

| | | |
|---|--------------|--------------|
| Were told online to hurt or kill themselves, or that they should die | 12% | 7% |
| Had someone say that they were going to hurt or kill them or told other people to hurt or kill them | 10% | 5% |
| Had humiliating or hurtful photos or videos of them shared online | 9% | 5% |
| Had their phone number, email or home address shared online | 7% | 4% |
| Had humiliating or hurtful fake photos or videos made of them and shared online | 6% | 3% |
| Had a fake online identity or profile made of them | 6% | 3% |
| Base | 2,629 | 2,629 |

Source: G.1 Has anyone online ever done any of the following things to you on purpose because they really wanted to humiliate you or make you feel bad, or make others not like you?

Table 10. Category of platforms where children experienced cyberbullying¹¹, by gender and age

| Platform category | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|------------|------------|------------|------------|------------|
| Social media ¹² | 36% | 29% | 42% ↑ | 25% | 49% ↑ |
| Communication ¹³ | 36% | 31% | 41% | 44% ↑ | 27% |
| Online gaming ¹⁴ | 26% | 37% ↑ | 14% | 32% ↑ | 18% |
| Base | 569 | 273 | 285 | 313 | 256 |

Source: G7. Which platform or platforms did this happen to you on? You can choose more than one answer

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced cyberbullying (n = 11). Arrows denote statistically significant differences between subgroups.

- Girls were more likely than boys to report that their most recent or impactful experience of cyberbullying occurred on social media (42% vs. 29%).
- Children aged 13 to 15 were more likely than children aged 10 to 12 to report that their most recent or impactful experience of cyberbullying occurred on social media (49% vs. 25%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to report that their most recent or impactful experience of cyberbullying occurred on a communication platform (44% vs. 27%).
- Boys were more likely than girls to report that their most recent or impactful experience of cyberbullying occurred in an online gaming platform (37% vs. 14%).

¹¹ A subset of children who had experienced cyberbullying (n = 569) were asked further questions about their most recent or impactful experience of cyberbullying, including where the bullying occurred.

¹² Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

¹³ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform to message, call or chat to people online

¹⁴ Gaming platform included in an online video game or voice or text chat in a video game or console).

- Children aged 10 to 12 were more likely than children aged 13 to 15 to report that their most recent or impactful experience of cyberbullying occurred in an online gaming platform (32% vs. 18%).

Table 11: Platforms on which children experienced cyberbullying, by gender and age

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|---|------------|------------|------------|------------|------------|
| Online video game | 22% | 32% ↑ | 13% | 29% ↑ | 15% |
| Snapchat | 20% | 14% | 26% ↑ | 11% | 30% ↑ |
| Messenger Kids | 16% | 9% | 23% ↑ | 26% ↑ | 5% |
| Instagram | 6% | 4% | 7% | 5% | 7% |
| Facebook | 6% | 5% | 7% | 4% | 8% ↑ |
| Discord | 5% | 7% | 4% | 3% | 8% ↑ |
| Text messages | 5% | 2% | 7% ↑ | 6% | 4% |
| TikTok | 4% | 3% | 5% | 4% | 3% |
| Voice or text chat in a video game or console | 4% | 7% ↑ | 1% | 4% | 4% |
| Messenger | 3% | 3% | 4% | 3% | 4% |
| WhatsApp | 3% | 4% | 2% | 3% | 4% |
| YouTube | 3% | 5% ↑ | 1% | 4% | 2% |
| Email | 1% | 2% | 1% | 1% | 1% |
| FaceTime | 1% | 2% | 1% | 1% | 1% |
| Steam | 1% | 1% | 1% | 1% | 1% |
| X (Twitter) | <1% | 1% | <1% | <1% | <1% |
| Reddit (like r/gaming) | <1% | 0% | <1% | <1% | <1% |
| Google Chat | <1% | 1% | 0% | 1% | 0% |
| WeChat | <1% | <1% | 0% | 0% | <1% |
| Viber | <1% | <1% | 0% | <1% | 0% |
| Skype | <1% | 0% | <1% | 0% | <1% |
| KakaoTalk | <1% | <1% | 0% | <1% | 0% |
| Threads | <1% | 0% | <1% | <1% | 0% |
| IMO | <1% | <1% | 0% | 0% | <1% |
| Kik | <1% | <1% | 0% | 0% | <1% |
| Another online platform | 4% | 4% | 4% | 5% | 3% |
| Another social media platform or app | 1% | 1% | <1% | 1% | 1% |
| Another app or platform I use to message, call or chat to people online | 1% | 1% | <1% | 1% | 1% |
| Base | 569 | 273 | 285 | 313 | 256 |

Source: G7. Which platform or platforms did this happen to you on? You can choose more than one answer

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced cyberbullying (n = 11). The following platforms were included in the survey but weren't selected by any children: BeReal, Pinterest, Twitch, Line, Signal, Telegram, Wickr. Arrows denote statistically significant differences between subgroups.

- Boys were more likely than girls to report that their most recent or impactful experience of cyberbullying occurred on an online video game (32% vs. 13%), voice or text chat in a video game or console (7% vs. 1%), or YouTube (5% vs. 1%).
- Girls were more likely than boys to report that their most recent or impactful experience of cyberbullying occurred on Snapchat (26% vs. 14%), Messenger Kids (23% vs. 9%), or text messages (7% vs. 2%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to report that their most recent or impactful experience of cyberbullying occurred on an online video game (29% vs. 15%) or Messenger Kids (26% vs. 5%).
- Children aged 13 to 15 were more likely than children aged 10 to 12 to report that their most recent or impactful experience of cyberbullying occurred on Snapchat (30% vs. 11%), Facebook (8% vs. 4%) or Discord (8% vs. 3%).

Table 12. Lifetime and 12-month prevalence of non-consensual tracking, monitoring and harassment, by gender and age

| | Total | Boys | Girls | Trans & gender diverse ¹⁵ | 10 to 12 | 13 to 15 |
|----------------|-------|-------|-------|--------------------------------------|----------|----------|
| Ever | 23% | 22% | 24% | 38%↑ | 19% | 26%↑ |
| Past 12 months | 16% | 15% | 17% | 20% | 14% | 19%↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: H.1.1 Has anyone ever done either of these things to you online without your permission, making you feel uncomfortable, worried or scared? Important: If it was just someone like a parent or caregiver doing this to keep you safe, and you were comfortable with this, please answer 'no'. H.1.2 Have you ever felt worried or scared because someone kept sending you messages, calling you or posting on your social media page and they wouldn't stop, even after you asked them to? Only answer 'yes' if this unwanted contact went on for at least two weeks and if they tried to contact you at least 10 times. Important: If it was just messages or calls from friends or family that were a bit annoying, or things like spam or advertising, please answer 'no'.

Note: Arrows denote statistically significant differences between subgroups.

- Trans and gender-diverse children were more likely than boys and girls to have ever experienced non-consensual tracking, monitoring or harassment (38% vs. 22 – 24%).
- 26% of children aged 13 to 15 had ever experienced non-consensual tracking, monitoring or harassment, compared with 19% of children aged 10 to 12. 19% of children aged 13 to 15 had experienced it in the past 12 months, compared with 14% of children aged 10 to 12.

¹⁵ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

Table 13. Lifetime and 12-month prevalence of non-consensual tracking, monitoring and harassment

| | Ever | Past 12 months |
|--|--------------|----------------|
| Had someone use an app or a device to track their exact real-time location without their permission | 7% | 4% |
| Had someone look through their phone (or another device) or their social media or read their messages without their permission | 17% | 12% |
| Had felt worried or scared because someone kept sending them messages, calling them or posting on their social media page, and they wouldn't stop even when asked to | 10% | 5% |
| Base | 2,629 | 2,629 |

Source: H.1.1 Has anyone ever done either of these things to you online without your permission, making you feel uncomfortable, worried or scared? Important: If it was just someone like a parent or caregiver doing this to keep you safe, and you were comfortable with this, please answer 'no'. H.1.2 Have you ever felt worried or scared because someone kept sending you messages, calling you or posting on your social media page and they wouldn't stop, even after you asked them to? Only answer 'yes' if this unwanted contact went on for at least two weeks and if they tried to contact you at least 10 times. Important: If it was just messages or calls from friends or family that were a bit annoying, or things like spam or advertising, please answer 'no'.

Table 14. Category of platforms where children experienced non-consensual tracking, monitoring and harassment, by gender and age¹⁶

| Platform category | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|------------|------------|------------|------------|------------|
| Social media ¹⁷ | 55% | 54% | 55% | 47% | 64% ↑ |
| Communication ¹⁸ | 47% | 48% | 47% | 59% ↑ | 35% |
| Online gaming | 3% | 3% | 4% | 4% | 3% |
| Base | 328 | 164 | 157 | 174 | 154 |

Source: H7. Which platform or platforms did this happen to you on? You can choose more than one answer

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced non-consensual tracking, monitoring or surveillance (n = 7). Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than those aged 10 to 12 to indicate that their most recent or impactful experience occurred on a social media platform (64% vs. 47%).

¹⁶ A subset of children who had experienced non-consensual tracking, monitoring and harassment (n = 328) were asked further questions about their most recent or impactful experience, including where it happened.

¹⁷ Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

¹⁸ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

- Children aged 10 to 12 were more likely than those aged 13 to 15 to indicate that their most recent or impactful experience occurred on a communication platform (59% vs. 35%).

Table 15. Platforms where children experienced non-consensual tracking, monitoring and harassment, by gender and age.

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|---|-------|------|-------|----------|----------|
| Snapchat | 22% | 20% | 25% | 14% | 32% ↑ |
| Messenger Kids | 17% | 18% | 17% | 29% ↑ | 4% |
| Instagram | 16% | 18% | 14% | 11% | 21% ↑ |
| Facebook | 15% | 17% | 13% | 12% | 18% |
| Text messages (like iMessage, Google messages) | 12% | 11% | 14% | 15% | 10% |
| TikTok | 12% | 14% | 10% | 10% | 13% |
| YouTube | 7% | 10% | 4% | 9% | 5% |
| WhatsApp | 7% | 9% | 6% | 6% | 8% |
| Messenger (also known as Facebook Messenger) | 5% | 7% | 4% | 5% | 6% |
| Another online platform | 5% | 6% | 3% | 5% | 4% |
| Discord | 4% | 4% | 3% | 5% | 3% |
| Email (like Gmail) | 3% | 2% | 4% | 4% | 2% |
| FaceTime | 3% | 4% | 2% | 2% | 4% |
| Online video game | 2% | 1% | 3% | 3% | 2% |
| Voice or text chat in a video game or console | 1% | 2% | 1% | 1% | 1% |
| WeChat | 1% | 1% | 1% | 1% | 1% |
| X (Twitter) | 1% | 2% | <1% | 1% | 1% |
| Google Chat | 1% | 1% | 1% | 1% | 1% |
| Pinterest | 1% | <1% | 1% | 1% | <1% |
| BeReal | 1% | <1% | 1% | 1% | <1% |
| Another app or platform I use to message, call or chat to people online | 1% | 1% | 0% | 1% | 1% |
| KakaoTalk | 1% | <1% | 1% | <1% | 1% |
| Telegram | 1% | <1% | 1% | <1% | 1% |
| Line | 1% | 0% | 1% | 0% | 1% |
| Another social media platform or app | <1% | 1% | <1% | 0% | 1% |
| Steam | <1% | 0% | <1% | <1% | 1% |
| Reddit (like r/gaming) | <1% | 1% | <1% | <1% | 1% |
| Kik | <1% | <1% | 0% | <1% | 0% |
| Twitch | <1% | 0% | <1% | <1% | 0% |
| IMO | <1% | 0% | <1% | <1% | 0% |

| | | | | | |
|-------------|------------|------------|------------|------------|------------|
| Threads | <1% | <1% | 0% | <1% | 0% |
| Signal | <1% | <1% | 0% | <1% | 0% |
| Skype | <1% | <1% | 0% | <1% | 0% |
| Base | 328 | 164 | 157 | 174 | 154 |

Source: H7. Which platform or platforms did this happen to you on? You can choose more than one answer

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced non-consensual tracking, monitoring or surveillance (n = 7). The following platforms were included in the survey but weren't selected by any children: Viber, Wickr. Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than those aged 10 to 12 to report that their most recent experience occurred on Snapchat (32% vs. 14%) or Instagram (21% vs. 11%).
- Children aged 10 to 12 were more likely than those aged 13 to 15 to report that their most recent experience happened on Messenger Kids (29% vs. 4%).

