James Blackwell DeGeekIT Ratoath College PA – 20th Feb 2018

Personal Online Safety



What we are looking at this evening

- Anonymous messaging and group chat,
- Streaming and broadcast video,
- Social media,
- Location Services,
- Bullying, blackmail and beyond,
- Parental controls and their limitations,
- The Internet of Things and Smart Homes,
- Computer and Phone security





Anonymous Messaging & Group Chat

Open your phone web browser now

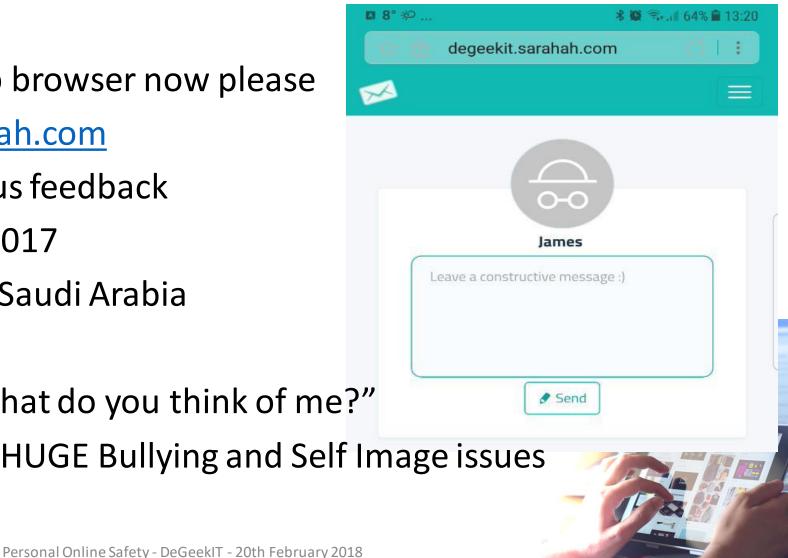
Go to DeGeekIT.Sarahah.com



Anonymous Messaging & Group Chat

- Open your phone web browser now please
- Go to DeGeekIT.Sarahah.com
- Completely anonymous feedback
- Huge fad of summer 2017
- Originally designed in Saudi Arabia
- Intended for good use
- Adopted by teens: "What do you think of me?"
- Plugs into SnapChat HUGE Bullying and Self Image issues





- WhatsApp
 - Started as texting over internet (no SMS costs)
 - Needed a phone number but no email address to register
 - Bought by Facebook
 - Added Group Chat, Ephemeral "Status", Video & Voice calls
 - Group Chat hugely popular with Teens
 - Not anonymous, but peer to peer conversations in groups can lead to bullying, both accidental and intentional



• Kik

- Used by <2% Irish Teens
- Founded in 2009
- Not linked to phone number or email address
 - Essentially anonymous so...
- ...Used nefariously as secondary messenger by people who do not want to be traced
- Became more popular for its "Public Groups" like #MakeFriends
- Hard to see a positive reason for using Kik IMO



• Telegram

- First mainstream cross platform encrypted messenger
- Started by Russian engineers
- Contains many of WhatsApp's features, but no live video.
- Allows for creating groups, channels and secret chats





Snapchat

- The original "ephemeral" photo messaging app
- Photos and videos sent disappeared after set time (<10 seconds)
- Became synonymous with "Sexting" but...
- Images and videos are easy to capture
- Many instances of privately shared pictures being broadcast
- Revenge porn & sextortion has become a problem
- Added Stories in 2016 & SnapMap in 2017
 - When not reconfigured for privacy videos, photos and location become public
 - <u>A lot of teens in Ratoath leave SnapChat location sharing on permanently!</u>
- Group messaging very popular with teens
- Facebook attempted to buy Snapchat and failed... so copied it!





