

# TECHNOLOGY, SOCIAL MEDIA & THE INTERNET

A practical, proactive & Christian approach to cyberspace

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A practical, proactive & Christian approach to cyberspace

# OPENING NOTES

- What this topic is **not** attempting to do:
  - Parent your children
  - Accuse anyone of any wrongdoing
  - Create paranoia
- What this topic *is* attempting to do:
  - Bring awareness to what our kids (and adults) are facing in cyberspace
  - Create a proactive attitude towards our interactions with the internet and cyberspace
  - Encourage a time of self reflection

# FACT VS FICTION

## COMMON MYTHS

- Cell phones at a gas pump are a fire risk
  - Be aware of your surroundings and what you are doing
- More Cell Service = Better Cell Service
  - “Gameday effect”
- Apple computers cannot get viruses
- Cryptocurrency (Bitcoin, Ethereum, Dogecoin, etc.) is anonymous
- Social Media companies steal my information
- The Dark Web is illegal

Surface Web

Deep Web

Dark Web

# THE STATISTICS

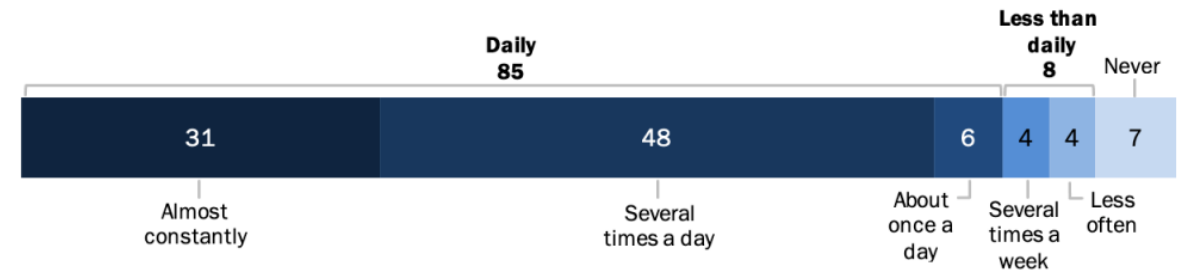


## ADULT INTERNET USE

“...the share of constantly online Americans ages 30 to 49 has risen 14 points since 2015, and the share of 50- to 64-year-olds has risen from 12% in 2015 to 22% in 2021”

### More than eight-in-ten U.S. adults go online at least daily

% of U.S. adults who say they go online ...



Note: Respondents who did not give an answer are not shown.  
Source: Survey of U.S. adults conducted Jan. 25-Feb. 8, 2021.

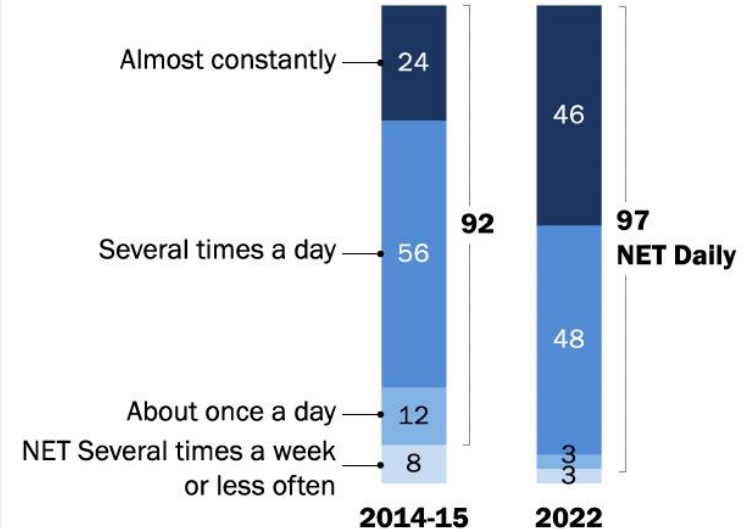
PEW RESEARCH CENTER

# TEEN INTERNET USE

- 97% of teens use the internet “almost constantly”

## Nearly half of teens now say they use the internet ‘almost constantly’

% of U.S. teens who say they use the internet ...