Table 16. Lifetime and 12-month prevalence¹⁹ of online grooming-type²⁰ behaviour, by gender²¹ and age

| | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|----------------|--------------|------------|------------|------------|------------|
| Ever | 14% | 13% | 14% | 11% | 17%↑ |
| Past 12 months | 9% | 8% | 10% | 8% | 10% |
| Base | 1,922 | 974 | 908 | 941 | 981 |

Source: I.1.2 Has an adult or someone at least 4 or 5 years older than you ever ...?; I.1.3 And has an adult or someone at least 4 or 5 years older than you ever ...?

Note: Arrows denote statistically significant differences between subgroups.

- 17% of children aged 13 to 15 had ever experienced online grooming-type behaviour, compared with 11% of children aged 10 to 12.

Table 17. Lifetime and 12-month prevalence of online grooming-type behaviours

| Experiences of grooming-type behaviours online | Ever | Past 12 months |
|---|------|----------------|
| Had an adult or someone at least 4 or 5 years older do or say something creepy or inappropriate to them | 10% | 6% |
| Had an adult or someone at least 4 or 5 years older ask them about private parts of their body | 6% | 3% |

¹⁹ Children were given the option of skipping certain sensitive questions in the survey, including those on online grooming-type behaviour. Among the 2,629 children aged 10 to 15 surveyed, 707 declined to see the questions on online grooming-type behaviour. The prevalence of potential online grooming reported here is therefore based on a subset of the overall sample (n = 1,922).

²⁰ 'Grooming-type behaviour' is used because grooming involves intent and a pattern of behaviour over time, which cannot be fully determined from the survey data. The survey captures behaviours commonly associated with online grooming. However, these indicators alone do not confirm that grooming has taken place.

²¹ Sample sizes were too small to report the prevalence of potential online grooming among trans and gender-diverse children aged 10 to 15 (n = 40).

| | | |
|--|--------------|--------------|
| Had an adult or someone at least 4 or 5 years older ask them to send them a nude image of themselves | 6% | 3% |
| Had an adult or someone at least 4 or 5 years older send them a nude image of themselves | 6% | 3% |
| Had an adult or someone at least 4 or 5 years older send them a nude image of other people | 5% | 3% |
| Had an adult or someone at least 4 or 5 years older offer them money or gifts in exchange for a nude image of themselves | 4% | 2% |
| Base | 1,922 | 1,922 |

Source: I.1.2 Has an adult or someone at least 4 or 5 years older than you ever ...?; I.1.3 And has an adult or someone at least 4 or 5 years older than you ever ...?

Table 18. Category of platforms where children experienced online grooming-type behaviour, by gender and age²²

| Platform category | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|------------|------------|------------|-----------|------------|
| Social media ²³ | 61% | 55% | 67% | 58% | 63% |
| Communication ²⁴ | 25% | 25% | 25% | 27% | 24% |
| Online gaming | 18% | 20% | 13% | 21% | 15% |
| Base | 215 | 102 | 102 | 79 | 136 |

Source: I7. Which platform did this happen to you on?

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced online grooming-type behaviour (n = 11).

Table 19. Platforms where children experienced online grooming-type behaviour, by gender and age.

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|--|-------|------|-------|----------|----------|
| Snapchat | 23% | 19% | 30% | 19% | 25% |
| Instagram | 17% | 17% | 16% | 13% | 19% |
| Online video game | 15% | 17% | 12% | 17% | 14% |
| Facebook | 11% | 11% | 12% | 12% | 11% |
| TikTok | 11% | 7% | 13% | 8% | 12% |
| Discord | 9% | 11% | 7% | 11% | 8% |
| YouTube | 3% | 4% | 3% | 4% | 3% |
| Another online platform | 3% | 2% | 3% | 4% | 3% |
| Messenger (also known as Facebook Messenger) | 3% | 1% | 5% | 3% | 3% |

²² A subset of children who had experienced online grooming-type behaviour (n=215) were asked further questions about their most recent or impactful experience of this, including where it occurred.

²³ Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

²⁴ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

| | | | | | |
|---|------------|------------|------------|-----------|------------|
| Voice or text chat in a video game or console | 3% | 3% | 2% | 4% | 2% |
| Messenger Kids | 3% | 4% | 3% | 4% | 2% |
| Text messages (like iMessage, Google messages) | 3% | 4% | 2% | 2% | 3% |
| Email (like Gmail) | 2% | 2% | 2% | 4% | 1% |
| WhatsApp | 2% | 1% | 4% | 0% | 3% |
| X (Twitter) | 2% | 1% | 2% | 2% | 2% |
| Steam | 1% | 1% | 1% | 2% | 1% |
| Reddit (like r/gaming) | 1% | 1% | 2% | 1% | 1% |
| Google Chat | 1% | 0% | 3% | 1% | 1% |
| Telegram | 1% | 1% | 2% | 1% | 1% |
| Another social media platform or app | 1% | 2% | 1% | 2% | 1% |
| Pinterest | 1% | 0% | 0% | 1% | 1% |
| FaceTime | 1% | 2% | 0% | 1% | 1% |
| BeReal | 1% | 1% | 0% | 3% | 0% |
| Skype | 1% | 0% | 1% | 0% | 1% |
| Another app or platform I use to message, call or chat to people online | 1% | 1% | 1% | 1% | <1% |
| KakaoTalk | 1% | 0% | 1% | 2% | 0% |
| Line | <1% | 1% | 0% | 1% | 0% |
| Threads | <1% | 0% | 1% | 0% | 1% |
| Kik | <1% | 0% | 1% | 0% | 1% |
| WeChat | <1% | 0% | 1% | 0% | 1% |
| Viber | <1% | 1% | 0% | 0% | <1% |
| Base | 215 | 102 | 102 | 79 | 136 |

Source: I7. Which platform or platforms did this happen to you on? You can choose more than one answer

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced online grooming-type behaviour (n = 11). The following platforms were included in the survey but weren't selected by any children: Twitch, IMO, Signal, Wickr.

Table 20. Lifetime and 12-month prevalence²⁵ of online sexual harassment, by gender²⁶ and age

| | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|----------------|--------------|------------|------------|------------|------------|
| Ever | 24% | 23% | 24% | 14% | 33%↑ |
| Past 12 months | 18% | 16% | 18% | 10% | 24%↑ |
| Base | 1,816 | 913 | 858 | 842 | 974 |

Source: J.1.2. Has anyone ever ...?

Note: Arrows denote statistically significant differences between subgroups.

²⁵ Children were given the option of skipping certain sensitive questions in the survey, including those on online sexual harassment. Among the 2,629 children aged 10 to 15 surveyed, 649 declined to see the questions on online sexual harassment, while 164 indicated that they didn't really understand what sexual comments and messages are and consequently were not shown these questions. The prevalence of online sexual harassment reported here is therefore based on a subset of the overall sample (n = 1,816).

²⁶ Sample sizes were too small to report the prevalence of online sexual harassment among trans and gender-diverse children aged 10 to 15 (n = 45).

- 33% of children aged 13 to 15 had ever experienced online sexual harassment, compared with 14% of children aged 10 to 12. Children aged 13 to 15 (24%) were also more likely than children aged 10 to 12 (10%) to experience online sexual harassment in the past 12 months.

Table 21. Lifetime and 12-month prevalence of online sexual harassment

| Online sexual harassment experience | Ever | Past 12 months |
|---|--------------|----------------|
| Were called an offensive sexual name online. ²⁷ | 21% | 16% |
| Were sent sexual messages or had sexual comments made about them online that they didn't want. | 14% | 10% |
| Were asked sexual questions or had someone try to get them to talk about sex online when they didn't want to. | 10% | 7% |
| Had sexual rumours or lies spread about them online. ²⁸ | 9% | 6% |
| Were sent a nude image of someone that they didn't want. | 8% | 5% |
| Had someone try to pressure them online into sending a nude image of themselves when they didn't want to. | 8% | 4% |
| Had their private sexual information shared online. ²⁹ | 6% | 3% |
| Base | 1,816 | 1,816 |

Source: J.1.2 Has anyone ever...

Table 22. Category of platforms where children experienced online sexual harassment, by gender and age³⁰

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|-------|------|-------|----------|----------|
| Social media ³¹ | 62% | 59% | 68% | 49% | 66% ↑ |
| Communication ³² | 26% | 25% | 27% | 31% | 24% |

²⁷ Only asked of children aged 13 and over (n = 974).

²⁸ As above.

²⁹ As above.

³⁰ A subset of children who had experienced online sexual harassment (n = 250) were asked further questions about their most recent or impactful experience of online sexual harassment, including where it occurred.

³¹ Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

³² Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

| | | | | | |
|---------------|------------|------------|------------|-----------|------------|
| Online gaming | 11% | 16% ↑ | 4% | 12% | 11% |
| Base | 250 | 124 | 115 | 58 | 192 |

Source: J7. Which platform did this happen to you on?

Note: Sample sizes were too small to explore the platforms on which trans and gender-diverse children experienced online sexual harassment (n = 11). Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than children aged 10 to 12 to report that their most recent or impactful experience of online sexual harassment occurred on social media (66% vs. 49%).
- Boys were more likely than girls to report that their most recent or impactful experience of online sexual harassment occurred in an online gaming platform (16% vs. 4%).

