



PRESENTATION POINTS

Introduction

Western Australia Police – 20 Years : Technology Crime Investigation Unit – 2009 to 2014 : Surf Online Safe – 2012 to present.

Social Networking

The number of current users on the Top 10 Apps, by age demographic compared to those of 2014.

Number of people on 1 or more of the Top 10 Social Networking Apps:

56% of children aged 9 to 10 - Compared to 17% in 2014

82% of children aged 11 to 12 - Compared to 27% in 2014

92% of children aged 13 to 17 - Compared to 67% in 2014

88% of Adults aged 18 to 25 – Compared to 78% in 2014

68% of Adults aged 35 to 55 - Compared to 33% in 2014

Discussion Points

- Where most users are falling down is the lack of risk assessment for the use of such networks.
- Many also do not realise the capabilities and “other” aspects of the Apps they are using.

THE TOP 10 APPS DISPLAYED AND THE NUMBER OF UNIQUE VISITORS PER DAY IN AUSTRALIA.

Also displayed is the average number of WA students using each App.

1. Facebook

6% of under 18's using. Rarely used by students under the age of 16 years. Low percentage reflected in senior high school students. – Facebook no longer a major factor of concern for WA children.

2. Youtube

24% of students will have their own 'Channel', whereas 90% of students will visit or use Youtube daily or regularly without an account, just on an open visit.

3. Instagram

65% (Primary) to 90% (Secondary) of students are using Instagram.

Discussion Points

- Most students have pushed to Instagram in massive numbers due to the ability to lock down and secure the network more tightly than Facebook allows.
- Less advertising or forced interactivity is a key factor.
- Private Accounts - 92% of Year 5 & 6 students will use private accounts, however by the time they reach Year 11 & 12 this can drop to 68%.

4. TikTok (formerly Musical.ly)

80% of students (Year 5 to Year 10) are using TikTok.

Discussion Points

- Mainly being used by girls to post content, but many boys will use the App to view the girls on it.
- Many predators will trawl the network to interact with young girls. These girls will have non-private accounts because most users hope to become 'TikTok Famous' by gaining massive followers, thus accepting contact from 'randoms'.
- TikTok is the only app which offers a dedicated Parental Control section and option.

5. Snapchat

47% (Primary) to 90% (Secondary) of students are using Snapchat.

Discussion Points

- Over 50% of users are not using or unaware of the 'Ghost Mode' option on Snapchat.
- Users can display their location when posting or using the App on the 'SnapMap' section. As such, if not in private mode, other users can identify the location of another user. Turning off the ability to be seen on the SnapMap is called 'Ghost Mode'.
- SnapChat is the primary app used by teens to send inappropriate images or bullying content.

6. Discord

30% (Primary) to 45% (Secondary) of students are using Discord.

Discussion Points

- 90% of users are boys and they are mainly 'Gamers' using the App to interact with their peers whilst they are playing online games.
- Users create their own 'page' and share that link with their peers, inviting them to join the page. They then have a group chat and discuss whatever it is they want.
- Discord is not moderated, as such there is a massive amount of language and content which is inappropriate. This is not a factor though if a user is confined to their own 'page' and does not interact outside of that environment.

PRESENTATION POINTS

Social Networking continued

7. **Whats App**

25% (Primary) to 45% (Secondary) of students are using WhatsApp.

Discussion Points

- Mainly being used by 'Gamers' to have live chats with mates while they are playing their games online.

8. **Omegle**

Discussed below.

9. **Telegram**

Unknown% (Primary - Have not seen it yet) to 30% (Secondary) of students are using Telegram.

- Anonymous messaging network. Is being used by older kids to communicate privately amongst their peers. Similar to SnapChat in its deletion capabilities. Telegram is also used by adults to buy and sell illegal content such as drugs etc.

10. **Reddit**

10% (Primary) to 42% (Secondary) of students are using Reddit.

- This has been around for a number of years, but is now also being used by kids to search online content, images and news.
- Many will use as a larger searching option above Google for research content as there are always more results.
- Many male students will use Reddit as a primary source for adult content because it is harder for parents to trace and identify.

Reporting Myths & Hints

The massive amount of content and users on social networking makes it impossible for them to moderate effectively. All networks use software based reporting. Users should report multiple times as often as they can over a period of time (25+ reports in 48 hours) in order to push past the software system and have content flagged and viewed by a real person.

