



GIBRALTAR REGULATORY
AUTHORITY

REPORT ON THE RESULTS DERIVED FROM SCHOOL SURVEYS

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INTRODUCTION

This report relates to the results of two surveys carried out in schools in Gibraltar during the 2019/20 academic year, which examine the relationship between the use of digital technology and privacy matters, one survey aimed at Year 5 students, and the other at Years 7, 9 and 11 students. The surveys are part of an awareness campaign for schools, organised by the Gibraltar Regulatory Authority (the "GRA"), acting as the Information Commissioner (the "Commissioner"), in co-operation with the Department of Education. They form part of the Commissioner's "Control Your Privacy" campaign, the aim of which is to provide different sectors of the community with information about data protection and privacy rights.

The awareness campaign for schools was first initiated during the academic year 2013/14 and has since been repeated on an annual basis, with this being the sixth consecutive year of the campaign.

This report details the results from this year's surveys and analyses the information gathered by comparing the results to those collated from previous years where available. In doing so, the Commissioner is able to identify any key changes or behavioural trends in privacy practices amongst students in Gibraltar when using digital technology, particularly relating to Social Networking Sites ("SNS").

Results from this year's surveys are tabulated in Appendix 1. However, all data collated from previous surveys, over and above the information included in the 'Conclusions' section of this report, are publicly available on the GRA's website at www.gra.gi/dataprotection/public-awareness.

This report features additional analysis due to new questions. This year's questionnaires almost double the number of questions posed in previous years. The new set of questions focus on online platforms such as YouTube and gaming consoles, an area of concern highlighted in last years' report.

In addition, given the increasing prevalence of the use of SNS and mobile devices amongst younger generations, the Commissioner has this year also surveyed Year 5 students, aged 9-10 years.

A total of 1421 students (725 males and 696 females) between the ages of 9 and 16 years took part in this year's surveys. The students and schools covered this year were as follows -

1) Year 5 students (aged 9-10) from Bishop Fitzgerald Upper Primary School, St. Anne's Upper Primary School, St Bernard's Upper Primary School, St. Joseph's Upper Primary School and Loreto Convent School (the "Year 5 Students").

2) Year 7 students (aged 11-12) from Prior Park School, Bayside Comprehensive School and Westside School (the "Year 7 Students")¹.

3) Year 9 students (aged 13-14) from Prior Park School, Bayside Comprehensive School and Westside School (the "Year 9 Students").

4) Year 11 students (aged 15-16) from Bayside Comprehensive School, Westside School and the Gibraltar College (the "Year 11 Students")².

The surveys were carried out between November 2019 and February 2020.

PURPOSE AND METHODOLOGY

The purpose of the surveys was to obtain information and thereby a greater insight into the usage of SNS and mobile devices amongst students aged 9 to 16 years. The Commissioner was keen to survey Year 7, Year 9 and Year 11 students, so as to compare results against those from previous years, in an attempt to find any emerging or existing trends. In addition, by including Year 5 Students, the Commissioner hoped to gauge a better understanding of the prevalence of SNS and the use of mobile devices amongst the younger generation.

The surveys consisted of multiple-choice questions (see Appendix 2 and 3 for copies of the surveys). Printed copies of the surveys were delivered to the schools and completed by the respective students. This was followed by interactive presentations regarding data protection issues delivered to the target year groups by the Commissioner.

The presentations focused on the importance of protecting personal data on SNS and how to use the available privacy controls responsibly, with the aim of ensuring students were appropriately safeguarding their privacy. A string of exercises and examples were incorporated into the presentations to make the sessions current, interesting, and above all, relatable.

Students were made aware of the risks of losing control of their privacy when using new digital technologies, including SNS, and were reminded that failure to control their privacy today could have repercussions in the future. The Commissioner further engaged with the students to discuss ongoing and developing privacy concerns which arise as a result of the ever-increasing dependence on SNS. Relevant guidance was provided throughout, affording the students a greater insight into the world of privacy and data protection.

¹ Note that the key stage realignment in schools now categorises Year 7 Students as part of secondary education and not upper primary education as previously known. The age range remains unchanged.

² The data collated from the Gibraltar College included a minority of students who were older than 15-16 years of age. It is highly unlikely that this minority will skew the overall trends and result patterns.

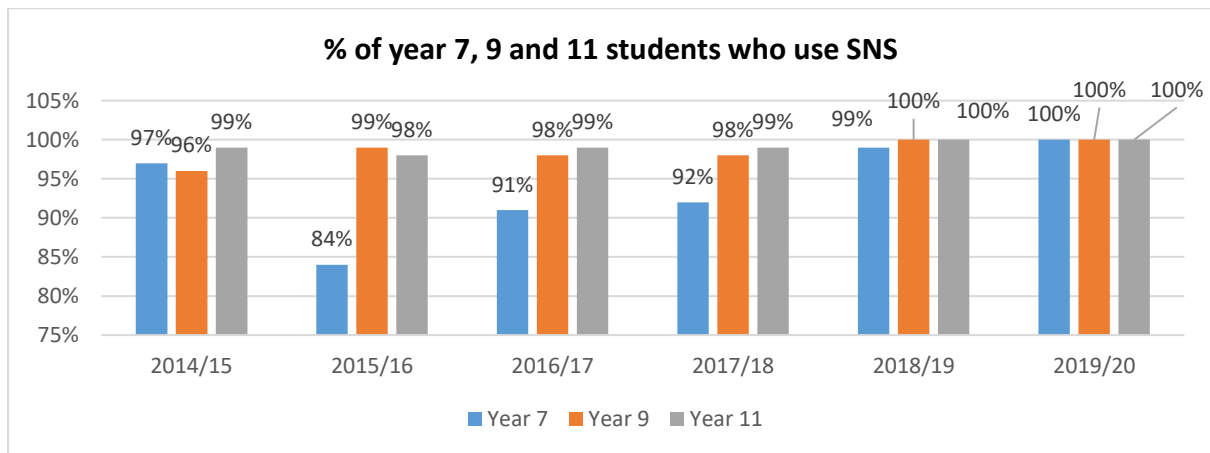
CONCLUSIONS

The following sections summarise the Commissioner’s key conclusions from this year’s results and the comparative analysis, which takes into account previous year’s findings.

1. All Year 7, 9 and 11 students surveyed use SNS

Evidently, the use of SNS is widespread amongst the Year 7, 9 and 11 students surveyed. In recent years, the percentage use of SNS has remained consistently close to the 100% mark for the Year 9 and 11 students. However, the use of SNS amongst Year 7 Students has steadily increased since the notable dip in statistics in the academic year 2015/16.

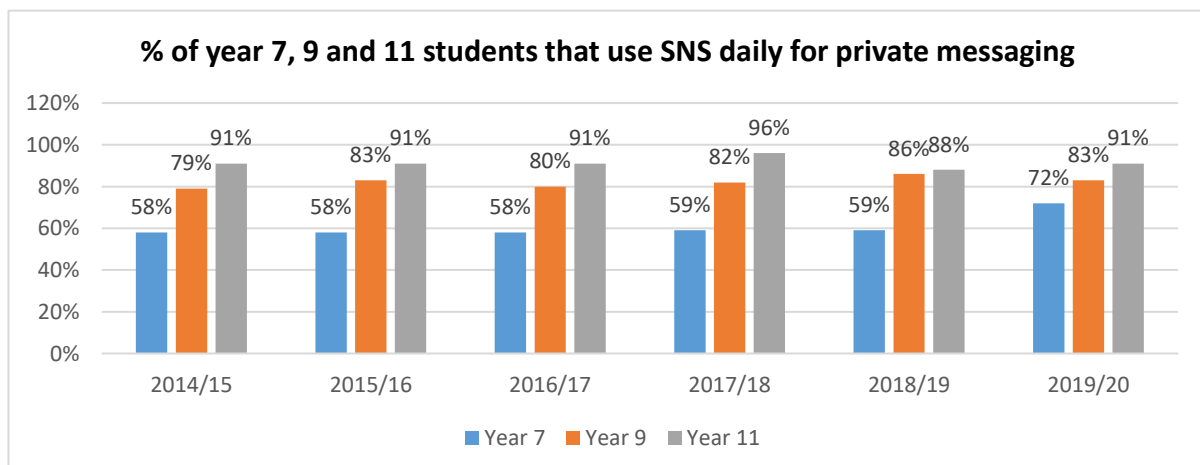
It is important to note that most SNS are designed for individuals over the age of 13, yet students younger than 13 years are using these.