Note: Teens refer to those ages 13 to 17. Figures may not add up to the NET values due to rounding. Those who did not give an answer are not shown.

Source: Survey conducted April 14-May 4, 2022.

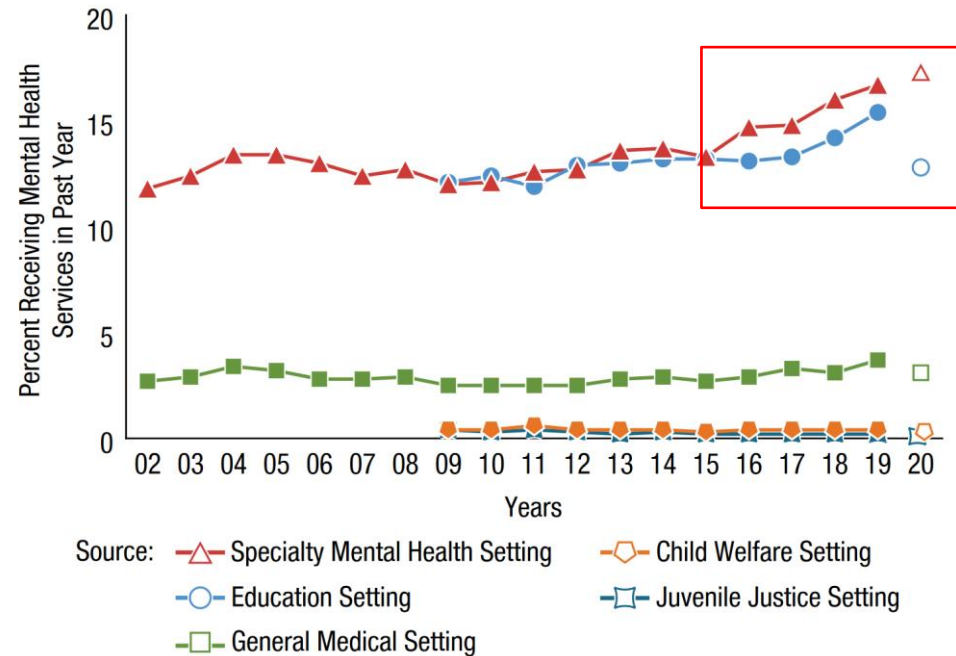
“Teens, Social Media and Technology 2022”

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# MENTAL HEALTH

- 12.8% of kids aged 12-17 receive mental health treatment in educational systems
  - 3.1 million kids
- Services introduced to schools 2 years after iPhone launch
- Instagram released 2010

**Figure 48. Sources of Mental Health Services in the Past Year: Among Youths Aged 12 to 17; 2002-2020**



Note: There is no connecting line between 2019 and 2020 to indicate caution should be used when comparing estimates between 2020 and prior years because of methodological changes for 2020. Due to these changes, significance testing between 2020 and prior years was not performed.