Table 23: Platforms on which children experienced sexual harassment, by gender and age

| Platform | Total | Boys | Girls | 10 to 12 ³³ | 13 to 15 |
|--|-------|-------|-------|------------------------|----------|
| Snapchat | 35% | 32% | 39% | 19% | 40% ↑ |
| Instagram | 14% | 10% | 18% | 16% | 14% |
| Discord | 10% | 11% | 8% | 4% | 12% |
| TikTok | 9% | 8% | 11% | 3% | 11% ↑ |
| Facebook | 8% | 7% | 9% | 8% | 8% |
| Online video game | 8% | 10% ↑ | 3% | 11% | 7% |
| Voice or text chat in a video game or console | 5% | 7% | 1% | 2% | 6% |
| Messenger (also known as Facebook Messenger) | 4% | 5% | 3% | 5% | 3% |
| WhatsApp | 4% | 2% | 5% | 2% | 4% |
| YouTube | 3% | 3% | 4% | 5% | 3% |
| Messenger Kids | 3% | 1% | 6% ↑ | 11% ↑ | 1% |
| FaceTime | 2% | 2% | 2% | 3% | 2% |
| Text messages (like iMessage, Google messages) | 2% | 2% | 2% | 2% | 2% |
| Steam | 2% | 4% | 0% | 5% | 1% |
| Email (like Gmail) | 2% | 1% | 3% | 2% | 2% |
| Reddit (like r/gaming) | 1% | 1% | 1% | 0% | 1% |
| Signal | 1% | <1% | 1% | 3% ↑ | 0% |
| Google Chat | 1% | <1% | 1% | 1% | <1% |
| BeReal | 1% | 0% | 1% | 0% | 1% |
| X (Twitter) | <1% | 1% | 0% | 0% | 1% |
| Pinterest | <1% | 1% | 0% | 0% | 1% |
| KakaoTalk | <1% | 1% | 0% | 0% | <1% |
| Twitch | <1% | 1% | 0% | 2% | 0% |
| IMO | <1% | 1% | 0% | 2% | 0% |

³³ The smaller sample size for children aged 10 to 12 should be considered when interpreting these findings.

| | | | | | |
|--------------------------------------|------------|------------|------------|-----------|------------|
| Skype | <1% | <1% | 0% | 1% | 0% |
| Another online platform | 3% | 3% | 3% | 2% | 3% |
| Another social media platform or app | 1% | 2% | 0% | 0% | 1% |
| Base | 250 | 124 | 115 | 58 | 192 |

Source: J7. Which platform did this happen to you on?

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced online sexual harassment (n = 11). The following platforms were included in the survey but weren't selected by any children: Threads, Kik, Line, Telegram, Viber, WeChat, Wickr, another app or platform to message, call or chat to people online. Arrows denote statistically significant differences between subgroups.

- Girls were more likely than boys to report that their most recent or impactful experience of online sexual harassment was on Messenger Kids (6% vs. 1%).
- Boys were more likely than girls to experience online sexual harassment most recently on an online video game (10% vs. 3%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to experience sexual harassment most recently on Messenger Kids (11% vs. 1%) or Signal (3% vs. 0%).
- Children aged 13 to 15 were more likely than children aged 10 to 12 to experience sexual harassment most recently on Snapchat (40% vs. 19%) or TikTok (11% vs. 3%).

Table 24. Lifetime and 12-month prevalence of exposure to content associated with harm online³⁴, by gender and age

| | Total | Boys | Girls | Trans & gender diverse ³⁵ | 10 to 12 | 13 to 15 |
|----------------|--------------|--------------|--------------|--------------------------------------|--------------|--------------|
| Ever | 71% | 71% | 70% | 90% ↑ | 64% | 77% ↑ |
| Past 12 months | 60% | 60% | 60% | 72% | 53% | 67% ↑ |
| Base | 2,629 | 1,335 | 1,241 | 53 | 1,332 | 1,297 |

Source: K.1.1 Have you ever seen or heard any of the following things online? You can include things that were said or posted as 'just a joke'. Important: Please don't include things you've seen in TV shows or movies, like on Netflix or Disney+.

Note: Arrows denote statistically significant differences between subgroups.

- Trans and gender-diverse children were more likely than boys and girls to have ever been exposed to content associated with harm online. 9 in 10 (90%) trans and gender-diverse children had ever seen or heard content associated with harm online.
- Almost 8 in 10 (77%) children aged 13 to 15 had ever seen or heard content associated with harm online, compared with over 6 in 10 (64%) children aged 10 to 12. Similarly, children aged 13 to 15 (67%) were more likely to have been

³⁴ Not including content seen in TV shows or movies.

³⁵ The smaller sample size for trans and gender diverse children should be considered when interpreting these findings.

exposed to content online associated with harm online in the past 12 months, compared with children aged 10 to 12 (53%).

Table 25. Lifetime and 12-month prevalence of exposure to content associated with harm online

| Potentially harmful content seen or heard online | Ever | Past 12 months |
|--|--------------|----------------|
| Offensive, sexist or hurtful things about girls or women | 43% | 35% |
| Fight videos | 43% | 32% |
| Dangerous online challenges | 43% | 32% |
| Things that encourage unhealthy eating or exercise habits | 40% | 32% |
| Offensive or threatening things about other people online because others are hateful of their identity | 38% | 31% |
| Sexual images or videos | 26% | 19% |
| Things that show or encourage illegal drug taking | 22% | 17% |
| Extreme real-life violence | 18% | 13% |
| Things that suggest how a person can hurt or kill themselves on purpose | 17% | 11% |
| Violent sexual images or videos | 9% | 6% |
| Something else upsetting | 24% | 17% |
| Base | 2,629 | 2,629 |

Source: K.1.1 Have you ever seen or heard any of the following things online? You can include things that were said or posted as 'just a joke'. Important: Please don't include things you've seen in TV shows or movies, like on Netflix or Disney+.

Table 26. Category of platforms where children were exposed to content associated with harm online, by gender and age³⁶

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|------------|------------|------------|------------|------------|
| Social media ³⁷ | 75% | 74% | 77% | 74% | 77% |
| Communication ³⁸ | 6% | 6% | 7% | 4% | 8% ↑ |
| Online gaming | 5% | 6% | 4% | 7% ↑ | 3% |
| Base | 559 | 293 | 258 | 289 | 270 |

Source: K7. Which platform did you see it on?

³⁶ A subset of children who had seen or heard content associated with harm online (n = 559) were asked further questions about their most recent or impactful experience of seeing or hearing content associated with harm online, including where they were exposed to the content.

³⁷ Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

³⁸ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

Note: Sample sizes were too small to explore the platforms on which trans and gender-diverse children were exposed to potentially harmful content (n = 8). Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than children aged 10 to 12 to report that their most recent or impactful experience of encountering content associated with harm online occurred on a communication platform (8% vs. 4%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to report that their most recent or impactful experience of encountering content associated with harm online occurred in an online gaming platform (7% vs. 3%).

Table 27: Platforms on which children were exposed to content associated with harm online, by gender and age

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|--|-------|------|-------|----------|----------|
| YouTube | 37% | 39% | 35% | 46%↑ | 27% |
| TikTok | 23% | 22% | 24% | 17% | 29%↑ |
| Facebook | 11% | 10% | 14% | 9% | 14% |
| Instagram | 8% | 8% | 9% | 5% | 12%↑ |
| Snapchat | 5% | 6% | 5% | 3% | 8%↑ |
| Online video game | 4% | 6% | 3% | 7%↑ | 2% |
| WhatsApp | 2% | 1% | 3% | 1% | 3% |
| Discord | 1% | 2% | <1% | 1% | 1% |
| Text messages (like iMessage, Google messages) | 1% | 1% | <1% | 0% | 2%↑ |
| Messenger Kids | 1% | 0% | 2%↑ | 1% | <1% |
| X (Twitter) | 1% | <1% | <1% | <1% | 1% |
| Email (like Gmail) | 1% | 1% | <1% | <1% | 1% |
| Voice or text chat in a video game or console | 1% | 1% | <1% | <1% | 1% |
| Reddit (like r/gaming) | <1% | 0% | <1% | 0% | <1% |
| Messenger (also known as Facebook Messenger) | <1% | <1% | <1% | 0% | 1% |
| Steam | <1% | 1% | 0% | 1% | <1% |
| Pinterest | <1% | 1% | 0% | 1% | 0% |
| Telegram | <1% | 0% | <1% | 0% | <1% |
| Google Chat | <1% | <1% | 0% | <1% | 0% |
| WeChat | <1% | <1% | 0% | 0% | <1% |
| Twitch | <1% | 0% | <1% | 0% | <1% |
| Skype | <1% | <1% | 0% | 0% | <1% |

| | | | | | |
|--------------------------------------|------------|------------|------------|------------|------------|
| Another online platform | 7% | 9% | 5% | 10%↑ | 5% |
| Another social media platform or app | <1% | 0% | 1% | 1% | 0% |
| Base | 559 | 293 | 258 | 289 | 270 |

Source: K7. Which platform did you see it on?

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children were exposed to content associated with harm online (n = 8). The following platforms were included in the survey but weren't selected by any children: BeReal, Threads, FaceTime, IMO, KakaoTalk, Kik, Line, Signal, Viber, Wickr, another app or platform to message, call or chat to people online. Arrows denote statistically significant differences between subgroups.

- Girls were more likely than boys to encounter content associated with harm most recently on Messenger Kids (2% vs. 0%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to encounter content associated with harm most recently on YouTube (46% vs. 27%), an online video game (7% vs. 2%), or 'another online platform' (10% vs. 5%).
- Children aged 13 to 15 were more likely than children aged 10 to 12 to encounter content associated with harm most recently on TikTok (29% vs. 17%), Instagram (12% vs. 5%) or Snapchat (8% vs. 3%). They were also more likely to encounter potentially harmful content most recently via text message (2% vs. 0%).

Table 28. Lifetime and 12-month prevalence³⁹ of image-based abuse, by gender⁴⁰ and age

| | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|----------------|--------------|-------------|--------------|-----------------|-----------------|
| Ever | 8% | 7% | 8% | 4% | 11%↑ |
| Past 12 months | 3% | 3% | 3% | 3% | 4% |
| Base | 1,483 | 742 | 711 | 751 | 732 |

Source: P.1.5 Has anyone ever taken or created a nude image of you without your permission (meaning you didn't say they could take or create it)?; P.1.6 b This question asks about the creation of fake nude images, where Generative AI (Gen AI) or an app is used to create a nude image that looks just like someone but it isn't really them (sometimes called a 'deepfake'). Have you ever ...? had someone else create a fake nude image of you without your permission?; P.1.8 Has anyone ever threatened to share a nude image of you online (or with other people)?; P.1.9 You said that someone threatened to share a nude image of you online (or with other people). Has anyone ever threatened to share a nude image of you if you didn't do something they wanted, like send them money, gift cards or more nude images (meaning they tried to 'blackmail' you)?; P.1.10 Has anyone ever shared a nude image of you online (or with other people), without your permission (meaning when you didn't say they could share it)?

Note: Arrows denote statistically significant differences between subgroups.

- 11% of children aged 13 to 15 had ever experienced IBA, compared with 4% of children aged 10 to 12.

³⁹ Prevalence of IBA assessed in recontact survey. Children were given the option of skipping certain sensitive questions in the survey, including those on IBA. Among the 1,775 children aged 10 to 15 who completed the recontact survey, 292 declined to see the questions on IBA. The prevalence of IBA reported here is therefore based on a subset of the overall sample (n = 1,483).

⁴⁰ Sample sizes were too small to report the prevalence of IBA among trans and gender diverse children aged 10 to 15 (n = 30).

Table 29. Lifetime and 12-month prevalence of image-based abuse

| | Ever | Past 12 months |
|--|--------------|----------------|
| Had someone threaten to share a nude image of them online | 5% | 2% |
| Had someone take or create a nude image of them without their permission | 4% | 1% |
| Had someone threaten to share a nude image of them if they didn't do something they wanted | 3% | 1% |
| Had someone share a nude image of them online without their permission | 3% | 1% |
| Had someone create a fake nude image of them without their permission | 3% | 1% |
| Base | 1,483 | 1,483 |

Source: P.1.5 Has anyone ever taken or created a nude image of you without your permission (meaning you didn't say they could take or create it)?; P.1.6 b This question asks about the creation of fake nude images, where Generative AI (Gen AI) or an app is used to create a nude image that looks just like someone but it isn't really them (sometimes called a 'deepfake'). Have you ever ...? had someone else create a fake nude image of you without your permission?; P.1.8 Has anyone ever threatened to share a nude image of you online (or with other people)?; P.1.9 You said that someone threatened to share a nude image of you online (or with other people). Has anyone ever threatened to share a nude image of you if you didn't do something they wanted, like send them money, gift cards or more nude images (meaning they tried to 'blackmail' you)?; P.1.10 Has anyone ever shared a nude image of you online (or with other people), without your permission (meaning when you didn't say they could share it)?