In relation to the Year 5 Students surveyed this year, a total of 95% stated that they use SNS. As highlighted in Appendix 1, only 5% of all students surveyed do not own a mobile device (see Tables 72 to 75). The Commissioner concludes from this that the use of SNS and the increasing prevalence in mobile devices are likely to be linked.

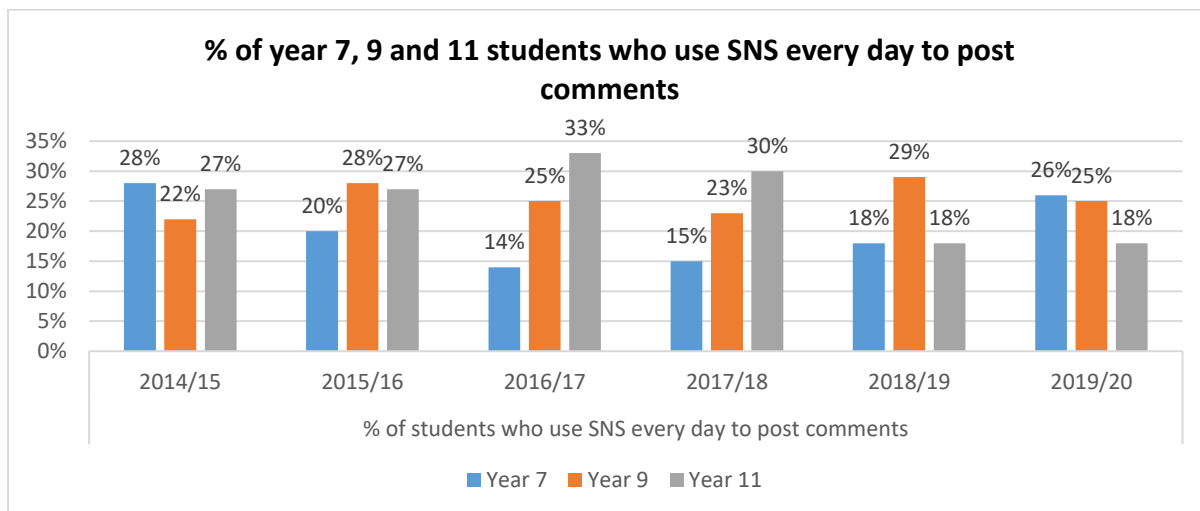
2. SNS is used mostly for private messaging and its use grows as students get older

The Commissioner continues examining what each year group uses SNS for, and in particular, whether students use SNS to post opinions, upload photos/videos and/or send private messages. The following bar chart shows the daily use of SNS for private messaging over six years, for Year 7, 9 and 11 students. A noticeable, yet consistent trend is that the use of SNS for private messaging increases with age.



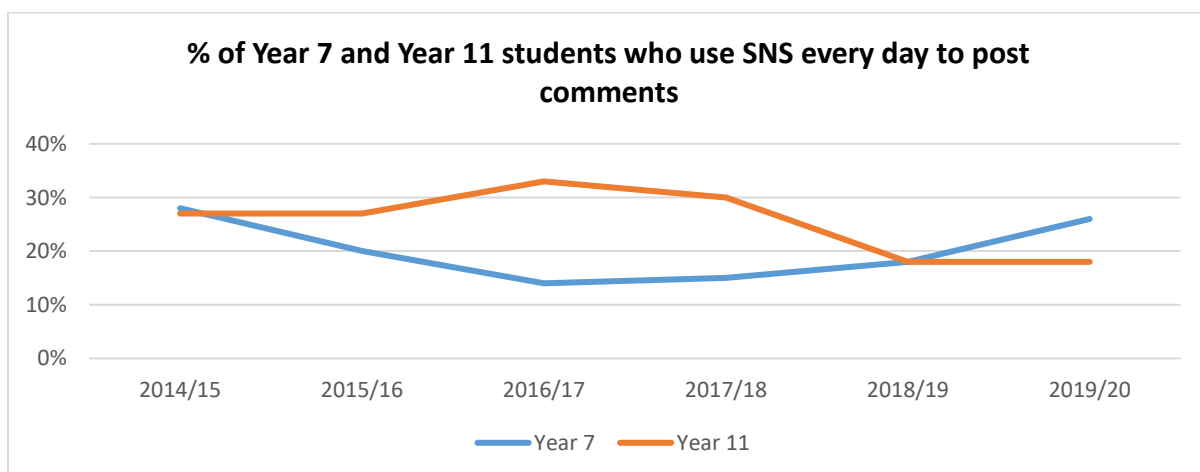
Year 7 Students using SNS for private messaging has increased from 59% in 2018/19 to 72% in 2019/20.

3. Use of SNS to post comments fluctuates for Year 9 Students but has increased for Year 7 Students



The percentage use of SNS to post comments has, over the past 6 years, fluctuated significantly for the Year 9 Students, with the highest percentage recorded in 2018/19. This year, a quarter of the Year 9 Students surveyed said that they use SNS every day to post comments. This figure was also generally in line with that of the Year 7 Students. In last year's report, it was noted that the use of SNS by the Year 9 Students to post comments daily was of particular concern. This concern now also extends to the Year 7 Students. In respect of the Year 11 Students, they have maintained the lowest percentage of 18% for the second consecutive year.

Upon further examination, the Commissioner has identified a reverse trend for the Year 7 and 11 students, as shown in the following graph –

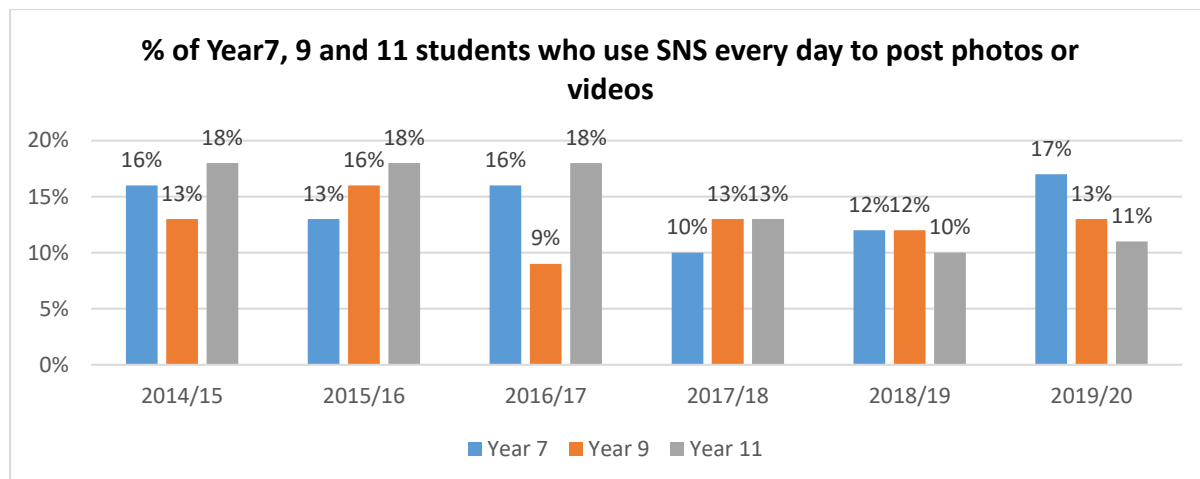


4. Use of SNS to post photos or videos by students has slightly increased

Students who post photos or videos may end up sharing more information about themselves than they realise, especially if the photos or videos uploaded are of a personal nature, featuring themselves, friends or family members.

Between the academic years 2014/15 and 2018/19, there were minor variations amongst the students, with one significant lower result for the Year 9 Students in 2016/17.