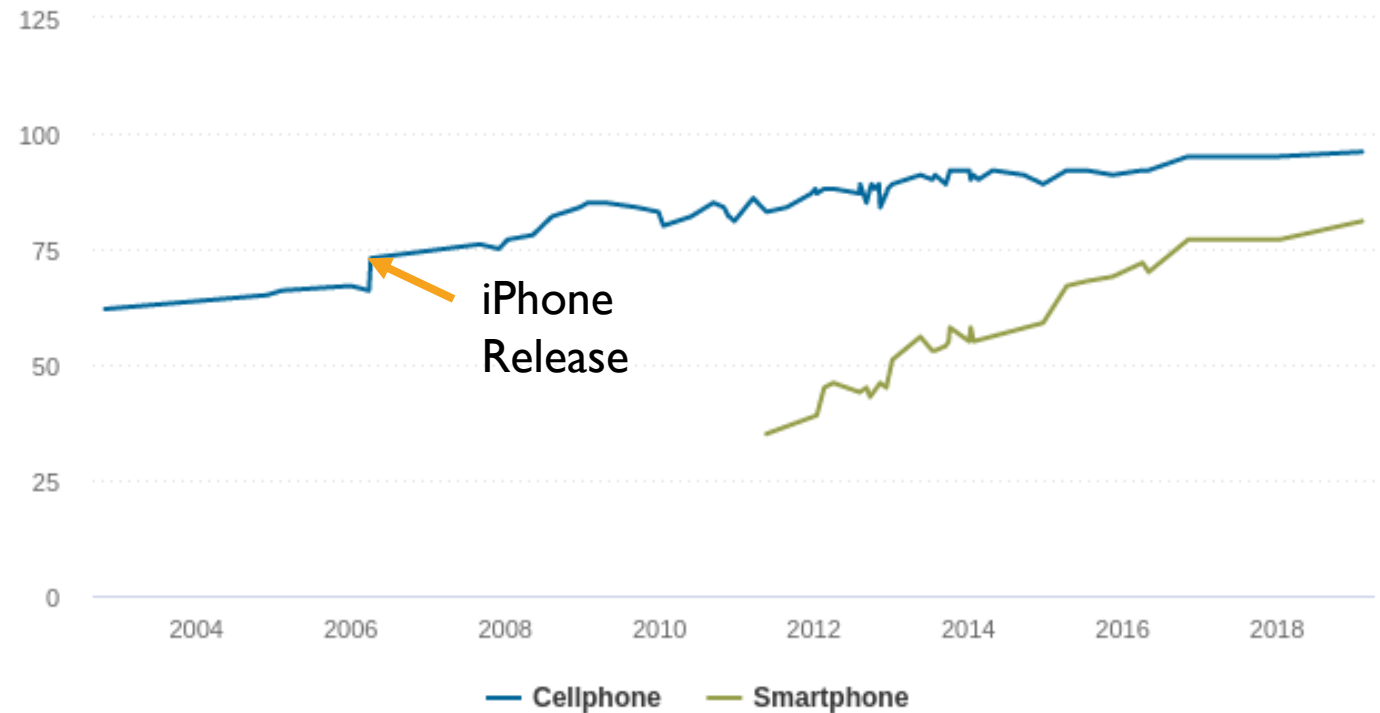
# THE “SMART” PHONE

# THE “SMART” PHONE

- 2002 – 62% of US Adults owned a “Cell phone”
- 2007 – The first iPhone is released
- 2021 – 91% of US Adults own a “Cell phone”

