Is Your Teen a Good Digital Citizen?

Teens Online

49%
Report receiving or viewing hateful, sexist or racist comments

$400
Average amount lost to cyber crime reported by teens

Top 5 Teen Cyber Crime Complaints:

- Non-delivery (paying for, but not receiving, merchandise)
- Auction fraud
- Debit/credit card fraud
- Confidence fraud (aka advance-fee fraud, such as Nigerian letter scams)
- Computer fraud

1 in 5
teens admits to having cyber-bullied others

93%
Teens who use the Internet

14.4 million
Number of Facebook users 17 and under

75%
Teens who use mobile phones



1 in 3
Teens play games rated for older teens and adults

Gaming

97%
Teens play computer games

63%
Teens who report witnessing hateful, racist or sexist comments during game play

Mobile

100 per day
Number of texts per day sent by 33% of teens

1.5 million
Teens who have sent sexually suggestive images or video of themselves

6 million
Teens who report receiving sexually suggestive images from someone they know

Music

86%
Teens who believe it's okay to illegally download and share music

800 songs
Average number of illegally downloaded or shared songs on a teen's player

How can you help?

Get involved: When parents know about teens' online activities, teens are much less likely to engage in risky or harmful behavior.

Help create a society of responsible technology users.

Teach kids how to be safer, more secure and smarter citizens of the digital world.

Help kids:

- **Understand** their rights and responsibilities.
- **Recognize** the benefits and risks of online communication and transactions.
- **Realize** the personal and ethical implications of their actions online.

For more tips and information, visit: www.microsoft.com/security

Microsoft

Sources: *Pew Internet, Facebook, University of Hertfordshire, US Census Bureau, GovernmentSecurity.org, Microsoft, Barna Group. Various studies of American teens aged 12 – 17.*