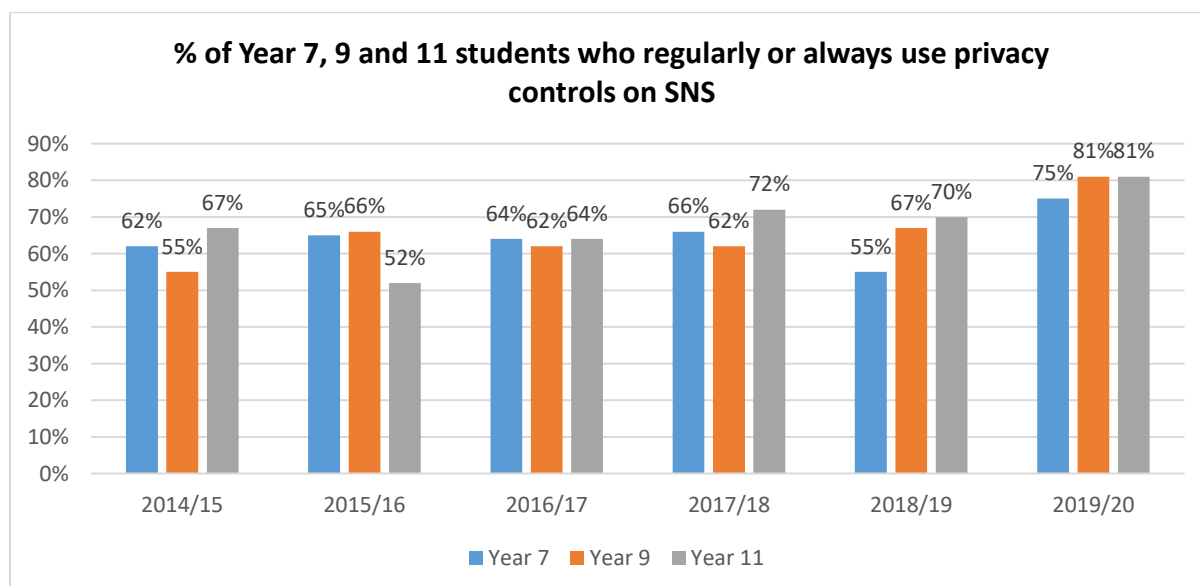
This year, the percentages for all three year groups have increased from last year's figures, with an increase for Year 7 Students from 12% in 2018/19 to 17% in 2019/20, this being the most noteworthy. However, figures have fluctuated throughout the years, with no obvious trend in either direction. Notwithstanding, an overall decline is noted in more recent years in respect of Year 11 Students when compared to the initial survey years.



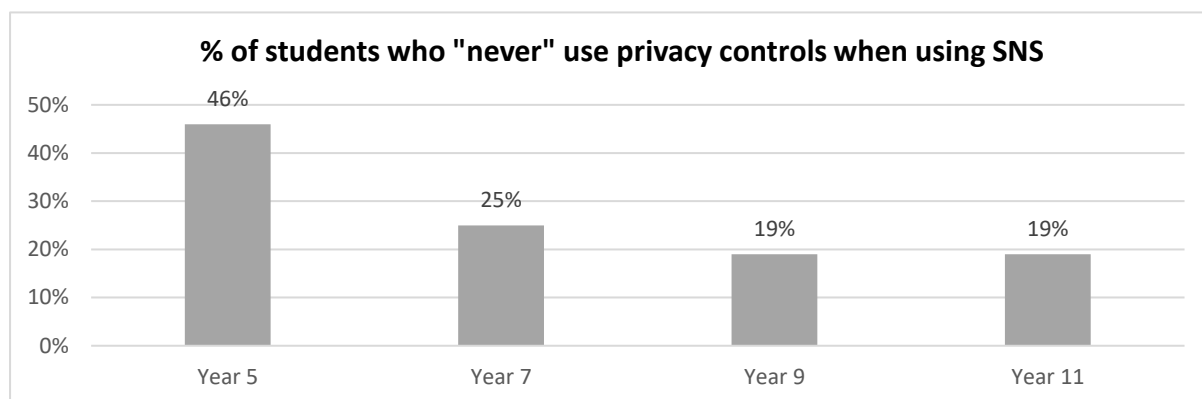
5. Increased use of privacy controls for all students in Year 7, 9 and 11. A shift in the right direction

SNS are commonly used to share precious moments with friends and family. However, without the right precautions, social media can result in privacy risks. For several years now, the Commissioner, through the Control Your Privacy campaign, has communicated the importance of using privacy controls, particularly when using SNS.

This year there has been a noteworthy increase for all age groups in respect of the percentage of students who regularly or always use privacy controls on SNS. The most significant increase, from 55% in 2018/19 to 75% this year, comes from the Year 7 Students. The Commissioner considers the increased use of privacy controls to be a positive development.



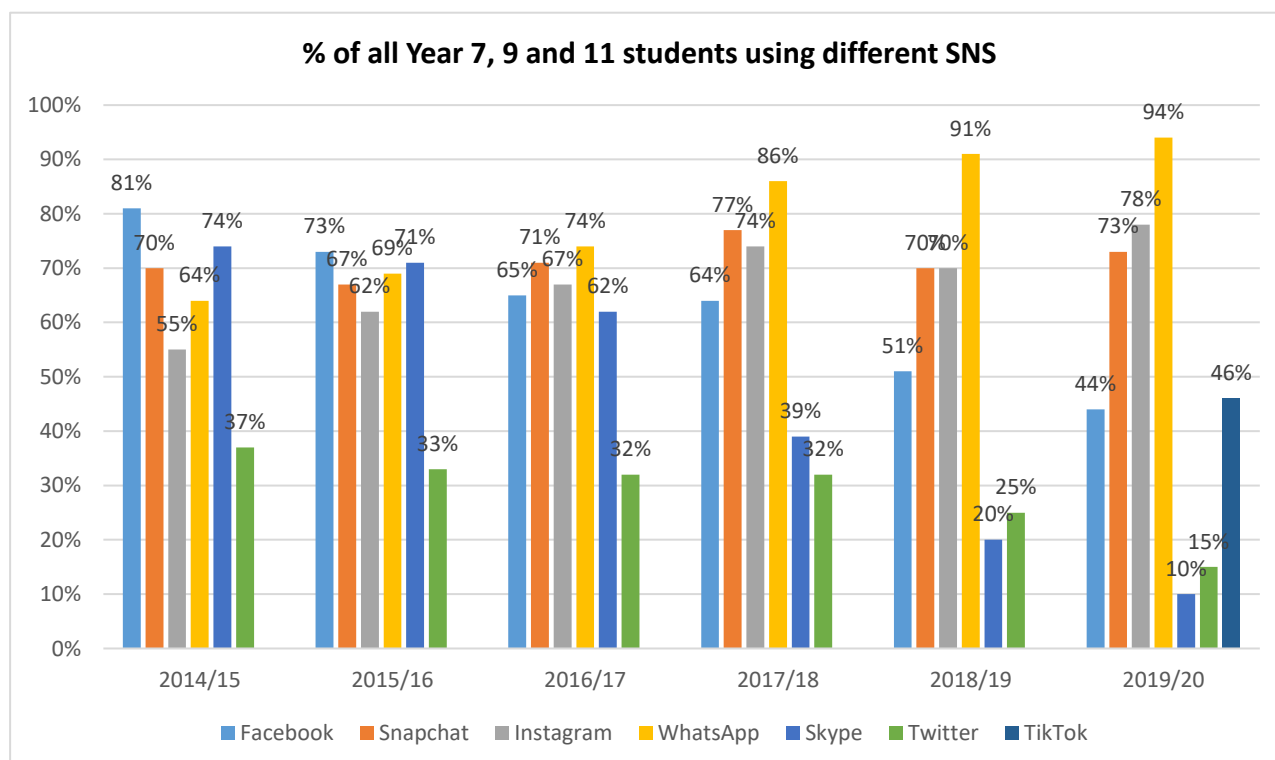
Having reviewed the survey results for the Year 5 Students, it is noted that the younger age group is the least likely to use privacy controls when using SNS with 31% maintaining that they use privacy controls all the time whilst 18% use privacy controls regularly. Half of the Year 5 Students surveyed do not use controls².



The Commissioner will continue to engage with the students through the annual Control Your Privacy campaign to provide guidance and encourage the use of such privacy controls.

6. Continued risks to privacy from 'media rich' SNS

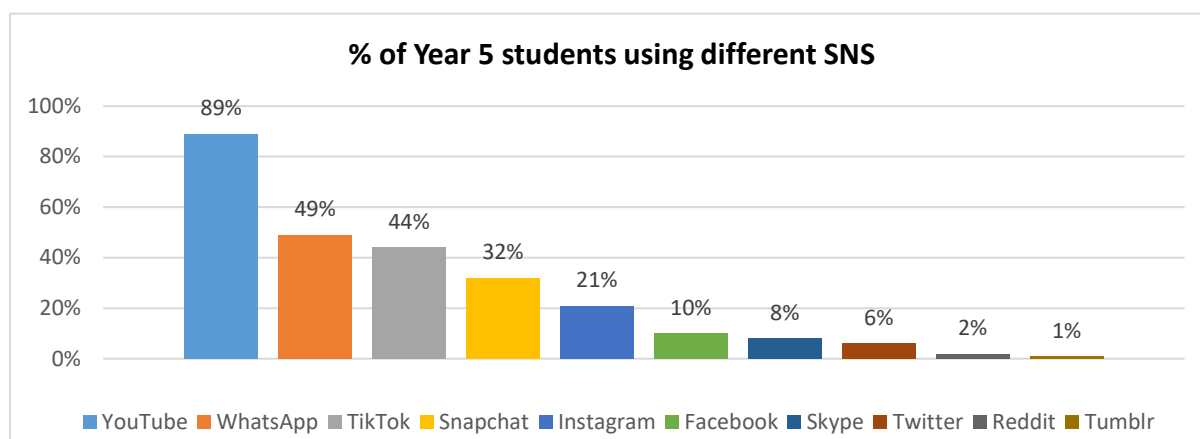
For the sixth year running, Snapchat, Instagram and WhatsApp remain amongst the most popular SNS used by Year 7, 9 and 11 students (see Appendix 1, Table 62), whilst Facebook, Skype and Twitter appear to have decreased in popularity and remain at the lowest recorded percentages since the introduction of the school surveys. The most significant decline is that of Facebook, with the highest recording of 81% in 2014/15, being substantially larger than this year's recording of 44%.