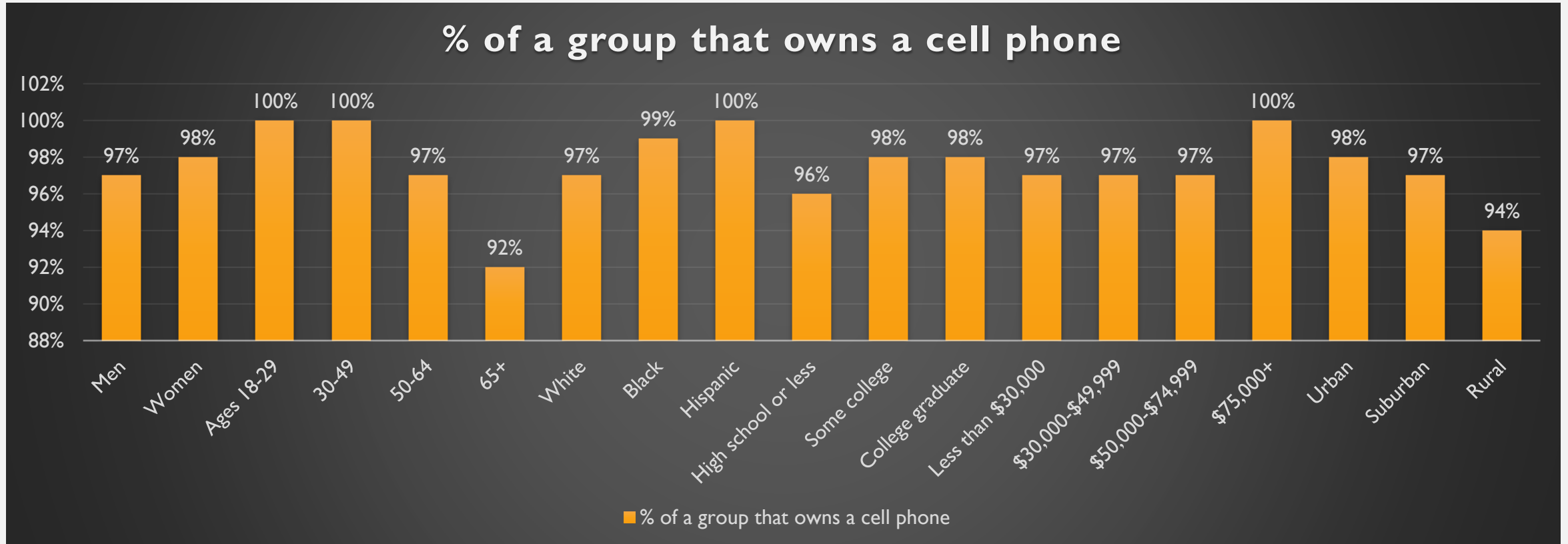
## Mobile phone ownership

*% of U.S. adults who own the following devices*



Source: Surveys conducted 2002-2019.

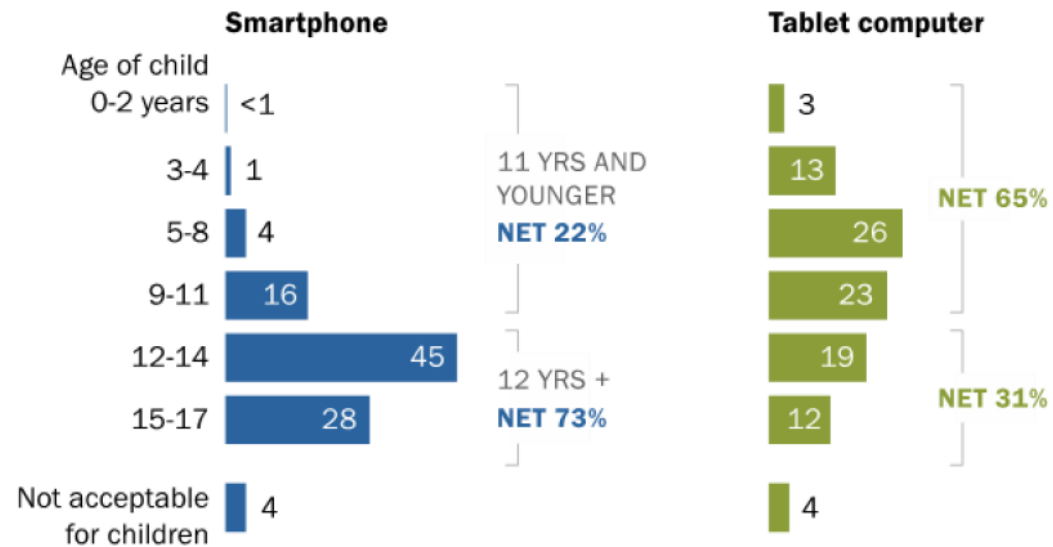
# WHO OWNS THESE PHONES?



# ACCEPTABLE AGE OF PHONE USE

## Most parents don't think it's acceptable for a child under the age of 12 to have their own smartphone

*% of U.S. parents who say, in general, it is acceptable for children to have their own \_\_\_ at age ...*



Note: Based on parents who have at least one child under the age of 18 but may also have an adult child or children. Those who did not give an answer are not shown.