Table 30. Category of platforms where children experienced image-based abuse⁴¹

| Platform | Total |
|-----------------------------|-----------|
| Social media ⁴² | 76% |
| Communication ⁴³ | 26% |
| Online gaming | 4% |
| Base | 79 |

Source: P.7.3 Which platform or platforms did they threaten you on? P.7.4 Where were the images shared?

Table 31. Platforms on which children experienced image-based abuse

| Platform | Total |
|----------|-------|
| Snapchat | 40% |
| Facebook | 24% |

⁴¹ A subset of children who had ever had someone threaten to share a nude image of them online or share a nude image of them online (n = 79) were asked further questions about their most recent impactful experience of this, including where it occurred. Due to the small sample sizes, we are unable to compare the platforms on which girls and boys and younger and older children most recently experienced IBA.

⁴² Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

⁴³ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

| | |
|---|-----------|
| Instagram | 24% |
| TikTok | 13% |
| Pinterest | 9% |
| YouTube | 8% |
| X (Twitter) | 8% |
| FaceTime | 7% |
| Discord | 6% |
| It happened in real life/ they were shared in real life | 6% |
| Messenger Kids | 5% |
| Online video game | 4% |
| BeReal | 4% |
| Steam | 4% |
| Email (like Gmail) | 4% |
| WhatsApp | 3% |
| Text messages (like iMessage, Google messages) | 3% |
| Messenger (also known as Facebook Messenger) | 3% |
| Twitch | 3% |
| Threads | 2% |
| Reddit (like r/gaming) | 1% |
| Telegram | 1% |
| Base | 79 |

Source: P.7.3 Which platform or platforms did they threaten you on? P.7.4 Where were the images shared?

Note: The following platforms were included in the survey but weren't selected by any children: Google Chat, IMO, KakaoTalk, Kik, Line, Signal, Skype, Viber, WeChat, Wickr, voice or text chat in a video game or console, another online platform, another social media platform or app, another app or platform to message, call or chat to people online, another online platform.

Table 32. Lifetime and 12-month prevalence⁴⁴ of personal experiences of online hate, by gender⁴⁵ and age

| | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|----------------|--------------|------------|------------|------------|------------|
| Ever | 25% | 23% | 26% | 21% | 30%↑ |
| Past 12 months | 15% | 14% | 14% | 11% | 19%↑ |
| Base | 1,594 | 805 | 757 | 846 | 748 |

Source: Q.1 Has anyone online ever said or posted offensive or threatening things to or about you personally because they were hateful of ...?

Note: Arrows denote statistically significant differences between subgroups.

- 3 in 10 (30%) children aged 13 to 15 had ever personally experienced online hate, compared with just over 2 in 10 (21%) children aged 10 to 12. Children aged 13 to

⁴⁴ Prevalence of personal experiences of online hate assessed in recontact survey. Children were given the option of skipping certain questions in the survey, including those on their identity characteristics. Among the 1,775 children who completed the recontact survey, 246 declined to answer one or more questions about their identity characteristics and consequently weren't asked whether they had experienced certain types of online hate. Of these 246 participants, 65 had experienced at least one other type of online hate while 181 had not experienced any other type of online hate or they didn't know or didn't want to say. These 181 participants have therefore been excluded from the overall prevalence of online hate and the overall prevalence is based on a subset of the overall sample (n = 1,594).

⁴⁵ Sample sizes were too small to report the prevalence of online hate among trans and gender-diverse children aged 10 to 15 (n = 32).

15 (19%) were also more likely than children aged 10 to 12 (11%) to personally experience online hate in the past 12 months.

Table 33. Lifetime and 12-month prevalence of personal experiences of online hate⁴⁶

| | Ever | Past 12 months |
|---|--------------|----------------|
| Sexually diverse children aged 13 to 15 who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of their sexuality ⁴⁷ | 41% | 25% |
| Base | 54 | 54 |
| Aboriginal and/or Torres Strait Islander children who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of them being Aboriginal or Torres Strait Islander | 27% | 13% |
| Base | 155 | 155 |
| Children with disability who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of their disability or diagnosis | 19% | 12% |
| Base | 469 | 469 |
| Girls who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of them being a girl | 14% | 8% |
| Base | 790 | 790 |
| Children who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of their skin colour, race or culture | 10% | 5% |
| Children who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of the country they are from | 10% | 5% |
| Children who had ever had someone say or post offensive or threatening things to or about them online because they were hateful of their religion | 8% | 4% |
| Base | 1,775 | 1,775 |
| Boys who had ever had someone say or post offensive or threatening things to or about them | 7% | 3% |

⁴⁶ Sample sizes were too small to report the prevalence of trans and gender-diverse children who had someone say or post offensive or threatening things to or about them online because they were hateful of them being transgender, non-binary or gender diverse (n = 28).

⁴⁷ The smaller sample size for sexually diverse children should be considered when interpreting these findings.

online because they were hateful of them being a boy

| | | |
|------|-----|-----|
| Base | 826 | 826 |
|------|-----|-----|

Source: Q.1 Has anyone online ever said or posted offensive or threatening things to or about you personally because they were hateful of ...?

Table 34. Category of platforms where children experienced online hate, by gender and age⁴⁸

| Platform category | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|-------|------|-------|----------|----------|
| Social media ⁴⁹ | 63% | 58% | 67% | 57% | 67% |
| Communication ⁵⁰ | 22% | 26% | 18% | 21% | 22% |
| Online gaming | 16% | 19% | 13% | 21% ↑ | 12% |
| Base | 332 | 159 | 157 | 151 | 181 |

Source: Q7. Which platform or platforms did this happen to you on? You can choose more than one answer

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced online hate (n = 16). Arrows denote statistically significant differences between subgroups.

- Children aged 10 to 12 were more likely than those aged 13 to 15 to indicate that their most recent or impactful experience of online hate occurred on an online gaming platform (21% vs. 12%).

Table 35. Platforms where children experienced online hate by gender and age.

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|--|-------|-------|-------|----------|----------|
| Snapchat | 21% | 17% | 24% | 13% | 28% ↑ |
| TikTok | 17% | 18% | 18% | 18% | 17% |
| Facebook | 16% | 13% | 19% | 15% | 17% |
| Online video game | 15% | 17% | 13% | 20% ↑ | 10% |
| Instagram | 13% | 12% | 16% | 11% | 15% |
| YouTube | 7% | 9% | 5% | 10% | 4% |
| Discord | 7% | 10% ↑ | 3% | 5% | 8% |
| Another online platform | 6% | 5% | 6% | 7% | 5% |
| Messenger Kids | 5% | 4% | 6% | 9% ↑ | 3% |
| Text messages (like iMessage, Google messages) | 3% | 5% | 2% | 3% | 2% |
| X (Twitter) | 3% | 4% | 2% | 2% | 3% |
| Reddit (like r/gaming) | 2% | 2% | 2% | 2% | 2% |
| WhatsApp | 1% | 1% | 2% | 1% | 2% |

⁴⁸ A subset of children who had ever personally experienced online hate (n = 332) were asked further questions about their most recent or impactful experience, including where it happened.

⁴⁹ Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

⁵⁰ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

| | | | | | |
|---|------------|------------|------------|------------|------------|
| Messenger (also known as Facebook Messenger) | 1% | 2% | 1% | 1% | 2% |
| Email (like Gmail) | 1% | 0% | 2% | 1% | 1% |
| FaceTime | 1% | 1% | 2% | 2% | 1% |
| Voice or text chat in a video game or console | 1% | 3% | 0% | 1% | 2% |
| Google Chat | 1% | <1% | 1% | 0% | 1% |
| Pinterest | 1% | 0% | 1% | 1% | 1% |
| KakaoTalk | <1% | <1% | <1% | 0% | 1% |
| Telegram | <1% | 1% | 0% | 0% | 1% |
| Line | 1% | 1% | 0% | 0% | 1% |
| Another social media platform or app | 1% | 3% | 0% | 2% | 1% |
| Steam | 1% | 1% | 0% | 0% | 1% |
| Kik | <1% | 1% | 0% | <1% | <1% |
| Twitch | <1% | <1% | 0% | 1% | 0% |
| Threads | 1% | 2% | 0% | 1% | 1% |
| Skype | <1% | 1% | 0% | 1% | 0% |
| Base | 332 | 159 | 157 | 151 | 181 |

Source: Q7. Which platform or platforms did this happen to you on? You can choose more than one answer.

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children experienced online hate (n = 16). The following platforms were included in the survey but weren't selected by any children: BeReal, IMO, Signal, Viber, WeChat, Wickr, another app or platform to message, call or chat to people online. Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than those aged 10 to 12 to report that their most recent experience of online hate occurred on Snapchat (28% vs. 13%).
- Children aged 10 to 12 were more likely than those aged 13 to 15 to report that they most recently experienced online hate on an online video game (20% vs. 10%) or Messenger Kids (9% vs. 3%).
- Boys were more likely than girls to report that their most recent experience of online hate occurred on Discord (10% vs. 3%).

Table 36. Lifetime and 12-month prevalence of exposure to online hate⁵¹, by gender⁵² and age

| | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|----------------|--------------|------------|------------|------------|------------|
| Ever | 57% | 55% | 58% | 51% | 62%↑ |
| Past 12 months | 45% | 44% | 45% | 39% | 51%↑ |
| Base | 1,775 | 890 | 849 | 911 | 864 |

⁵¹ Prevalence of exposure to online hate assessed in recontact survey (n = 1,775).

⁵² Sample sizes were too small to report the prevalence of exposure to online hate among trans and gender diverse children aged 10 to 15 (n = 36).

Source: R.1 Have you ever seen anyone say or post offensive or threatening things online, to or about people, because they were hateful of ...? Important: Don't include things you have seen in TV shows or movies, like on Netflix or Disney+. You can include things that were said or posted as 'just a joke'.

Note: Arrows denote statistically significant differences between subgroups.

- Over 6 in 10 (62%) children aged 13 to 15 had ever seen online hate, compared with 51% of children aged 10 to 12. Older children (51%) were also more likely than younger children (39%) to have seen online hate in the past 12 months.

Table 37. Lifetime and 12-month prevalence of exposure to online hate

| Seen online hate against | Ever | Past 12 months |
|---|--------------|----------------|
| People with a specific skin colour, race or culture | 36% | 26% |
| People who are gay, lesbian, bisexual, or any other sexuality that isn't straight or heterosexual | 35% | 26% |
| People from a specific country | 34% | 24% |
| People who are transgender, non-binary or gender diverse | 34% | 25% |
| People with specific religious beliefs | 34% | 24% |
| Women or girls | 33% | 22% |
| People with a disability or diagnosis | 28% | 19% |
| Aboriginal or Torres Strait Islander people | 23% | 15% |
| Men or boys | 22% | 15% |
| Base | 1,775 | 1,775 |

Source: R.1 Have you ever seen anyone say or post offensive or threatening things online, to or about people, because they were hateful of ...? Important: Don't include things you have seen in TV shows or movies, like on Netflix or Disney+. You can include things that were said or posted as 'just a joke'.