² A potential explanation could be that, due to their young age, such controls are set up by their parents/guardians. The Commissioner will nevertheless monitor this trend in future surveys.

The increased use of WhatsApp since 2016/17 is notable. This year's survey identified the significant use of another app, namely TikTok, which almost half of the students claim to use. TikTok presents users with an alternative means of socialising online by allowing users to create short videos incorporating music, filters and other editing features.

With regards the use of 'media rich' SNS by Year 5 Students, the chart below shows that Year 5 Students mainly use YouTube, although figures also show other SNS such as WhatsApp, TikTok, Snapchat and Instagram to be amongst the more popular types of SNS in this age group. Contrary to the older age groups, Facebook is not rated as a popular SNS for the Year 5 Students.



There is an element of risk brought on by the unauthorised disclosure or accidental sharing of personal data to third parties and the potential dangers of having photographs or videos edited and used maliciously by others. The students surveyed who "never" use privacy controls, are exposing themselves daily to privacy risks, and may only fully understand the importance of data security and privacy controls after they fall foul to such risks. The Commissioner's main concern is that the majority of the SNS above are designed for individuals aged 13 and over.

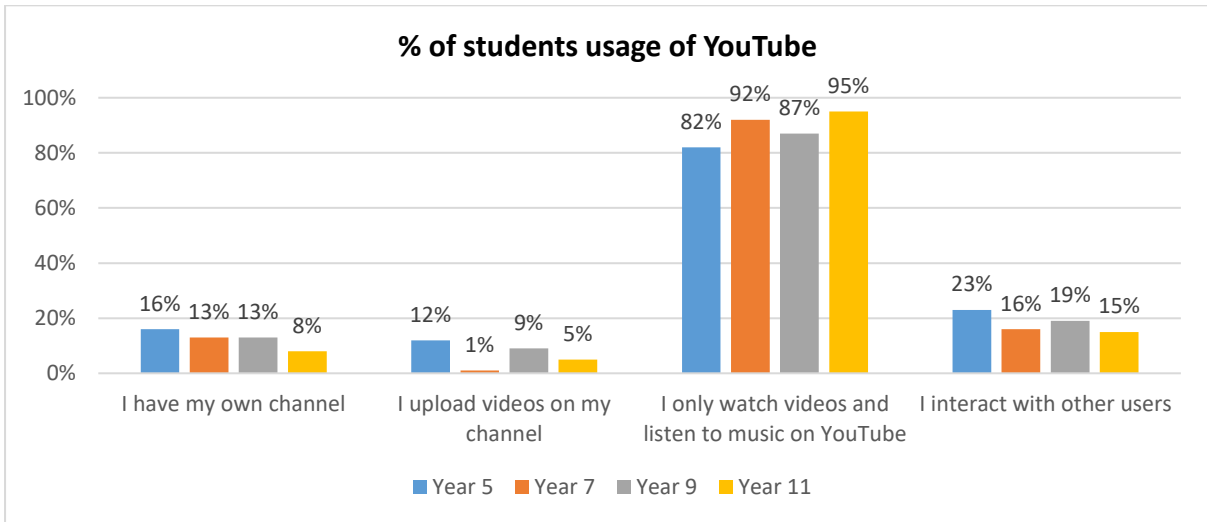
7. YouTube is primarily used for watching videos and listening to music

YouTube is different from other SNS in that it is primarily used for viewing videos and listening to music. This makes it very popular with users of all ages. However, the Commissioner notes that YouTube also features in-app functions that allow users to create their own channels to upload and publish their own videos/images. It also allows users to subscribe to services and additionally gives them the option to interact with other "YouTubers" worldwide.

In view of the above, the Commissioner asked students how they spent their time on YouTube, in order to better understand the reasons why this platform was becoming increasingly popular.

Results show that the most common use for YouTube is to watch videos and listen to music, with over 80% of all students stating that this is what they used it for.

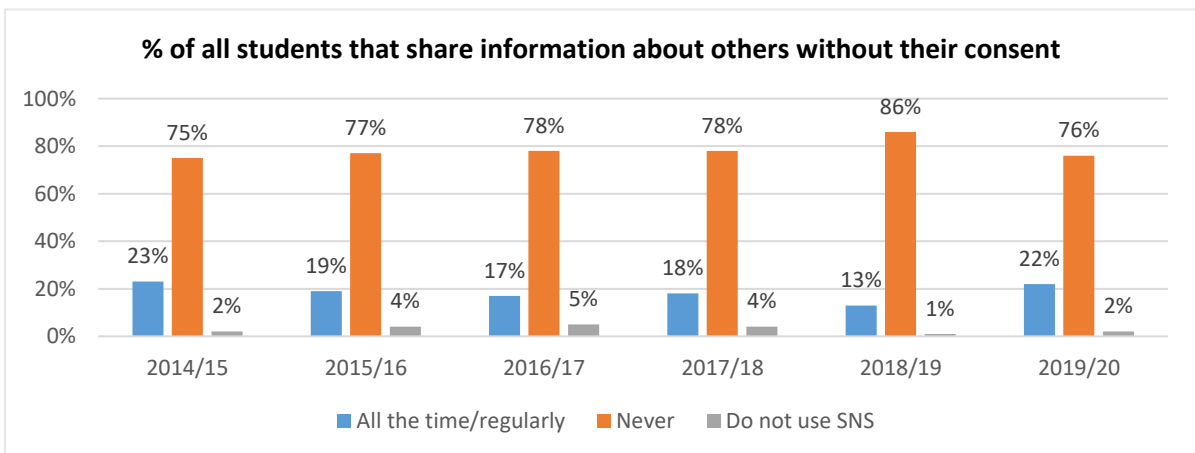
In respect of the other functions available through YouTube such as creating your own channel to upload your own content and interacting with others, the Year 5 Students appear to be the most active.



Although the recommended age to use YouTube is 13 years old³, the most active users in this regard range between the ages of 9 and 10. The Commissioner considers this to be of concern, particularly due to the recommended age for YouTube implying that such use by these students is taking place on an SNS that is not tailored for them.

8. Increase in the number of students that reveal information about others without their consent⁴

The percentage of year 7, 9 and 11 students that share information about others without their consent has seen a slight increase in students regularly or always posting about others without their consent, from 13% in 2018/19 to 22% this year.



It should be noted that a person may, in effect, lose control over their privacy and personal data as a result of the actions of others. In this context, raising awareness of privacy is important so that individuals give appropriate consideration to the information posted about others on SNS as well as seeking their consent.

³<https://www.youtube.com/static?gl=GB&template=terms>

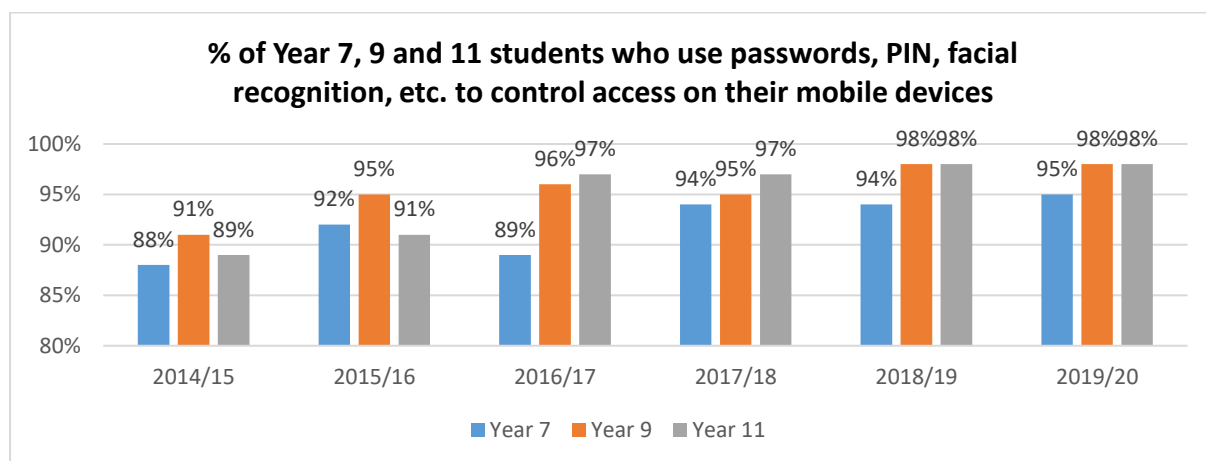
⁴ Please note that whilst the report was issued in June 2020, it has been updated on 25th November 2020, as a result of an error identified in the analysis pertaining to this section. In particular, in relation to Tables 5 and 65 in Appendix 1 below, the answers to the questions “all the time” and “regularly” in the 2019/20 survey were erroneously swapped with the answers to “never” in the analysis provided above.