Photo & Video Messaging

- Instagram
 - Started as a means to share photos from early iPhones
 - Bought by Facebook in 2012
 - Added filters to photos
 - Added short videos to copy Vine and Snapchat
 - Added Stories to copy Snapchat
 - Became popular with teens
 - Very public by default and feeds self image issues
 - Images are heavily moderated
 - Part of the Facebook Advertising network
 - Emerging issue Spam Accounts (spamxox)





- Musical.ly
 - Released in 2014 and became immediate pre-teen issue
 - Encourages broadcast short lipsync & dancing edited videos
 - Fun for budding stars (in theory)
 - Public by default
 - Appeals to 8-12 year olds (but theoretically limited to 13+)
 - Dangerous from both child and household security perspective IMO
 - Even when kids stop using app, they often forget to delete old content
 - Kids chase "hearts" and views encourages them to do more



YouNow

- Live broadcast video from any phone
- Registration is optional (live videos can be viewed anonymously)
- Moderation is patchy
- Great for budding musicians (prior to live YouTube & Facebook)
- Young kids still broadcast, but decreasing
- Broadcasters chase Likes, Gold Bars, and views
- #Tagged subjects draw people to groups
- People broadcast themselves sleeping
- #TruthOrDare type groups pop up





• Periscope

- Live broadcast video from any phone
- Owned by Twitter & linked to a Twitter account
- Reveals Location
- Often used to broadcast live news before journalists arrive on scene
- Also often used from bedrooms :-/
- A lot of bad language etc.





- Live.Ly
 - Musical.Ly wanted to take users into live broadcasting
 - Young users drawn in through cross app publication
 - Live chat while broadcasting often inappropriate and designed to evade filters
 - Users chase view and "hearts"
 - Potential positive use for people seeking an audience (musicians etc)
 - Often reveal a lot of house contents etc





- Twitch
 - Hugely popular live game broadcasting tool
 - Gamers often share content from their consoles, computers and phones,
 - Sometimes webcams also used
 - Provides monetization mechanism for streamers
 - Not unusual to see 25,000+ viewers watching a particular game
 - eSports have become a huge money event
 - Lot of bad language & virtual violence in some games





Social Media – What did we start?

- Facebook
 - Largely abandoned by teens when parents joined
 - Facebook's biggest user base are now in the 45-55 year old range
 - A lot of people accidentally sharing personal posts publicly
 - ...including pictures of their kids
 - Everyone should be reviewing their public feed and friends list regularly.
 - Check privacy settings
 - Profile Pics and Cover photos are ALWAYS public
 - Facebook trying to draw in younger users with WhatsApp, Instagram, Messenger and just recently Messenger Kids (6+ years old in USA)



Social Media – What did we start?

• Twitter

- Very popular across age groups
- Many users just "follow" and view rather than posting
- Very useful for directly reaching public entities or individuals
- Accounts can be set to private, but then become essentially useless
- Great way to join a public debate, or pressure a company to act





Location Services – The good and bad

- Location services allow photos and videos to be tagged with hidden data so you can remember where they were taken
- Makes it easy to find your old photos
- When posted publicly, it allows strangers to know where you are or where you've been.
- Can reveal, for example, an empty house when the family is on holiday
- When used with services such as SnapMap, it can be a gift to stalkers.



Location Services – The good and bad

- Location services also allow you to "find your phone"
- If used carefully, can be used to make sure you know where your kids are
- Like most things, it's not all good or bad... It requires thought!
- Apps like Life 360 are good for keeping tabs on the family (with consent)
- Glympse, WhatsApp (share location) and even Google Maps can now temporarily share location to let someone know that you are on your way. Example... Finding your friends at an outdoor concert.



Gaming Online

- Xbox (Xbox Live), PS4 (Playstation Network), PC/Mac, Smartphones/Tablets
- Many games have some level of online chat
- Default configurations often allow kids to chat with anybody
- Language often an issue
- Revealing real names and locations can be dangerous
- Virtual bullying can have negative psychological impact
- ...but real friendships can develop in good gaming communities
- Use available parental controls from the outset!



- Most (if not all) apps that involve group communication invite bullying
- Bullying is NOT always intentional
 - Casual passing remarks, when echoed, can have a disastrous impact
- Intentional bullies can find weak peers online to amplify hurt
- Anonymous or ephemeral chat provides ideal hiding ground
- Photo & video sharing exacerbates the risk and...
- ... Can morph quickly from bullying into Blackmail...



Non-consensual sharing of intimate images

6% of respondents aged 13-17 years across Denmark, Hungary and the UK have had their nude or nearly nude image shared with other people without their permission in the last year, while 41% have witnessed this happening.