Table 38. Category of platforms where children were saw online hate, by gender and age⁵³

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|-----------------------------|-------|-------|-------|----------|----------|
| Social media ⁵⁴ | 72% | 71% | 72% | 65% | 78% ↑ |
| Communication ⁵⁵ | 8% | 9% | 7% | 7% | 9% |
| Online gaming | 11% | 15% ↑ | 8% | 15% ↑ | 7% |

⁵³ A subset of children who had ever seen online hate (n = 578) were asked further questions about their most recent or impact experience of seeing online hate, including where they saw it.

⁵⁴ Platforms included under social media were: BeReal; Facebook; Instagram; Pinterest; Reddit (like r/gaming); Snapchat; Steam; Threads; TikTok; Twitch; X (Twitter); YouTube; Another social media platform or app

⁵⁵ Platforms included under communication were: Discord; Email (like Gmail); FaceTime; Google Chat; IMO; KakaoTalk; Kik; Line; Messenger Kids; Messenger (also known as Facebook Messenger); Signal; Skype; Telegram; Text messages (like iMessage, Google messages); Viber; WhatsApp; WeChat; Wickr; Another app or platform I use to message, call or chat to people online

| Base | 578 | 290 | 281 | 283 | 295 |
|------|-----|-----|-----|-----|-----|
|------|-----|-----|-----|-----|-----|

Source: R7. Which platform did you see it on?

Note: Sample sizes were too small to explore the platforms on which trans and gender-diverse children saw online hate (n = 7).

Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than children aged 10 to 12 to report that they most recently saw online hate on a social media platform (78% vs. 65%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to report that they most recently saw online hate on an online gaming platform (15% vs. 7%).
- Boys were more likely than girls to most recently see online hate on an online gaming platform (15% vs. 8%).

Table 39: Platforms on which children saw online hate, by gender and age

| Platform | Total | Boys | Girls | 10 to 12 | 13 to 15 |
|--|-------|------|-------|----------|----------|
| TikTok | 27% | 26% | 27% | 21% | 32% ↑ |
| YouTube | 21% | 23% | 18% | 25% | 18% |
| Facebook | 15% | 13% | 17% | 14% | 16% |
| Instagram | 14% | 14% | 14% | 9% | 19% ↑ |
| Online video game | 10% | 13% | 7% | 14% ↑ | 6% |
| Snapchat | 7% | 5% | 8% | 4% | 9% ↑ |
| WhatsApp | 2% | 1% | 2% | 2% | 1% |
| Discord | 2% | 3% | 1% | <1% | 4% ↑ |
| X (Twitter) | 2% | 2% | 1% | 1% | 3% |
| Reddit (like r/gaming) | 2% | 2% | 2% | 2% | 2% |
| Text messages (like iMessage, Google messages) | 1% | 1% | 1% | 1% | 1% |
| Messenger Kids | 1% | 1% | 2% | 3% ↑ | <1% |
| Email (like Gmail) | 1% | 1% | <1% | 1% | 1% |
| Voice or text chat in a video game or console | 1% | 2% | <1% | 2% | 1% |
| FaceTime | 1% | <1% | 1% | <1% | 1% |
| Steam | <1% | 0% | 0% | 0% | <1% |
| Pinterest | <1% | <1% | 1% | 1% | <1% |
| WeChat | <1% | <1% | 0% | 0% | <1% |
| Twitch | <1% | <1% | <1% | 0% | 1% |
| Skype | <1% | <1% | 0% | <1% | 0% |
| Threads | <1% | 0% | <1% | 0% | <1% |
| BeReal | <1% | <1% | 0% | 0% | <1% |
| Another online platform | 10% | 8% | 13% | 15% ↑ | 5% |

| | | | | | |
|---|------------|------------|------------|------------|------------|
| Another social media platform or app | 1% | 1% | 1% | 1% | 1% |
| Another app or platform to message, call or chat to people online | <1% | <1% | <1% | 1% | 0% |
| Base | 578 | 290 | 281 | 283 | 295 |

Source: R7. Which platform did you see it on?

Note: Sample sizes were too small to explore the platforms on which trans and gender diverse children saw online hate (n = 7). The following platforms were included in the survey but weren't selected by any children: Google Chat, IMO, Kakao Talk, Kik, Line, Messenger, Signal, Telegram, Viber, Wickr. Arrows denote statistically significant differences between subgroups.

- Children aged 13 to 15 were more likely than children aged 10 to 12 to indicate that their most recent or impactful experience of seeing online hate occurred on TikTok (32% vs. 21%), Instagram (19% vs. 9%), Snapchat (9% vs. 4%) or Discord (4% vs. <1%).
- Children aged 10 to 12 were more likely than children aged 13 to 15 to most recently see online hate on an online video game (14% vs. 6%), Messenger Kids (3% vs. <1%) or 'another online platform' (15% vs. 5%).

Keeping Kids Safe Online Survey – Platform-level analysis for content associated with harm and exposure to online hate

Content associated with harm online

Table 1. Platform on which children aged 10 to 17 most recently encountered different types of content associated with harm online

| | offensive, sexist or hurtful things online about girls or women | offensive or threatening things online about people because others are hateful of their... | sexual images or sexual videos online [IF 13 YEARS+ (like pornography)] | things online that encourage unhealthy eating or exercise habits | fight videos posted online | dangerous online challenges |
|--------------------------------------|---|--|---|--|----------------------------|-----------------------------|
| YouTube | 25% | 24% | 21% | 40% | 22% | 49% |
| TikTok | 27% | 26% | 5% | 30% | 20% | 23% |
| Facebook | 15% | 9% | 5% | 16% | 17% | 4% |
| Instagram | 9% | 18% | 10% | 13% | 9% | 8% |
| Snapchat | 11% | 6% | 5% | 4% | 12% | 2% |
| another online platform | 2% | 6% | 35% | 3% | 6% | 4% |
| WhatsApp | 1% | 0% | 0% | 3% | 7% | 0% |
| Another social media platform or app | 0% | 0% | 0% | 1% | 0% | 0% |
| Google Chat | 0% | 0% | 0% | 1% | 0% | 0% |
| online video game | 4% | 6% | 5% | 1% | 3% | 3% |
| Messenger Kids | 2% | 1% | 0% | 1% | 1% | 0% |
| WeChat | 0% | 0% | 0% | 1% | 0% | 0% |
| Reddit (like r/gaming) | 0% | 1% | 2% | 1% | 1% | 0% |
| Telegram | 0% | 0% | 0% | 1% | 0% | 0% |

| | | | | | | |
|---|-----|----|-----|-----|-----|-----|
| BeReal | 0% | 0% | 0% | 0% | 0% | 0% |
| OnlyFans | 0% | 0% | 0% | 0% | 0% | 0% |
| Pinterest | 1% | 0% | 0% | 0% | 0% | 0% |
| Steam | 1% | 0% | 0% | 0% | 0% | 0% |
| Threads | 0% | 0% | 0% | 0% | 0% | 0% |
| Twitch | 1% | 0% | 0% | 0% | 0% | 0% |
| X (Twitter) | 2% | 2% | 0% | 0% | 1% | 0% |
| Discord | 1% | 5% | 2% | 0% | 2% | 2% |
| Email (like Gmail) | 1% | 1% | 2% | 0% | 1% | 0% |
| FaceTime | 0% | 0% | 0% | 0% | 0% | 0% |
| IMO | 0% | 0% | 0% | 0% | 0% | 0% |
| KakaoTalk | 0% | 0% | 0% | 0% | 0% | 0% |
| Kik | 0% | 0% | 0% | 0% | 0% | 0% |
| Line | 0% | 0% | 0% | 0% | 0% | 0% |
| Messenger (also known as Facebook Messenger) | 1% | 0% | 2% | 0% | 0% | 1% |
| Signal | 0% | 0% | 0% | 0% | 0% | 0% |
| Skype | 1% | 0% | 0% | 0% | 0% | 0% |
| Text messages (like iMessage, Google messages) | 1% | 0% | 2% | 0% | 3% | 0% |
| Viber | 0% | 0% | 0% | 0% | 0% | 0% |
| Voice or text chat in a video game or console | 1% | 0% | 2% | 0% | 0% | 1% |
| Wickr | 0% | 0% | 0% | 0% | 0% | 0% |
| another app or platform I use to message, call or chat to people online | 0% | 0% | 0% | 0% | 0% | 0% |
| Bumble | 0% | 0% | 0% | 0% | 0% | 0% |
| Grindr | 0% | 0% | 0% | 0% | 0% | 0% |
| Hinge | 0% | 0% | 0% | 0% | 0% | 0% |
| Tinder | 0% | 0% | 0% | 0% | 0% | 0% |
| Another dating app or website | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't want to say | 0% | 4% | 3% | 0% | 1% | 2% |
| I don't know | 15% | 6% | 15% | 7% | 6% | 9% |
| Base: Children aged 10 – 17 | 116 | 87 | 62 | 164 | 130 | 134 |

Source Q: Which platform did you see it on?

Exposure to online hate

Table 2. Platform on which children aged 10 to 17 most recently encountered different types of online hate online

| | people with a specific skin colour, race or culture | people from a specific country | people who are gay, lesbian, bisexual, or any other sexuality that isn't straight or heterosexual | people who are transgender, non-binary or gender diverse | women or girls | people with specific religious beliefs | people with a disability or diagnosis |
|---|---|--------------------------------|---|--|----------------|--|---------------------------------------|
| TikTok | 29% | 27% | 22% | 35% | 33% | 28% | 23% |
| YouTube | 19% | 14% | 16% | 16% | 21% | 22% | 20% |
| Facebook | 12% | 18% | 19% | 16% | 13% | 21% | 10% |
| Instagram | 18% | 14% | 14% | 15% | 10% | 17% | 12% |
| another online platform | 4% | 15% | 6% | 11% | 4% | 10% | 8% |
| online video game | 10% | 7% | 12% | 8% | 5% | 7% | 10% |
| X (Twitter) | 3% | 1% | 1% | 1% | 6% | 5% | 3% |
| WhatsApp | 1% | 2% | 2% | 1% | 0% | 4% | 0% |
| Snapchat | 13% | 6% | 10% | 6% | 5% | 3% | 5% |
| Voice or text chat in a video game or console | 0% | 0% | 2% | 0% | 1% | 2% | 5% |
| I don't want to say | 1% | 1% | 0% | 1% | 0% | 2% | 2% |
| Email (like Gmail) | 1% | 2% | 0% | 0% | 1% | 1% | 1% |
| Discord | 3% | 0% | 5% | 1% | 3% | 1% | 4% |
| Another social media platform or app | 3% | 3% | 1% | 0% | 0% | 1% | 0% |
| Pinterest | 1% | 0% | 0% | 1% | 0% | 1% | 0% |

| | | | | | | | |
|---|-----|----|-----|-----|----|-----|----|
| Reddit (like r/gaming) | 4% | 8% | 0% | 1% | 1% | 1% | 4% |
| Twitch | 0% | 0% | 0% | 0% | 1% | 1% | 0% |
| Text messages (like iMessage, Google messages) | 1% | 1% | 1% | 0% | 1% | 1% | 2% |
| FaceTime | 2% | 0% | 2% | 1% | 0% | 1% | 0% |
| Messenger (also known as Facebook Messenger) | 0% | 0% | 0% | 0% | 0% | 1% | 0% |
| BeReal | 1% | 0% | 0% | 0% | 0% | 0% | 0% |
| OnlyFans | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Steam | 0% | 0% | 0% | 1% | 1% | 0% | 0% |
| Threads | 0% | 0% | 0% | 0% | 0% | 0% | 2% |
| YouTube Kids | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Google Chat | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| IMO | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| KakaoTalk | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Kik | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Line | 0% | 0% | 0% | 0% | 0% | 0% | 2% |
| Messenger Kids | 2% | 2% | 2% | 0% | 1% | 0% | 2% |
| Signal | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Skype | 0% | 0% | 1% | 0% | 0% | 0% | 0% |
| Telegram | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Viber | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| WeChat | 0% | 2% | 0% | 0% | 0% | 0% | 0% |
| Wickr | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| another app or platform to message, call or chat to people online | 0% | 1% | 0% | 0% | 0% | 0% | 2% |
| Bumble | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Grindr | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Hinge | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Tinder | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| Another dating app or website | 0% | 0% | 0% | 0% | 0% | 0% | 0% |
| I don't know | 12% | 2% | 7% | 6% | 8% | 6% | 5% |
| Base: Children aged 10 – 17 | 104 | 80 | 101 | 132 | 95 | 148 | 57 |

Source Q: Which platform did you see it on?