Sextortion - Omegle

Omegle is a video chat service which a number of WA kids are using.

I display a screen shot of the site and show a video of how the site works.

With the onset of COVID19, a very large number of students are using the site as a chat option with their mates. However, the site is not what many expect it to be.

Discussion Points

- Omegle is used by a large number of people seeking sexual contact with other cam users.
- Omegle is one of the most popular sites being used by:
 1. Online predators – Most offenders are male, but there are many predators using their female partners to entice young males to take their clothes off on the camera.
 2. Scammers – Offenders can be male or female. Many are international and will entice adults and juveniles to engage in a sexual way on cam. They will record the interaction and then threaten to share it publicly unless money is paid or more content is provided.

Online Gaming

I display the Top 7 Online Games currently in Australian and the log-ins per month overall. We discuss the trend of children making purchases within gaming environments and also how many kids are interacting with strangers ('randoms') in their games.

Discussion Points

- Among Us - Players can make in game purchases of Hats & Pets. Many fake websites promising free content. Players can interact and play with Randoms.
- Minecraft - Players can make in game purchases of Minecoin. Many fake websites promising free content. Players can interact and play with Randoms. Predators do use the game to interact with users.
- Roblox - Players can make in game purchases of Robux. Many fake websites promising free content. Players can interact and play with Randoms. Predators do use the game to interact with users. Safe and approved rooms are a must!
- Apex Legends - Players can make in game purchases of Coin. Many fake websites promising free content. Players can interact and play with Randoms. Predators do use the game to interact with users.
- Fortnite - Players can make in game purchases of V-Bucks. Many fake websites promising free content. Players can interact and play with Randoms (Battle Royale). Predators and Scammers do use the game to interact with users.
- League of Legends - Players can make in game purchases of Riot Points. Many fake websites promising free content. Players can interact and play with Randoms. Predators and Scammers do use the game to interact with users.

27% of kids under the age of 15, now have access to a credit card

58% of children under the age of 14 are now making online purchases in games, compared to only 9% in 2005.

88% of children are interacting with Randoms on gaming sites today, compared to only 8% in 2005.

Children should be locked down to private rooms and not public environments. They should not be visiting 3rd party websites which promise free content, but instead only making purchases through registered accounts directly through the games home site.

PRESENTATION POINTS

The 6 Stages of Grooming

I discuss the main ways predators will approach children online and how they are infiltrating their lives.

1. Targeting a Victim - Ease of access and common interest is the main ways children are approached.
2. Gaining Trust - Flattery and offering regular attention and presenting with similar interests.
3. Fulfilling a need - They offer a listening ear as someone who cares and understands. Building trust and rapport.
4. Isolating a victim - Pushing toward secrecy and privacy, by drawing them away from their normal trusted support network.
5. Their ultimate goal - Emphasising the relationship and calling on the trust they have built : asking for nudes or sexual interaction.
6. Maintaining control - Demanding they keep things a secret, otherwise they are in big trouble.

Reporting Options

- Esafety Commission website - Civil reporting option and request for removal of content (Bullying and Intimate images).
www.esafety.gov.au
- ACORN website - Police reporting option for any criminal matters : Australian Crime Online Reporting Network
www.acorn.gov.au

TIPS for Parents

We discuss software and hardware based control and monitoring options for families within the home or on childrens mobile devices outside of school.

RESTRICTIONS ON APPLE DEVICES

- Parental Controls and Time Restrictions option on IOS 12/13.
- Family Sharing options can be set up at home.

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GET TO KNOW HOW YOU CONNECT TO THE INTERNET

Parental Control options through the home internet connection and Modem.

- Access Control
- Web Filtering
- Time Schedules

OTHER SOFTWARE AND HARDWARE OPTIONS

Parental Control options through the home internet connection and Modem.

- Qustodio
- Our Pact
- The Circle
- The Family Zone
- Family Time

Beacon Cyber Safety App - Free app from the Telethon Kids Institute. A great resource for parents.

All statistics provided have been collected by Paul Litherland

From 2016 to 2019 (inclusive), I have surveyed 7600 students in Western Australia between the ages of 13 to 17 years.

I have recorded extensive notes and gathered statistics during all sessions in regard to specific questions asked of my target audience. Over the past 4 years I have presented to in excess of 140 students across this state. I have also presented to in excess of 40 thousand parents.

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