In last year’s report, the Commissioner committed to laying greater emphasis on consent during the next academic programme. This was undertaken by prompting the students to think about the meaning of consent and when consent should be sought during the interactive presentations. The Commissioner notes the concerning increase of 9% in the number of students who do not obtain consent prior to sharing information about others.

Further to the above, the Commissioner has this year also asked Year 5 Students whether they share information about others without their consent. The results were very much on par with the older age groups with a total of 76% never sharing information about others without their consent (see Appendix 1, Table 5).

9. The use of security features such as a PIN to protect access to mobile devices continues to increase

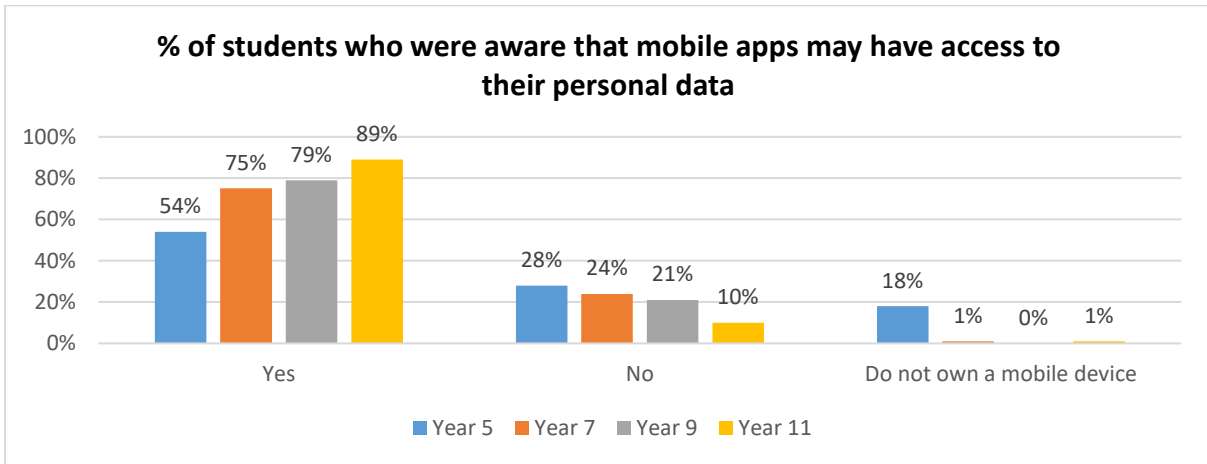
The percentage of students who use security features to protect access to mobile devices is generally high across all year groups, with an overall positive incline noted since the introduction of the school surveys in 2014.



The Commissioner notes that there has been no change in the figures for Year 9 and Year 11 Students, yet the results are nevertheless well-received and overall, an average of 97% of all students surveyed said they have access controls on their mobile devices.

10. Over a quarter of the Year 5 Students who own a mobile device are unaware of permissions granted to mobile apps including access to their personal data

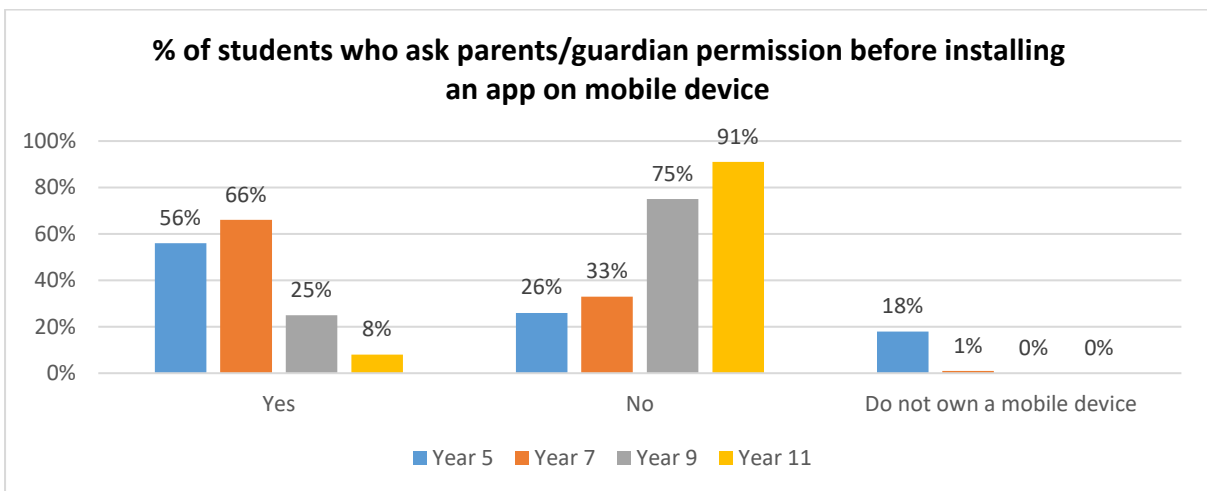
Permissions granted to mobile apps may sometimes not be fully understood by users, and users may run the risk of unknowingly sharing personal information. This year, the Commissioner asked all students whether they were aware that mobile apps may have access to their personal data. The results are shown below:



The Commissioner acknowledges that awareness increases with age. However, it is particularly concerning that 28% of Year 5 Students surveyed are not aware that mobile apps may have access to their personal data, and therefore they may not be mindful of the privacy risks involved as a result.

11. Younger students seek consent to install new apps on mobile device

The following chart highlights that over half of the Year 5 and Year 7 Students surveyed seek consent from a parent/guardian before installing an app on their mobile device. These results are welcomed, especially given that the majority of the SNS used by these age groups require that the user should be 13 years or above.



12. Emerging use of online gaming platforms

With the availability of different devices that range from personal computers and consoles to handhelds, smartphones and tablets, the number of individuals that take part in online gaming appears to be increasing. Since the launch of the Control Your Privacy campaign, the Commissioner has identified a shift in the way individuals use and share personal data. Whereas online gaming was perceived to be a platform for exactly that, gaming; nowadays it also appears to be a platform which enables communication between users. During such communications, personal data may be shared via the account details (e.g. real name, address, date of birth) and/or by written or verbal interaction during the online gaming experience.

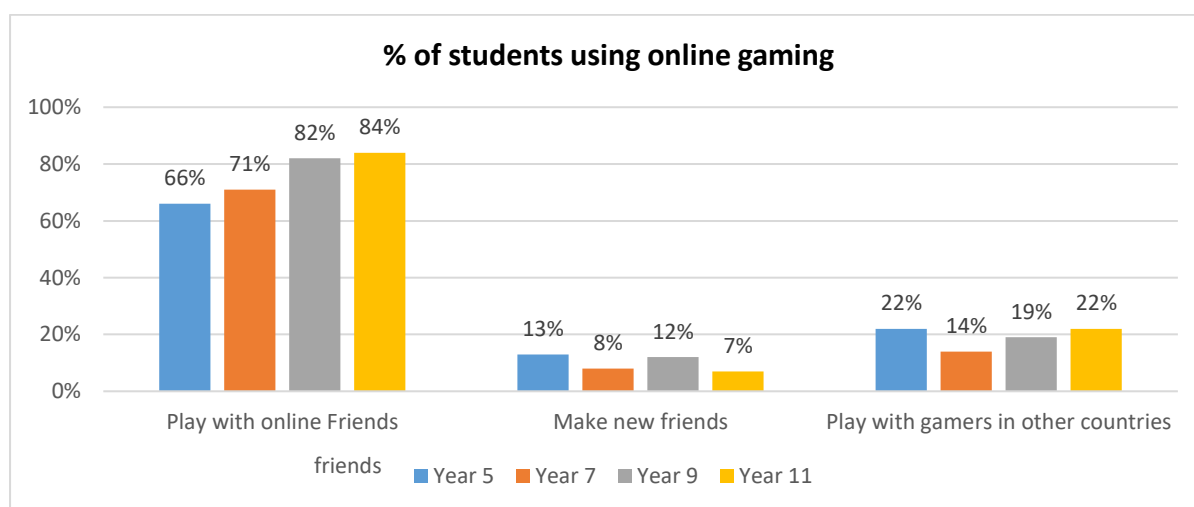
During last year's campaign, the Commissioner learnt that more and more students partake in online gaming using a range of available gaming consoles. Such consoles afford the users

an online experience via different gaming apps, which allows users to, amongst other things, engage in online forums worldwide and send/receive private messages.