Platforms on which children aged 10 to 17 most recently experienced cyberbullying

| | said hurtful things to you online (like in messages, comments or posts) | told other people humiliating or hurtful things about you online (like in messages, comments or posts) | shared humiliating or hurtful photos or videos of you online (like in messages, posts, tags) | made humiliating or hurtful fake photos or videos of you and shared them online | shared your private messages or conversations, information or secrets with other people online | spread humiliating or hurtful lies about you online | sent you, or tagged you in, offensive or upsetting photos or videos online | you from a group chat, or uninvited you from online groups or online events) | made a fake online identity or profile of you, without your permission (like set up an account in your name, and posted things to make you look bad) | shared your phone number, email or home address online, because they wanted people to see it | said online that they were going to hurt or kill you, or told other people to hurt or kill you | told you online that you should hurt or kill yourself, or that you should die |
|---|---|--|--|---|--|---|--|--|--|--|--|---|
| online video game | 18% | s 47E(d) | | | | | | 27% | s 47E(d) | | | |
| Snapchat | 18% | | | | | | | 21% | | | | |
| Messenger Kids | 16% | | | | | | | 16% | | | | |
| Text messages (like iMessage, Google messages) | 4% | | | | | | | 6% | | | | |
| Messenger (also known as Facebook Messenger) | 2% | | | | | | | 5% | | | | |
| Instagram | 6% | | | | | | | 5% | | | | |
| Discord | 7% | | | | | | | 5% | | | | |
| Voice or text chat in a video game or console | 5% | | | | | | | 5% | | | | |
| WhatsApp | 3% | | | | | | | 4% | | | | |
| Facebook | 6% | | | | | | | 4% | | | | |
| another online platform | 2% | | | | | | | 3% | | | | |
| TikTok | 3% | | | | | | | 2% | | | | |
| FaceTime | 0% | | | | | | | 2% | | | | |
| another app or platform I use to message, call or chat to people online | 0% | | | | | | | 1% | | | | |
| Steam | 0% | | | | | | | 1% | | | | |
| I don't want to say | 0% | | | | | | | 1% | | | | |
| WeChat | 0% | | | | | | | 0% | | | | |
| Viber | 0% | | | | | | | 0% | | | | |
| Another social media platform or app | 1% | | | | | | | 0% | | | | |
| YouTube | 4% | | | | | | | 0% | | | | |
| Google Chat | 0% | | | | | | | 0% | | | | |
| Reddit (like r/gaming) | 0% | | | | | | | 0% | | | | |
| Email (like Gmail) | 2% | | | | | | | 0% | | | | |
| X (Twitter) | 0% | | | | | | | 0% | | | | |
| IMO | 0% | | | | | | | 0% | | | | |
| Kik | 0% | | | | | | | 0% | | | | |
| BeReal | 0% | | | | | | | 0% | | | | |
| OnlyFans | 0% | | | | | | | 0% | | | | |
| Pinterest | 0% | | | | | | | 0% | | | | |
| Threads | 0% | | | | | | | 0% | | | | |
| Twitch | 0% | | | | | | | 0% | | | | |
| YouTube Kids | 0% | | | | | | | 0% | | | | |
| KakaoTalk | 0% | | | | | | | 0% | | | | |
| Line | 0% | | | | | | | 0% | | | | |
| Signal | 0% | | | | | | | 0% | | | | |
| Skype | 0% | | | | | | | 0% | | | | |
| Telegram | 0% | | | | | | | 0% | | | | |
| Wickr | 0% | | | | | | | 0% | | | | |
| Bumble | 0% | | | | | | | 0% | | | | |
| Grindr | 0% | | | | | | | 0% | | | | |
| Hinge | 0% | | | | | | | 0% | | | | |
| Tinder | 0% | | | | | | | 0% | | | | |
| Another dating app or website | 0% | | | | | | | 0% | | | | |
| I don't know | 7% | | | | | | | 4% | | | | |
| Base: Children aged 10 - 17 | 249 | 46 | 10 | 11 | 20 | 15 | 30 | 268 | 9 | 8 | 12 | 18 |

Q: Has anyone online ever done any of the following things to you on purpose because they really wanted to humiliate you or make you feel bad, or make others not like you?

Q: Which platform or platforms did this happen to you on? You can choose more than one answer.

Platforms where children aged 10 to 17 experienced most recently non-consensual tracking, monitoring and harassment

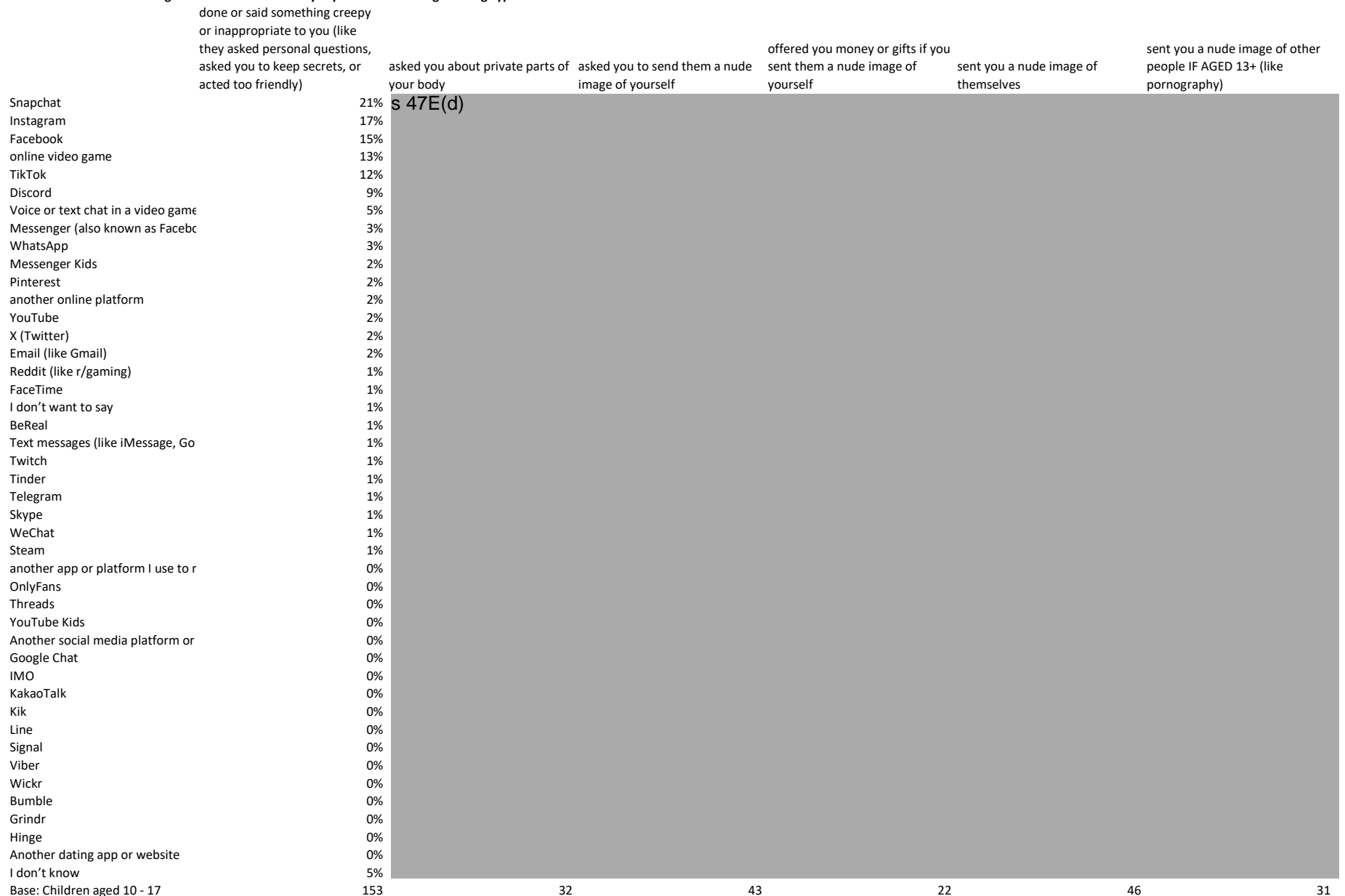
| | used an app or a device to track your exact real-time location, without your permission | looked through your phone (or another device) or your social media, or read your messages, without your permission | kept sending you messages, calling you or posting on your social media page and they wouldn't stop, even after you asked them to |
|---|---|--|--|
| Snapchat | 21% | 26% | 26% |
| Instagram | 20% | 18% | 18% |
| Text messages (like iMessage, Google messages) | 16% | 5% | 5% |
| Messenger Kids | 15% | 14% | 14% |
| Facebook | 13% | 20% | 20% |
| TikTok | 12% | 7% | 7% |
| WhatsApp | 8% | 3% | 3% |
| YouTube | 7% | 6% | 6% |
| another online platform | 6% | 4% | 4% |
| Messenger (also known as Facebook Messenger) | 4% | 9% | 9% |
| FaceTime | 4% | 1% | 1% |
| Email (like Gmail) | 3% | 3% | 3% |
| online video game | 3% | 1% | 1% |
| Discord | 3% | 6% | 6% |
| WeChat | 1% | 0% | 0% |
| I don't want to say | 1% | 1% | 1% |
| Pinterest | 1% | 0% | 0% |
| Google Chat | 1% | 0% | 0% |
| Line | 1% | 0% | 0% |
| Steam | 1% | 0% | 0% |
| KakaoTalk | 1% | 0% | 0% |
| OnlyFans | 0% | 0% | 0% |
| another app or platform I use to message, call or chat to people online | 0% | 1% | 1% |
| Another social media platform or app | 0% | 0% | 0% |
| Hinge | 0% | 0% | 0% |
| Reddit (like r/gaming) | 0% | 1% | 1% |
| BeReal | 0% | 0% | 0% |
| Threads | 0% | 0% | 0% |
| Twitch | 0% | 0% | 0% |
| X (Twitter) | 0% | 1% | 1% |
| YouTube Kids | 0% | 0% | 0% |
| IMO | 0% | 0% | 0% |
| Kik | 0% | 1% | 1% |
| Signal | 0% | 0% | 0% |
| Skype | 0% | 0% | 0% |
| Telegram | 0% | 1% | 1% |
| Viber | 0% | 0% | 0% |
| Voice or text chat in a video game or console | 0% | 2% | 2% |
| Wickr | 0% | 0% | 0% |
| Bumble | 0% | 0% | 0% |
| Grindr | 0% | 0% | 0% |
| Tinder | 0% | 0% | 0% |
| Another dating app or website | 0% | 0% | 0% |
| I don't know | 8% | 4% | 4% |
| Base: Children aged 10 - 17 | 63 | 239 | 127 |

Q: Has anyone ever done either of these things to you online without your permission, making you feel uncomfortable, worried or scared? Important: If it was just someone like a parent or caregiver doing this to keep you safe, and you were comfortable with this, please answer 'no'.

