



LIFE ONLINE THROUGH CHILDREN'S EYES

- FINDINGS FROM CHILDREN'S ADVISORY PANEL

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CREATIVITY AND WILD OPTIMISM

- 😊 emotion-reading robots
- 😊 time-machines
- 😊 “skill pills”
- 😊 finding friends
- 😊 boosting self-esteem
- 😊 attacking loneliness
- 😊 sharing ideas
- 😊 learning new hobbies



“In real life a lot of things define you: your clothes, body language, height, size, weight, manner of speaking. But on the internet you feel free and equal. And anonymous – you can do whatever you want.”

Boy, 15



“Wikipedia is not always true. Everyone can write. You need to check more places to see if it is true.”

Girl, 11



“You never know who is who on the internet. Everyone could be anyone. So you have to be careful to not forget this.”

Boy, 15



“We have a nude photo of a boy that he sent to a friend. We would never share that! It can ruin his life.”

Girl, 14



“I would be impressed if everyone could have equally strong internet. When we play games [online] sometimes the internet fails for some of my friends. Then they are thrown out of the game or the Skype call breaks.”

Boy, 12



“It is important to have rules so that everyone behaves and can feel safe. Bullying can really hurt you.”

Girl, 11



REFLECTION OF THE RESULTS

- **Challenge in every country:** children need innovation skills and co-creation skills – also gain the confidence to make mistakes and fail.
- **We need to listen and learn:** children can find solutions to identified problems of digital culture – and adults can really benefit from it.
- **Finding the opportunities, enabling the change:** Digiboom-campaign in Finland.



Pelastakaa Lapset
Save the Children



NEXT STEPS

- Findings available for multi-stakeholder dialogue, including the ICT Coalition
- Internal discussion to define our role
 - Policies?
 - Communication activities?
 - Specific services?
 - Collaboration?





Telia Company