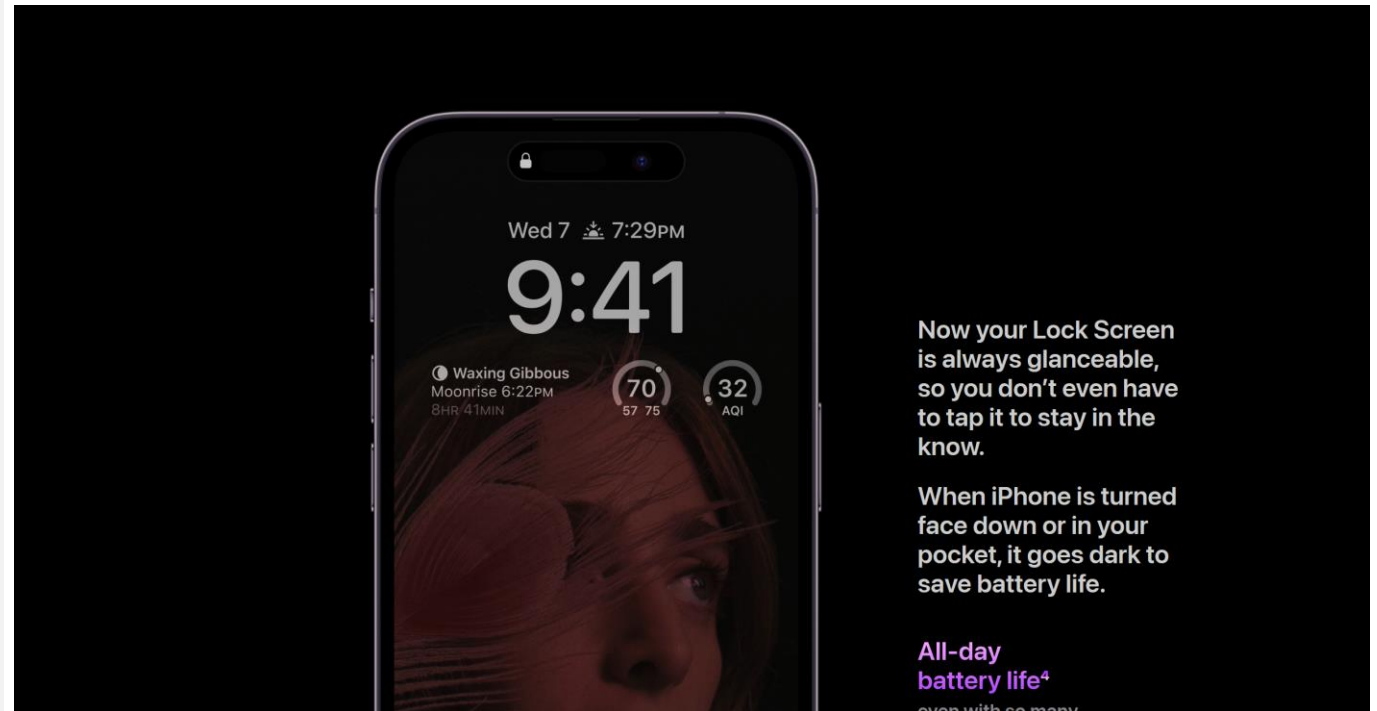
Source: Survey of U.S. adults conducted March 2-15, 2020.

"Parenting Children in the Age of Screens"