Q: Have you ever felt worried or scared because someone kept sending you messages, calling you or posting on your social media page and they wouldn't stop, even after you asked them to? Only answer 'yes' if this unwanted contact went on for at least two weeks and if they tried to contact you at least 10 times. Important: If it was just messages or calls from friends or family that were a bit annoying, or things like spam or advertising, please answer 'no'.

Q: Which platform or platforms did this happen to you on? You can choose more than one answer.

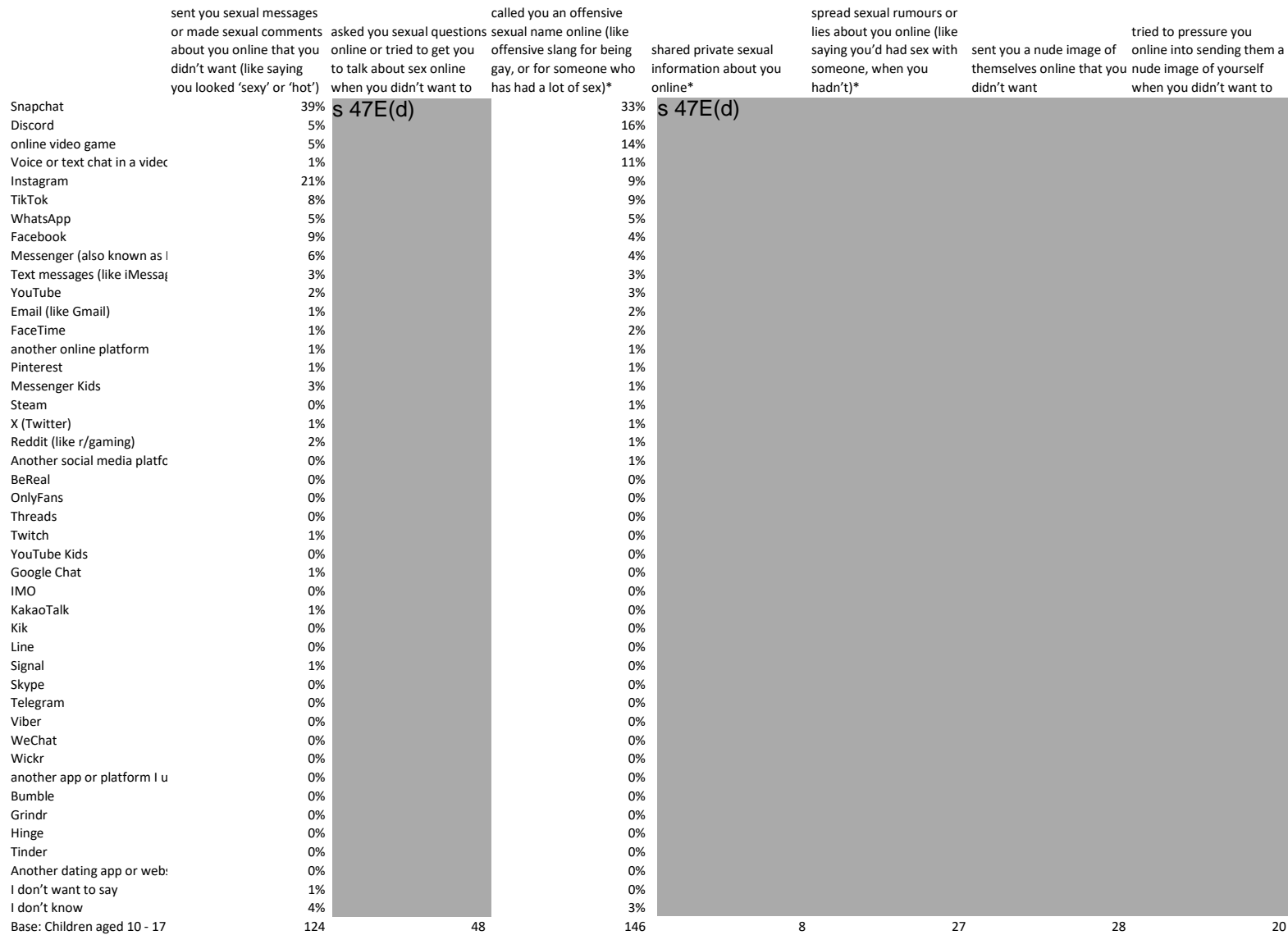
Platforms where children aged 10 to 17 most recently experienced online grooming-type behaviour



Q: Has an adult or someone at least 4 or 5 years older than you ever ...?

Q: Which platform did this happen to you on?

Platforms on which children aged 10 to 17 most recently experienced sexual harassment



Q: Has anyone ever ...?

Q: Which platform did this happen to you on?

* Only asked of children aged 13 and over

Platforms on which children aged 10 to 17 were most recently exposed to content associated with harm

| | offensive, sexist or hurtful things online about girls or women (like saying that boys are better than girls) | offensive or threatening things online about people because others are hateful of their skin colour, Aboriginal or Torres Strait Islander identity, sexuality, gender, religion, disability, diagnosis, or the country they are from | sexual images or sexual videos online [IF 13 YEARS+ (like pornography)] | violent sexual images or violent sexual videos online [SHOW IF 13+ only (like violent pornography, such as someone being choked)] | things online that encourage unhealthy eating or exercise habits (like eating too little, or using risky ways to build muscle) | things online that suggest how a person can hurt or kill themselves on purpose | things online that show or encourage illegal drug taking | fight videos posted online (like of a young person being pushed, hit or kicked by another young person in real life) | extreme real-life violence online (like photos or videos of real people being seriously injured – such as stabbed– or killed) | dangerous online challenges (for people to try in real life) |
|---|---|--|---|---|--|--|--|--|---|--|
| YouTube | 25% | 24% | 21% | s 47E(d) | 40% | s 47E(d) | | 22% | s 47E(d) | 49% |
| TikTok | 27% | 26% | 5% | | 30% | | | 20% | | 23% |
| Facebook | 15% | 9% | 5% | | 16% | | | 17% | | 4% |
| Instagram | 9% | 18% | 10% | | 13% | | | 9% | | 8% |
| Snapchat | 11% | 6% | 5% | | 4% | | | 12% | | 2% |
| another online platform | 2% | 6% | 35% | | 3% | | | 6% | | 4% |
| WhatsApp | 1% | 0% | 0% | | 3% | | | 7% | | 0% |
| Another social media platform or app | 0% | 0% | 0% | | 1% | | | 0% | | 0% |
| Google Chat | 0% | 0% | 0% | | 1% | | | 0% | | 0% |
| online video game | 4% | 6% | 5% | | 1% | | | 3% | | 3% |
| Messenger Kids | 2% | 1% | 0% | | 1% | | | 1% | | 0% |
| WeChat | 0% | 0% | 0% | | 1% | | | 0% | | 0% |
| Reddit (like r/gaming) | 0% | 1% | 2% | | 1% | | | 1% | | 0% |
| Telegram | 0% | 0% | 0% | | 1% | | | 0% | | 0% |
| BeReal | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| OnlyFans | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Pinterest | 1% | 0% | 0% | | 0% | | | 0% | | 0% |
| Steam | 1% | 0% | 0% | | 0% | | | 0% | | 0% |
| Threads | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Twitch | 1% | 0% | 0% | | 0% | | | 0% | | 0% |
| X (Twitter) | 2% | 2% | 0% | | 0% | | | 1% | | 0% |
| YouTube Kids | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Discord | 1% | 5% | 2% | | 0% | | | 2% | | 2% |
| Email (like Gmail) | 1% | 1% | 2% | | 0% | | | 1% | | 0% |
| FaceTime | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| IMO | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| KakaoTalk | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Kik | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Line | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Messenger (also known as Facebook Messenger) | 1% | 0% | 2% | | 0% | | | 0% | | 1% |
| Signal | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Skype | 1% | 0% | 0% | | 0% | | | 0% | | 0% |
| Text messages (like iMessage, Google messages) | 1% | 0% | 2% | | 0% | | | 3% | | 0% |
| Viber | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Voice or text chat in a video game or console | 1% | 0% | 2% | | 0% | | | 0% | | 1% |
| Wickr | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| another app or platform I use to message, call or chat to people online | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Bumble | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Grindr | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Hinge | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Tinder | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| Another dating app or website | 0% | 0% | 0% | | 0% | | | 0% | | 0% |
| I don't want to say | 0% | 4% | 3% | | 0% | | | 1% | | 2% |
| I don't know | 15% | 6% | 15% | | 7% | | | 6% | | 9% |
| Base: Children aged 10 - 17 | 116 | 87 | 62 | 4 | 164 | 12 | 19 | 130 | 15 | 134 |

Q: Have you ever seen or heard any of the following things online? You can include things that were said or posted as 'just a joke'. Important: Please don't include things you've seen in TV shows or movies, like on Netflix or Disney+.

Q: Which platform did you see it on?

Platforms on which children aged 10 to 17 most recently experienced image-based abuse

| | Threatened to share a nude image of you online (or with other people) | Threatened to share a nude image of you if you didn't do something they wanted |
|---|---|--|
| Snapchat | 45% | s 47E(d) |
| Facebook | 23% | |
| Instagram | 14% | |
| Discord | 10% | |
| online video game | 8% | |
| TikTok | 8% | |
| Messenger Kids | 4% | |
| X (Twitter) | 4% | |
| Email (like Gmail) | 4% | |
| another online platform | 4% | |
| it happened in real life (not online) | 3% | |
| Steam | 3% | |
| BeReal | 2% | |
| FaceTime | 2% | |
| Text messages (like iMessage, Google messages) | 2% | |
| Messenger (also known as Facebook Messenger) | 2% | |
| Reddit (like r/gaming) | 1% | |
| IMO | 1% | |
| Kik | 1% | |
| Pinterest | 1% | |
| OnlyFans | 0% | |
| Threads | 0% | |
| Twitch | 0% | |
| YouTube Kids | 0% | |
| YouTube | 0% | |
| Another social media platform or app | 0% | |
| Google Chat | 0% | |
| KakaoTalk | 0% | |
| Line | 0% | |
| Signal | 0% | |
| Skype | 0% | |
| Telegram | 0% | |
| Viber | 0% | |
| Voice or text chat in a video game or console | 0% | |
| WeChat | 0% | |
| WhatsApp | 0% | |
| Wickr | 0% | |
| another app or platform to message, call or chat to people online | 0% | |
| Bumble | 0% | |
| Grindr | 0% | |
| Hinge | 0% | |
| Tinder | 0% | |
| Another dating app or website | 0% | |
| I don't want to say | 0% | |
| I don't know) | 4% | |
| Base: Children aged 10 - 17 | 55 | 26 |

Q: Has anyone ever threatened to share a nude image of you online (or with other people)?

Q: Has anyone ever threatened to share a nude image of you if you didn't do something they wanted, like send them money, gift cards or more nude images (meaning they tried to 'blackmail' you)?

Q: Which platform or platforms did they threaten you on?