68% The majority of respondents (68%) agree that people will think badly about a girl if her nude or nearly nude image is posted online, whereas a smaller proportion would think the same if it were a boy (40%).

25% A quarter of respondents (25%) have witnessed young people secretly taking sexual images of someone and sharing them online, while 10% admitted they had done this in the last year.

Sexualised bullying

25% of respondents aged 13-17 years across Denmark, Hungary and the UK have had rumours about their sexual behaviour shared online in the last year, with over two-thirds of respondents (68%) saying that girls are judged more harshly for this than boys.

31% Almost a third of respondents (31%) had seen people their age creating fake profiles of someone to share sexual images, comments or messages in the last year, while almost half (48%) witnessed other young people sharing personal details of someone who is seen as 'easy'.

80% ^{4 in 5} respondents (80%) had witnessed people their age using terms like 'sket' or 'slut' to describe girls in a mean way online in the last year, while over two-thirds (68%) had witnessed people using homophobic or transphobic language online.

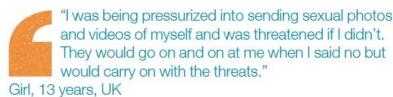


Exploitation, coercion and threats

9% of respondents aged 13-17 years across Denmark, Hungary and the UK have received sexual threats online from people their age in the last year, while 29% have witnessed this happening.

6% of respondents said that someone used sexual images of them to threaten or blackmail them in the last year.

10% 1 in 10 respondents said their boyfriend or girlfriend had pressured them to share nude images in the last year, with girls being more likely to report this.



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Unwanted sexualisation

24% of respondents aged 13-17 years across Denmark, Hungary and the UK have received unwanted sexual messages and images in the last year, with girls being significantly more likely to experience this (30%) compared to boys (13%).

24% Almost a quarter of respondents (24%) reported that they had received sexual comments on a photo they posted of themselves in the last year, with girls being significantly more likely to experience this (26%) compared to boys (18%).

45% Almost half of respondents aged 13-17 years (45%) said that they have witnessed people their age editing photos of someone to make them sexual, for example putting their face on a pornographic image or placing sexual emojis over them.

> "If they write like, huge knockers, nice ass and so on, then you think... Then you'd feel like you're violated by the person, because it is a boy." Girl, 14-15 years, Denmark





- Blackmail has grown beyond teens asking to "show more" or "do more"
- Professional gangs across the world have turned it into Sexual Coercion and Extortion
- PLEASE watch the 10 minute Europol "Say No!" video in full





Parental Controls

- No one system is fool proof
- Use App Restrictions on phones & tablets
- Use parental controls on consoles
- WiFi / ISP restrictions useless if your kids have a SIM (or friend's WiFi)
- Use 3rd party tools on devices with inadequate built in controls
- Keep it reasonable, or expect teens to find a way around it!
- Keep conversation open be interested, not invasive
- Don't leap to ban or block... discuss, negotiate and agree levels of restrictions



Internet of Things & Smart Homes

- Thousands of appliances now connected to the Internet
- TVs, Audio Systems, Home Alarms, Cameras, Door locks, Plugs, Lights, Fridges, Ovens, Washing Machines...
- Every one of them is a potential vulnerability
- Keep the software (firmware) up to date
- Change any default passwords
- Keep your WiFi network patched and secure





Computer & Phone Security

- Always keep Windows, MacOS, iOS and Android as up to date as the device will allow
- Windows Vista & XP is no longer patched and IS insecure
- Browsers should always be kept to the latest version
- Keep 1 (just one) antivirus on a PC/Mac, and keep it up to date
- Use a personal firewall (built into Windows 10)
- Use TWO FACTOR AUTHENTICATION
- Never transact with a webpage unless it is using HTTPS



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Secure | https://degeekit.ie

Where to go next?

- https://www.webwise.ie/
- <u>http://cybersafeireland.org/</u>
- <u>http://zeeko.ie/</u>
- <u>http://spunout.ie</u> **SPUN@UT**
- And if you want to find me...
- <u>https://DeGeekIT.ie</u> or <u>https://Facebook.com/DeGeekIT</u>

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