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## ALWAYS WANTING ATTENTION

- Always on
- Always piquing your interest
- Always keeping you engaged





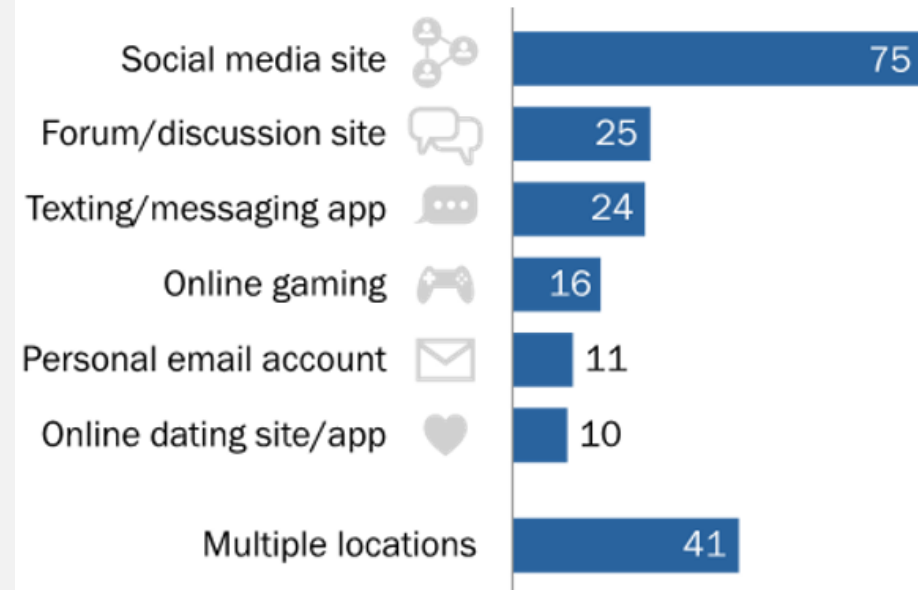
# CYBER BULLYING

# ONLINE HARASSMENT

- Social media is the largest facilitator of online harassment

## Majority of people who've been harassed online say the most recent experience occurred on social media

*Among the 41% of U.S. adults who have personally experienced online harassment, % who say their most recent experience occurred in the following online environments*



Note: Total may not add to 100% because respondents could select multiple options. Those who did not give an answer are not shown.  
Source: Survey of U.S. adults conducted Sept. 8-13, 2020.  
"The State of Online Harassment"

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# SOCIAL MEDIA ADDICTION

“Only two things refer to humans as users. Drugs and social media”