Platforms on which children aged 10 to 17 most recently experienced image-based abuse

shared a nude image of you online (or with other people), without your permission

- Snapchat
- Instagram
- Facebook
- Pinterest
- TikTok
- X (Twitter)
- BeReal
- I don't want to say
- Text messages (like iMessage, Google messages)
- FaceTime
- they were shared in real life (not on a platform)
- Discord
- YouTube
- Messenger (also known as Facebook Messenger)
- Threads
- Twitch
- Email (like Gmail)
- Grindr
- Tinder
- Reddit (like r/gaming)
- Steam
- OnlyFans
- YouTube Kids
- Another social media platform or app
- Google Chat
- IMO
- KakaoTalk
- Kik
- Line
- Messenger Kids
- Signal
- Skype
- Telegram
- Viber
- Voice or text chat in a video game or console
- WeChat
- WhatsApp
- Wickr
- another app or platform to message, call or chat to people online
- Bumble
- Hinge
- Another dating app or website
- online video game
- another online platform
- Base: Children aged 10 - 17



Q: Has anyone ever shared a nude image of you online (or with other people), without your permission (meaning when you didn't say they could share it)?

Q: Where were the images shared?

Platforms where children aged 10 to 17 most recently experienced online hate

| | your being Aboriginal or Torres Strait Islander | your skin colour, race or culture | the country you are from | your being gay, lesbian, bisexual, or another sexuality that isn't straight or heterosexual | your being transgender, non-binary or gender diverse | your being a girl | your being a boy | your religion | your disability or diagnosis (like ADHD, autism spectrum disorder, mental illness, learning disability, physical disability) | |
|---|--|---|-----------------------------|---|---|----------------------|---------------------|---------------|---|-----|
| Snapchat | s 47E(d) | 21% | 11% | s 47E(d) | | | 34% | s 47E(d) | 14% | 18% |
| Facebook | | 19% | 20% | | | | 11% | | 18% | 12% |
| Instagram | | 16% | 21% | | | | 18% | | 12% | 12% |
| TikTok | | 13% | 19% | | | | 18% | | 30% | 3% |
| YouTube | | 11% | 8% | | | | 4% | | 9% | 2% |
| online video game | | 11% | 17% | | | | 15% | | 9% | 18% |
| Discord | | 7% | 5% | | | | 2% | | 1% | 13% |
| X (Twitter) | | 6% | 8% | | | | 1% | | 2% | 0% |
| Reddit (like r/gaming) | | 6% | 2% | | | | 0% | | 2% | 2% |
| Text messages (like iMessage, Google messages) | | 6% | 1% | | | | 0% | | 4% | 6% |
| another online platform | | 5% | 6% | | | | 5% | | 9% | 3% |
| Email (like Gmail) | | 4% | 2% | | | | 2% | | 0% | 1% |
| FaceTime | | 3% | 2% | | | | 1% | | 5% | 0% |
| I don't want to say | | 2% | 3% | | | | 0% | | 2% | 1% |
| Voice or text chat in a video game or console | | 2% | 0% | | | | 1% | | 3% | 4% |
| Line | | 2% | 0% | | | | 0% | | 1% | 0% |
| Pinterest | | 2% | 0% | | | | 2% | | 2% | 0% |
| WhatsApp | | 1% | 3% | | | | 1% | | 1% | 0% |
| Another social media platform or app | | 1% | 2% | | | | 0% | | 3% | 2% |
| Skype | | 1% | 0% | | | | 0% | | 0% | 0% |
| Messenger Kids | | 1% | 0% | | | | 6% | | 3% | 12% |
| KakaoTalk | | 1% | 0% | | | | 0% | | 1% | 0% |
| Telegram | | 1% | 2% | | | | 0% | | 0% | 0% |
| Steam | | 1% | 1% | | | | 0% | | 1% | 0% |
| Kik | | 1% | 0% | | | | 0% | | 1% | 0% |
| BeReal | | 0% | 0% | | | | 0% | | 0% | 0% |
| OnlyFans | | 0% | 0% | | | | 0% | | 0% | 0% |
| Threads | | 0% | 3% | | | | 0% | | 5% | 0% |
| Twitch | | 0% | 0% | | | | 0% | | 1% | 2% |
| YouTube Kids | | 0% | 0% | | | | 0% | | 0% | 0% |
| Google Chat | | 0% | 0% | | | | 2% | | 1% | 0% |
| IMO | | 0% | 0% | | | | 0% | | 0% | 0% |
| Messenger (also known as Facebook Messenger) | | 0% | 4% | | | | 0% | | 2% | 1% |
| Signal | | 0% | 0% | | | | 0% | | 0% | 0% |
| Viber | | 0% | 0% | | | | 0% | | 0% | 0% |
| WeChat | | 0% | 0% | | | | 0% | | 0% | 0% |
| Wickr | | 0% | 0% | | | | 0% | | 0% | 0% |
| another app or platform to message, call or chat to people online | | 0% | 2% | | | | 0% | | 0% | 0% |
| Bumble | | 0% | 0% | | | | 0% | | 0% | 0% |
| Grindr | | 0% | 0% | | | | 0% | | 0% | 0% |
| Hinge | | 0% | 0% | | | | 0% | | 0% | 0% |
| Tinder | | 0% | 0% | | | | 0% | | 2% | 0% |
| Another dating app or website | | 0% | 0% | | | | 0% | | 0% | 0% |
| I don't know | | 7% | 13% | | | | 8% | | 11% | 4% |
| Base: Children aged 10 - 17 | 28 | 86 | 66 | 15 | 12 | | 81 | 32 | 60 | 68 |

Q: Has anyone online ever said or posted offensive or threatening things to or about you personally because they were hateful of ...?

Q: Which platform or platforms did this happen to you on? You can choose more than one answer.

Platforms on which children aged 10 to 17 most recently saw online hate

| | Aboriginal or Torres Strait Islander people | people with a specific skin colour, race or culture | people from a specific country | people who are gay, lesbian, bisexual, or any other sexuality that isn't straight or heterosexual | people who are transgender, non-binary or gender diverse | women or girls | men or boys | people with specific religious beliefs | people with a disability or diagnosis (like ADHD, autism spectrum disorder, mental illness, learning disability, physical disability) |
|---|---|---|--------------------------------|---|--|----------------|-------------|--|---|
| TikTok | s 47E(d) | 29% | 27% | 22% | 35% | 33% | s 47E(d) | 28% | 23% |
| YouTube | | 19% | 14% | 16% | 16% | 21% | | 22% | 20% |
| Facebook | | 12% | 18% | 19% | 16% | 13% | | 21% | 10% |
| Instagram | | 18% | 14% | 14% | 15% | 10% | | 17% | 12% |
| another online platform | | 4% | 15% | 6% | 11% | 4% | | 10% | 8% |
| online video game | | 10% | 7% | 12% | 8% | 5% | | 7% | 10% |
| X (Twitter) | | 3% | 1% | 1% | 1% | 6% | | 5% | 3% |
| WhatsApp | | 1% | 2% | 2% | 1% | 0% | | 4% | 0% |
| Snapchat | | 13% | 6% | 10% | 6% | 5% | | 3% | 5% |
| Voice or text chat in a video game or console | | 0% | 0% | 2% | 0% | 1% | | 2% | 5% |
| I don't want to say | | 1% | 1% | 0% | 1% | 0% | | 2% | 2% |
| Email (like Gmail) | | 1% | 2% | 0% | 0% | 1% | | 1% | 1% |
| Discord | | 3% | 0% | 5% | 1% | 3% | | 1% | 4% |
| Another social media platform or app | | 3% | 3% | 1% | 0% | 0% | | 1% | 0% |
| Pinterest | | 1% | 0% | 0% | 1% | 0% | | 1% | 0% |
| Reddit (like r/gaming) | | 4% | 8% | 0% | 1% | 1% | | 1% | 4% |
| Twitch | | 0% | 0% | 0% | 0% | 1% | | 1% | 0% |
| Text messages (like iMessage, Google messages) | | 1% | 1% | 1% | 0% | 1% | | 1% | 2% |
| FaceTime | | 2% | 0% | 2% | 1% | 0% | | 1% | 0% |
| Messenger (also known as Facebook Messenger) | | 0% | 0% | 0% | 0% | 0% | | 1% | 0% |
| BeReal | | 1% | 0% | 0% | 0% | 0% | | 0% | 0% |
| OnlyFans | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Steam | | 0% | 0% | 0% | 1% | 1% | | 0% | 0% |
| Threads | | 0% | 0% | 0% | 0% | 0% | | 0% | 2% |
| YouTube Kids | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Google Chat | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| IMO | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| KakaoTalk | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Kik | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Line | | 0% | 0% | 0% | 0% | 0% | | 0% | 2% |
| Messenger Kids | | 2% | 2% | 2% | 0% | 1% | | 0% | 2% |
| Signal | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Skype | | 0% | 0% | 1% | 0% | 0% | | 0% | 0% |
| Telegram | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Viber | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| WeChat | | 0% | 2% | 0% | 0% | 0% | | 0% | 0% |
| Wickr | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| another app or platform to message, call or chat to people online | | 0% | 1% | 0% | 0% | 0% | | 0% | 2% |
| Bumble | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Grindr | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Hinge | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Tinder | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| Another dating app or website | | 0% | 0% | 0% | 0% | 0% | | 0% | 0% |
| I don't know | | 12% | 2% | 7% | 6% | 8% | | 6% | 5% |
| Base: Children aged 10 - 17 | 32 | 104 | 80 | 101 | 132 | 95 | 32 | 148 | 57 |

Q: Have you ever seen anyone say or post offensive or threatening things online, to or about people, because they were hateful of ...?

Q: Which platform did you see it on?

eSafety Commissioner FOI 25201

Response to items 3 and 4 from request scope as clarified 1 October 2025

3. Any examples, descriptions, or redacted/retyped content used to substantiate these claims of experiencing "harm".

4. Results of baseline comparative data where "harm" was experienced in an offline setting.

If such material does not exist — and the study is based solely on unverified self-reporting — I request written confirmation of this fact.

eSafety Commissioner response:

3. Any examples, descriptions, or redacted/retyped content used to substantiate these claims of experiencing "harm".

Our survey did not collect this level of detail. Rather, a self-report survey was used to assess participant's experience with a range of specific online harms. The [Digital use and risk](#) report includes the wording of the questions that were asked in the survey to ascertain experience with these harms. Surveys are a well-established method in social science research, and this study aligns with methodologies used to examine the digital lives of children by respected institutions such as Pew Research Center, Common Sense Media, UNICEF Innocenti, and Ofcom.

Self-reported data is a standard and valid approach in child-centred research, especially when investigating subjective experiences like harm, bullying, or harassment. Children's voices are essential in understanding their digital lives, and their perspectives offer insights that cannot be captured through observation alone.

In addition, the Keeping Kids Safe Online survey was a rigorously designed empirical study grounded in best-practice research standards. It was developed in collaboration with domestic and international experts, informed by a taxonomy of online harms and the latest literature, subject to cognitive testing with children and parents to ensure clarity and sensitivity, and reviewed and approved by a formal ethics committee, ensuring it met high standards for research involving children.

Moreover, the report is transparent about its methodology and limitations (see our [Methodology report](#)), as is standard in ethical research.

4. Results of baseline comparative data where "harm" was experienced in an offline setting.

Our survey was focused on online harms and was not intended to compare the prevalence of online and offline harms. In addition, many of the online harms we assessed are unique to online contexts and do not have offline comparisons.

24 October 2025