In light of the above, the Commissioner introduced a new section to the survey that focused on online gaming. The findings are summarised in the following -

A. Over two thirds of students from each year group actively play online with friends

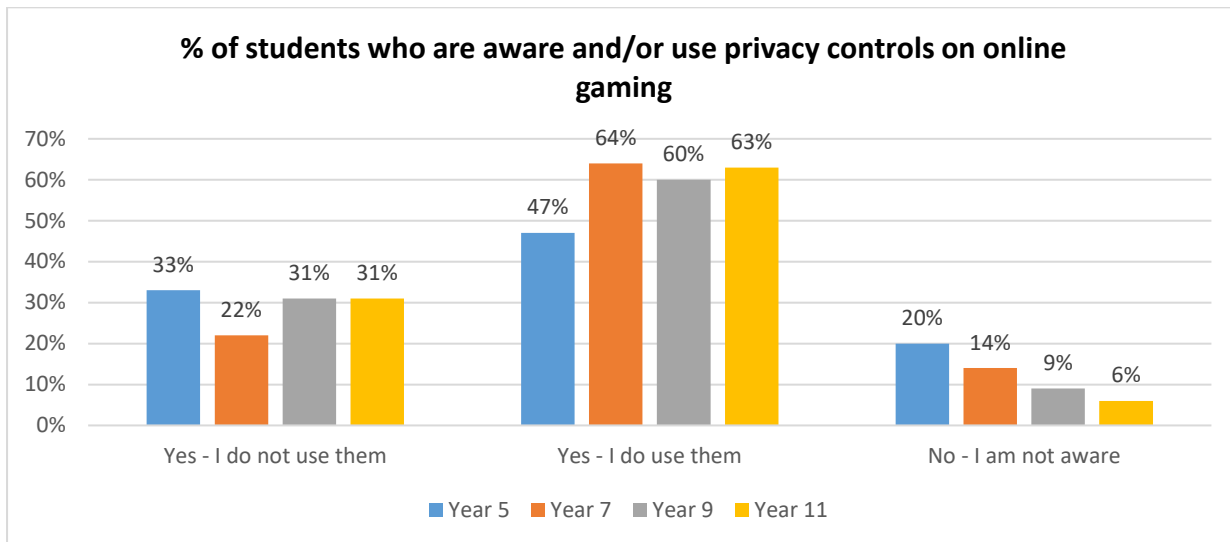
The chart below shows that online gaming is indeed very popular amongst the students surveyed, with over 65% of students from each year group using online gaming to play with friends. However, it appears that the majority of students use online gaming to play with online friends and not necessarily to interact with gamers in other countries. Incidentally, the platform does not appear to be very popular amongst students seeking to make new friends.



B. The combined percentage of students who are aware of privacy controls is moderately high. However, approximately a third of students do not use them.

The results in the chart below demonstrate that students are generally aware of the privacy controls at their disposal via online gaming platforms. However, there is cause for concern in the number of students from each year group that are aware of such privacy controls but choose not to use them. Over 30% of all Year 5, 9 and 11 students admit to knowing that privacy controls are available but do not use them.

Interestingly, the number of students that claim to not be aware of the use of privacy controls in online gaming platforms decreases with age, from 20% for Year 5 Students, 14% for the Year 7 Students, 9% for the Year 9 Students and only 6% for the Year 11 Students.



CLOSING STATEMENT

It is important to note that the results of the surveys this year and in previous years provide a strong indication of the use of new technologies by students in Gibraltar, in particular the Year 5 Students, Year 7 Students, Year 9 Students and Year 11 Students.

This year's results, when examined against previous years' results, identify some positive developments. For example –

- The increased use of privacy controls by the Year 7, 9 and 11 students when using SNS;
- The use of security features (e.g. PIN, facial recognition) to protect access to mobile devices continues to increase;
- Younger students in the Year 5 and Year 7 age groups generally seek consent from an adult before installing a new app on their mobile device; and
- The combined percentage of students who are generally aware of privacy controls is moderately high.

Regrettably, numerous concerns remain, including –

- Concerns over the moderate use of privacy controls amongst Year 5 Students;
- Continued risks to privacy from 'media rich' SNS;
- The younger students who own a mobile device are unaware that mobile apps may have access to their personal data.

The Commissioner welcomes the slight improvements in privacy practices, which in turn may protect individuals from privacy-related risks but acknowledges the above-mentioned concerns that remain. The continuous and increasing use of SNS demands that continuous efforts are made in relation to raising privacy awareness. For this reason, it is appropriate and necessary to continue monitoring these user habits and help the younger generations understand the importance of controlling their privacy.

APPENDIX 1 – 2019/20 SURVEY RESULTS

The Tables 1 – 75 below provide a detailed breakdown of the results collated for the 2019/20 school survey.

Year 5 Students

Social Networking Sites

Table 1. Percentage of Year 5 Students using SNS

	Use SNS	Do not use SNS
% of students	95%	5%

Table 2. Percentage of Year 5 Students use per SNS

SNS	% of students
YouTube	89%
WhatsApp	49%
TikTok	44%
Snapchat	32%
Instagram	21%
Facebook	10%
Skype	8%
Twitter	6%
Reddit	2%
Tumblr	1%

Table 3. Breakdown of use by gender of the top 5 SNS used by Year 5 Students

SNS	Male	SNS	Female
YouTube	93%	YouTube	84%
WhatsApp	43%	WhatsApp	54%
TikTok	36%	TikTok	53%
Snapchat	25%	Snapchat	38%
Instagram	21%	Instagram	20%

Table 4. Use of SNS for Year 5 Students

Purpose	Every day	At least once a week	At least once a month	Never	I do not use SNS
To post comments	13%	18%	13%	51%	5%
To post photo/videos	14%	23%	13%	45%	5%
Private messaging with friends	26%	22%	9%	38%	5%

Table 5. Frequency of Year 5 Students posting comments, pictures and videos about other people without their consent

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	5%	14%	76%	5%

Table 6. Year 5 Students using available privacy controls in SNS

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	31%	18%	46%	5%

Online Gaming**Table 7. Percentage of Year 5 Students using online gaming**

	Use online gaming	Do not use online gaming
% of students	79%	21%

Table 8. Preferred gaming console used by Year 5 Students

	Nintendo Switch	Sony PlayStation	Microsoft Xbox	SNES Classic Edition
% of students	52%	58%	18%	1%

Table 9. Use of gaming console by Year 5 Students

	Playing games by myself	Playing games with online friends	Make new friends	Play with gamers in other countries
% of students	65%	66%	13%	22%

Table 10. Year 5 Students who are aware of privacy controls on online gaming

	Yes – I do not use them	Yes - I do use them	No – I am not aware
% of students	33%	47%	20%

YouTube**Table 11. Year 5 Students usage of YouTube (more than one statement allowed)**

Purpose	I do not use YouTube	I have my own channel	I upload videos on my channel	I only watch videos and listen to music on YouTube	I interact with other users
To post comments	4%	16%	12%	82%	23%

Mobile Devices**Table 12. Year 5 Students using security features such as passwords, PIN, facial recognition on mobile devices**

	Yes	No	Do not own a mobile device
% of students	77%	5%	18%

Table 13. Year 5 Students using automatic lock feature on mobile devices

	Yes	No	Do not own a mobile device
% of students	68%	14%	18%

Table 14. Year 5 Students who know that mobile apps may have access to private data

	Yes	No	Do not own a mobile device
% of students	54%	28%	18%

Table 15. Year 5 Students asking parent/guardian permission before installing an app

	Yes	No	Do not own a mobile device
% of students	56%	26%	18%

Year 7 Students

Social Networking Sites

Table 16. Percentage of Year 7 Students using SNS

	Use SNS	Do not use SNS
% of students	100%	0%

Table 17. Percentage of Year 7 Students use per SNS

SNS	% of students
YouTube	94%
WhatsApp	94%
Snapchat	61%
Instagram	59%
TikTok	57%
Facebook	14%
Skype	11%
Twitter	10%
Reddit	10%
Tumblr	2%