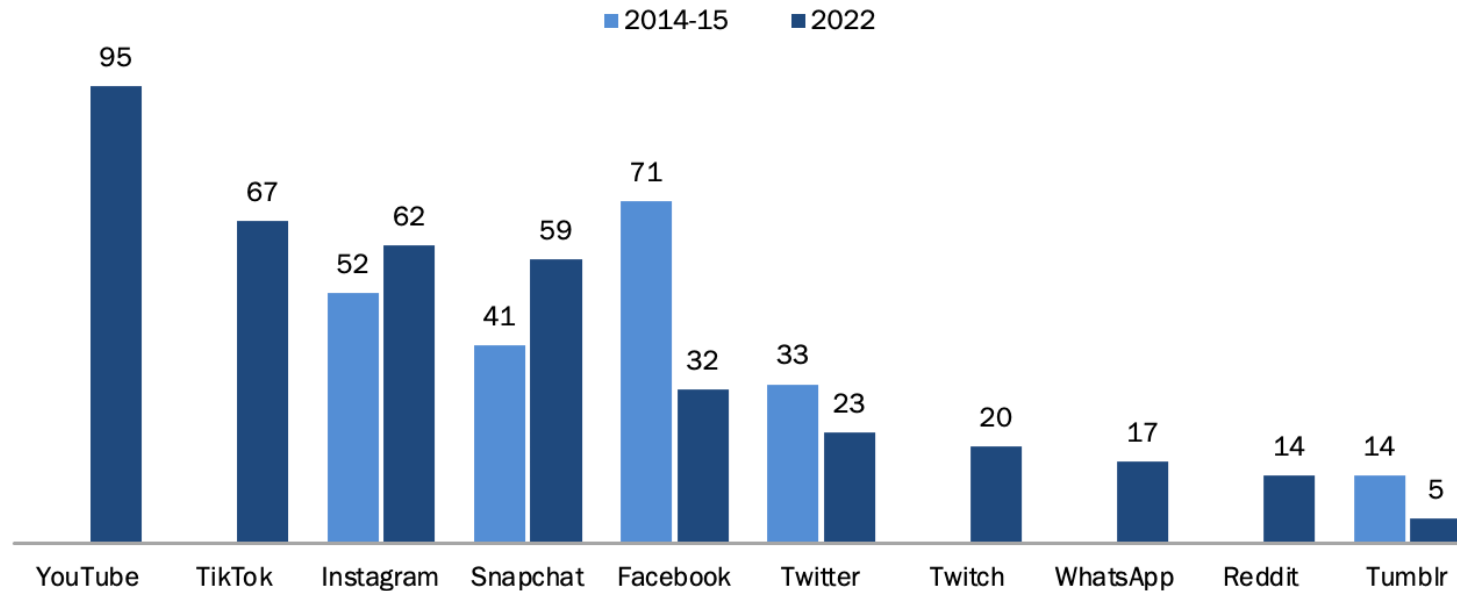


SOCIAL  
MEDIA  
ADDICTION

# SOCIAL MEDIA USE

## Majority of teens use YouTube, TikTok, Instagram, Snapchat; share of teens who use Facebook dropped sharply from 2014-15 to now

*% of U.S. teens who say they ever use each of the following apps or sites*



Note: Teens refer to those ages 13 to 17. Those who did not give an answer or gave other responses are not shown. The 2014-15 survey did not ask about YouTube, WhatsApp, Twitch and Reddit. TikTok debuted globally in 2018.

Source: Survey conducted April 14-May 4, 2022.

"Teens, Social Media and Technology 2022"

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# PORNOGRAPHY ADDICTION

## STATISTICS

- \$13 billion dollar industry
- 47% of families in America reported that pornography is a problem in their home
- 56% of divorce cases involve one party having an “obsessive interest” in pornographic websites
- About 200,000 Americans are classified as “porn addicts.”
- 40 million American people regularly visit porn sites.
- 35% of all internet downloads are related to pornography.
- 34% of internet users have experienced unwanted exposure to pornographic content through ads, pop up ads, misdirected links or emails.
- One-third of porn viewers are women.

## AFFECTS ON TEENS

- It increases the odds of teenage pregnancy.
- It raises the risk of depression.
- It distorts their view of relationships
- It creates a debilitating reliance on a shallow platform of entertainment



# CHILD EXPLOITATION

- 18 U.S. Code § 2251
  - “Any person”
  - “...employs, uses, persuades, induces, entices, or coerces...”
  - Visual depictions include photographs, videos, digital or computer-generated images indistinguishable from an actual minor, and images created, adapted, or modified, but appear to depict an identifiable, actual minor
- These laws are not discriminatory to gender or age
- **Anyone** convicted of this type of crime must register as a sex offender.

A CASE FOR THE GOOD

## GOOD RESULTS OF TECHNOLOGY

- Reconnect with old friends and families
- Learn about any topic or solve any problem
- Online education
- Easier spreading of the Gospel around the world
- People with disabilities have greater resources
- Raising money and awareness to social/personal issues
- Birthdays are remembered!

# SUGGESTIONS FOR A BETTER CYBERSPACE

## FOR THE YOUNGER ONES

- “Wait till 8<sup>th</sup>” - <https://www.waituntil8th.org/>
- Limit screen time:
  - **No screen time until at least 18 – 24 months old**
  - Age 2 – 5: 1 hour per day
  - Discuss with your kid about setting appropriate screen time limits
- What you post online can affect you for years or even decades
- Do not post personally identifiable information online
- Believe in the real you, not the cyber you.

## FOR ALL OF US

- Reduce the number of notifications you receive to the minimum
  - Texts, phone calls, emails – anything that is truly important
- Reduce what personal information you share online
  - Post about that vacation *after* you come home!
  - Don't do Facebook quizzes!
- Check your friend lists
- Turn off your phone or disconnect 30 minutes before bed (or sooner!)
- Make these changes a family effort