Table 18. Breakdown of use by gender of the top 5 SNS used by Year 7 Students

SNS	Male	SNS	Female
YouTube	96%	WhatsApp	93%
WhatsApp	94%	YouTube	92%
Instagram	53%	Snapchat	77%
TikTok	46%	TikTok	67%
Snapchat	44%	Instagram	64%

Table 19. Use of SNS for Year 7 Students

Purpose	Every day	At least once a week	At least once a month	Never	I do not use SNS
To post comments	26%	22%	15%	37%	0%
To post photo/videos	17%	24%	28%	31%	0%
Private messaging with friends	72%	15%	5%	8%	0%

Table 20. Frequency of Year 7 Students posting comments, pictures and videos about other people without their consent

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	5%	19%	76%	0%

Table 21. Year 7 Students using available privacy controls in SNS

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	52%	23%	25%	0%

Online Gaming

Table 22. Percentage of Year 7 Students using online gaming

	Use online gaming	Do not use online gaming
% of students	78%	22%

Table 23. Preferred gaming console used by Year 7 Students for online gaming

	Nintendo Switch	Sony PlayStation	Microsoft Xbox	SNES Classic Edition
% of students	52%	59%	27%	4%

Table 24. Use of gaming console by Year 7 Students

	Playing games by myself	Playing games with online friends	Make new friends	Play with gamers in other countries
% of students	64%	71%	8%	14%

Table 25. Year 7 Students who are aware of privacy controls on online gaming

	Yes – I do not use them	Yes - I do use them	No – I am not aware
% of students	22%	70%	14%

YouTube

Table 26. Year 7 Students usage of YouTube (more than one statement allowed)

Purpose	I do not use YouTube	I have my own channel	I upload videos on my channel	I only watch videos and listen to music on YouTube	I interact with other users
To post comments	2%	13%	1%	92%	16%

Mobile Devices

Table 27. Year 7 Students using security features such as passwords, PIN, facial recognition on mobile devices

	Yes	No	Do not own a mobile device
% of students	95%	4%	1%

Table 28. Year 7 Students using automatic lock feature on mobile devices

	Yes	No	Do not own a mobile device
% of students	86%	13%	1%

Table 29. Year 7 Students who know that mobile apps may have access to private data

	Yes	No	Do not own a mobile device
% of students	75%	24%	1%

Table 30. Year 7 Students asking parent/guardian permission before installing an app

	Yes	No	Do not own a mobile device
% of students	66%	33%	1%

Year 9 Students

Social Networking Sites

Table 31. Percentage of Year 9 Students using SNS

	Use SNS	Do not use SNS
% of students	100%	0%

Table 32. Percentage of Year 9 Students use per SNS

SNS	% of students
YouTube	92%
WhatsApp	90%
Instagram	82%
Snapchat	72%
Facebook	46%
TikTok	31%
Twitter	21%
Reddit	13%
Skype	11%
Tumblr	6%

Table 33. Breakdown of use by gender of the top 5 SNS used by Year 9 Students

SNS	Male	SNS	Female
YouTube	97%	YouTube	99%
WhatsApp	95%	WhatsApp	97%
Instagram	85%	Instagram	90%
Snapchat	67%	Snapchat	88%
Facebook	49%	TikTok	59%

Table 34. Use of SNS for Year 9 Students

Purpose	Every day	At least once a week	At least once a month	Never	I do not use SNS
To post comments	25%	28%	25%	22%	0%
To post photo/videos	13%	18%	47%	22%	0%
Private messaging with friends	83%	9%	4%	4%	0%

Table 35. Frequency of Year 9 Students posting comments, pictures and videos about other people without their consent

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	5%	21%	74%	0%

Table 36. Breakdown of Year 9 Students using available privacy controls in SNS

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	56%	25%	19%	0%

Online Gaming

Table 37. Percentage of Year 9 Students using online gaming

	Use online gaming	Do not use online gaming
% of students	72%	28%

Table 38. Preferred gaming console used by Year 9 Students for online gaming

	Nintendo Switch	Sony PlayStation	Microsoft Xbox	SNES Classic Edition
% of students	28%	77%	16%	3%

Table 39. Use of gaming console by Year 9 students

	Playing games by myself	Playing games with online friends	Make new friends	Play with gamers in other countries
% of students	58%	82%	12%	19%

Table 40. Year 9 Students who are aware of privacy controls on online gaming

	Yes – I do not use them	Yes - I do use them	No – I am not aware
% of students	31%	60%	9%

YouTube

Table 41. Year 9 Students usage of YouTube (more than one statement allowed)

Purpose	I do not use YouTube	I have my own channel	I upload videos on my channel	I only watch videos and listen to music on YouTube	I interact with other users
To post comments	0%	13%	9%	87%	19%

Mobile Devices

Table 42. Year 9 Students using security features such as passwords, PIN, facial recognition on mobile devices

	Yes	No	Do not own a mobile device
% of students	98%	2%	0%

Table 43. Year 9 Students using automatic lock feature on mobile devices

	Yes	No	Do not own a mobile device
% of students	91%	9%	0%

Table 44. Year 9 Students who know that mobile apps may have access to private data

	Yes	No	Do not own a mobile device
% of students	79%	21%	0%

Table 45. Year 9 Students asking parent/guardian permission before installing an app

	Yes	No	Do not own a mobile device
% of students	25%	75%	0%

Year 11 Students

Social Networking Sites

Table 46. Percentage of Year 11 Students using SNS

	Use SNS	Do not use SNS
% of students	100%	0%

Table 47. Percentage of Year 11 Students use per SNS

SNS	% of students
Instagram	94%
YouTube	93%
WhatsApp	92%
Snapchat	86%
Facebook	73%
TikTok	50%
Twitter	28%
Reddit	16%
Tumblr	9%
Skype	8%

Table 48. Breakdown of use by gender of the top 5 SNS used by Year 11 Students

SNS	Male	SNS	Female
Instagram	94%	YouTube	94%
WhatsApp	93%	Instagram	94%
YouTube	92%	WhatsApp	91%
Snapchat	82%	Snapchat	90%
Facebook	79%	Facebook	68%

Table 49. Use of SNS for Year 11 Students

Purpose	Every day	At least once a week	At least once a month	Never	I do not use SNS
To post comments	18%	33%	28%	21%	0%
To post photo/videos	11%	18%	47%	24%	0%
Private messaging with friends	91%	5%	2%	2%	0%

Table 50. Frequency of Year 11 Students posting comments, pictures and videos about other people without their consent

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	8%	17%	75%	0%

Table 51. Year 11 Students using available privacy controls in SNS

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	53%	28%	19%	0%

Online Gaming

Table 52. Percentage of Year 11 Students using online gaming

	Use online gaming	Do not use online gaming
% of students	66%	34%

Table 53. Preferred gaming console used by Year 11 Students for online gaming

	Nintendo Switch	Sony PlayStation	Microsoft Xbox	SNES Classic Edition
% of students	23%	81%	21%	4%

Table 54. Use of gaming console by Year 11 students

	Playing games by myself	Playing games with online friends	Make new friends	Play with gamers in other countries
% of students	48%	84%	7%	22%

Table 55. Year 11 Students who are aware of privacy controls on online gaming

	Yes – I do not use them	Yes - I do use them	No – I am not aware
% of students	31%	63%	6%

YouTube

Table 56. Year 11 Students usage of YouTube (more than one statement allowed)

Purpose	I do not use YouTube	I have my own channel	I upload videos on my channel	I only watch videos and listen to music on YouTube	I interact with other users
To post comments	1%	8%	5%	95%	15%

Mobile Devices

Table 57. Year 11 Students using security features such as passwords, PIN, facial recognition on mobile devices

	Yes	No	Do not own a mobile device
% of students	98%	1%	1%

Table 58. Year 11 Students using automatic lock feature on mobile devices

	Yes	No	Do not own a mobile device
% of students	90%	9%	1%

Table 59. Year 11 Students who know that mobile apps may have access to private data

	Yes	No	Do not own a mobile device
% of students	89%	10%	1%

Table 60. Year 11 Students asking parent/guardian permission before installing an app

	Yes	No	Do not own a mobile device
% of students	8%	91%	1%

All Students

Social Networking Sites

Table 61. Percentage of All Students using SNS

	Use SNS	Do not use SNS
% of students	98%	2%

Table 62. Percentage of All Students use per SNS⁵

SNS	% of students
YouTube	95%
WhatsApp	94%
Instagram	78%
Snapchat	73%
TikTok	46%
Facebook	44%
Twitter	19%
Reddit	13%
Skype	10%
Tumblr	5%

Table 63. Breakdown of use by gender of the top 5 SNS used by All Students

SNS	Male	SNS	Female
YouTube	94%	YouTube	92%
WhatsApp	79%	WhatsApp	82%
Instagram	61%	Snapchat	70%
Snapchat	52%	Instagram	63%
Facebook	37%	TikTok	59%

Table 64. Use of SNS for All Students

Purpose	Every day	At least once a week	At least once a month	Never	I do not use SNS
To post comments	20%	25%	19%	34%	2%
To post photo/videos	13%	20%	33%	32%	2%
Private messaging with friends	66%	13%	5%	14%	2%

Table 65. Frequency of All Students posting comments, pictures and videos about other people without their consent⁶

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	5%	17%	76%	2%

Table 66. All Students using available privacy controls in SNS

Frequency	All the time	Regularly	Never	I do not use SNS
% of students	47%	23%	28%	2%

⁵ For the purpose of the 6 year comparison of All Students, table 62 does not include the Year 5 survey result as this is the first academic year that we have had an Year 5 group

⁶ For the purpose of the 6 year comparison of All Students, table 65 does not include the Year 5 survey result as this is the first academic year that we have had an Year 5 group

Online Gaming

Table 67. Percentage of All Students using online gaming

	Use online gaming	Do not use online gaming
% of students	76%	24%

Table 68. Preferred gaming console used by All Students for online gaming

	Nintendo Switch	Sony PlayStation	Microsoft Xbox	SNES Classic Edition
% of students	41%	66%	20%	3%

Table 69. Use of gaming console by All Students

	Playing games by myself	Playing games with online friends	Make new friends	Play with gamers in other countries
% of students	60%	73%	10%	19%

Table 70. Breakdown of All Students who are aware of privacy controls on online gaming

	Yes – I do not use them	Yes - I do use them	No – I am not aware
% of students	28%	58%	14%

YouTube

Table 71. All Students usage of YouTube (more than one statement allowed)

Purpose	I do not use YouTube	I have my own channel	I upload videos on my channel	I only watch videos and listen to music on YouTube	I interact with other users
To post comments	2%	13%	10%	90%	19%

Mobile Devices

Table 72. All Students using security features such as passwords, PIN, facial recognition on mobile devices

	Yes	No	Do not own a mobile device
% of students	92%	3%	5%

Table 73. All Students using automatic lock feature on mobile devices

	Yes	No	Do not own a mobile device
% of students	83%	12%	5%

Table 74. All Students who know that mobile apps may have access to private data

	Yes	No	Do not own a mobile device
% of students	73%	22%	5%

Table 75. All Students asking parent/guardian permission before installing an app

	Yes	No	Do not own a mobile device
% of students	41%	54%	5%

APPENDIX 2

YEAR 7, 9 & 11 SURVEY QUESTIONS 2019/2020



PRIVACY AWARENESS SURVEY 2019-2020

SCHOOL QUESTIONNAIRE FOR YEAR 7s AND ABOVE

1. Please select one:	Male []	Female []
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2. Which school year do you belong to?
Year 7 [] Year 9 [] Year 11 [] Year 12 and above []

SOCIAL NETWORKING SITES

3. Which of the following social networking sites do you use?
Facebook [] WhatsApp [] Telegram [] Twitter [] Snapchat []
Instagram [] Tumblr [] Skype [] TikTok [] Reddit []
YouTube []
Other (please specify): _____
I do not use social networking sites []

IF YOU DO NOT USE SOCIAL NETWORKING SITES, PLEASE MOVE ON TO QUESTION 7

4. What do you use social networking sites for, and how often?	<i>Every day</i>	<i>At least once a week</i>	<i>At least once a month</i>	<i>Never</i>
To post comments []	[]	[]	[]	[]
To post photos and/or videos []	[]	[]	[]	[]
For private messaging []	[]	[]	[]	[]

5. If you post comments, pictures and/or videos about others (e.g. family and friends) without their knowledge, how often do you do it?

All the time [] Regularly [] Never []

6. Do you use the privacy settings available on the social networking sites to control who can see the comments you make or the pictures/videos that you upload?

All the time [] Regularly [] Never []

ONLINE GAMING

7. Do you use online gaming consoles?

Yes [] No []

IF YOU DO NOT USE ONLINE GAMING CONSOLES, PLEASE MOVE ON TO QUESTION 11

8. If you answered "YES" to question 7, please select your preferred gaming console:

Nintendo Switch [] PlayStation [] Xbox [] SNES Classic Edition []

9. I use my gaming console to:

Play games by myself [] Play games with my online friends [] Make new friends []
Play with gamers in other countries []

10. Are you aware that there are privacy controls on your online gaming consoles?

- [] Yes, I am aware of the privacy controls but I **DO NOT** use them
[] Yes I am aware of the privacy controls and I **DO** use them
[] No, I am not aware of any privacy controls

YOUTUBE

11. How do you spend your time on YouTube? Select one or more statements from the following:

- [] I **DO NOT** use YouTube
[] I have my own YouTube channel
[] I upload videos on my YouTube channel
[] I only watch videos and listen to music on YouTube
[] I interact with other users on YouTube by liking and commenting on their videos

MOBILE DEVICES

12. If you have a mobile device (e.g. phone or tablet), have you enabled the use of a password, pin, fingerprint or facial recognition to secure your device?

Yes []

No []

I don't own a mobile device []

13. If you answered "YES" to question 12, does your mobile device lock automatically when not in use?

Yes []

No []

I don't own a mobile device []

14. Did you know that many apps on your mobile device may have access to your most private data?

Yes []

No []

I don't own a mobile device []

15. Before you install an app, do you ask your parent/guardian for permission?

Yes []

No []

I don't own a mobile device []

THANK YOU

APPENDIX 3

YEAR 5 SURVEY QUESTIONS 2019/2020



PRIVACY AWARENESS SURVEY 2019-2020

SCHOOL QUESTIONNAIRE FOR YEAR 5s

1. Please select one:	Male []	Female []
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Social networking sites are apps, on your mobile or iPad that allow you to share ideas, photos and videos, create posts and inform others about online or real-world activities and events.

2. Which of the following social networking sites do you use?
Facebook [] WhatsApp [] Telegram [] Twitter [] Snapchat []
Instagram [] Tumblr [] Skype [] TikTok [] Reddit []
YouTube []
Other (please specify): _____
I do not use social networking sites []

IF YOU DO NOT USE SOCIAL NETWORKING SITES, PLEASE MOVE ON TO QUESTION 6

3. What do you use social networking sites for, and how often?				
	<i>Every day</i>	<i>At least once a week</i>	<i>At least once a month</i>	<i>Never</i>
To post comments []	[]	[]	[]	[]
To post photos and/or videos []	[]	[]	[]	[]
For private messaging []	[]	[]	[]	[]

4. If you post comments, pictures and/or videos about others (e.g. family and friends) without their knowledge, how often do you do it?

All the time [] Regularly [] Never []

5. Do you use the privacy settings available on the social networking sites to control who can see the comments you make or the pictures/videos that you upload?

All the time [] Regularly [] Never []

ONLINE GAMING

6. Do you use online gaming consoles?

Yes [] No []

IF YOU DO NOT USE ONLINE GAMING CONSOLES, PLEASE MOVE ON TO QUESTION 10

7. If you answered "YES" to question 6, please select your preferred gaming console:

Nintendo Switch [] PlayStation [] Xbox [] SNES Classic Edition []

8. I use my gaming console to:

Play games by myself [] Play games with my online friends [] Make new friends []

Play with gamers in other countries []

9. Are you aware that the gaming consoles have privacy controls?

[] Yes, I am aware but I **DO NOT** use them

[] Yes I am aware and I **DO** use them

[] No, I am not aware

YOUTUBE

10. How do you spend your time on YouTube? Select one or more statements from the following:

[] I **DO NOT** use YouTube

[] I have my own YouTube channel

[] I upload videos on my YouTube channel

[] I only watch videos and listen to music on YouTube

[] I interact with others on YouTube by liking and commenting on their videos

MOBILE DEVICES are items like your mobile phone, iPad or tablet which you can take with you to places.

11. If you have a mobile device, do you use a password, pin, fingerprint or facial recognition to secure it?

Yes []

No []

I don't own a mobile device []

12. If you answered "YES" to question 11, does your mobile device lock automatically when not in use?

Yes []

No []

I don't own a mobile device []

13. Did you know that many apps on your mobile device have access to your most private data?

Yes []

No []

I don't own a mobile device []

14. Before you install an app, do you ask your parent/guardian for permission?

Yes []

No []

I don't own a mobile device []

THANK YOU