

# The DQ Child Online Safety Index (COSI)

DQ Institute

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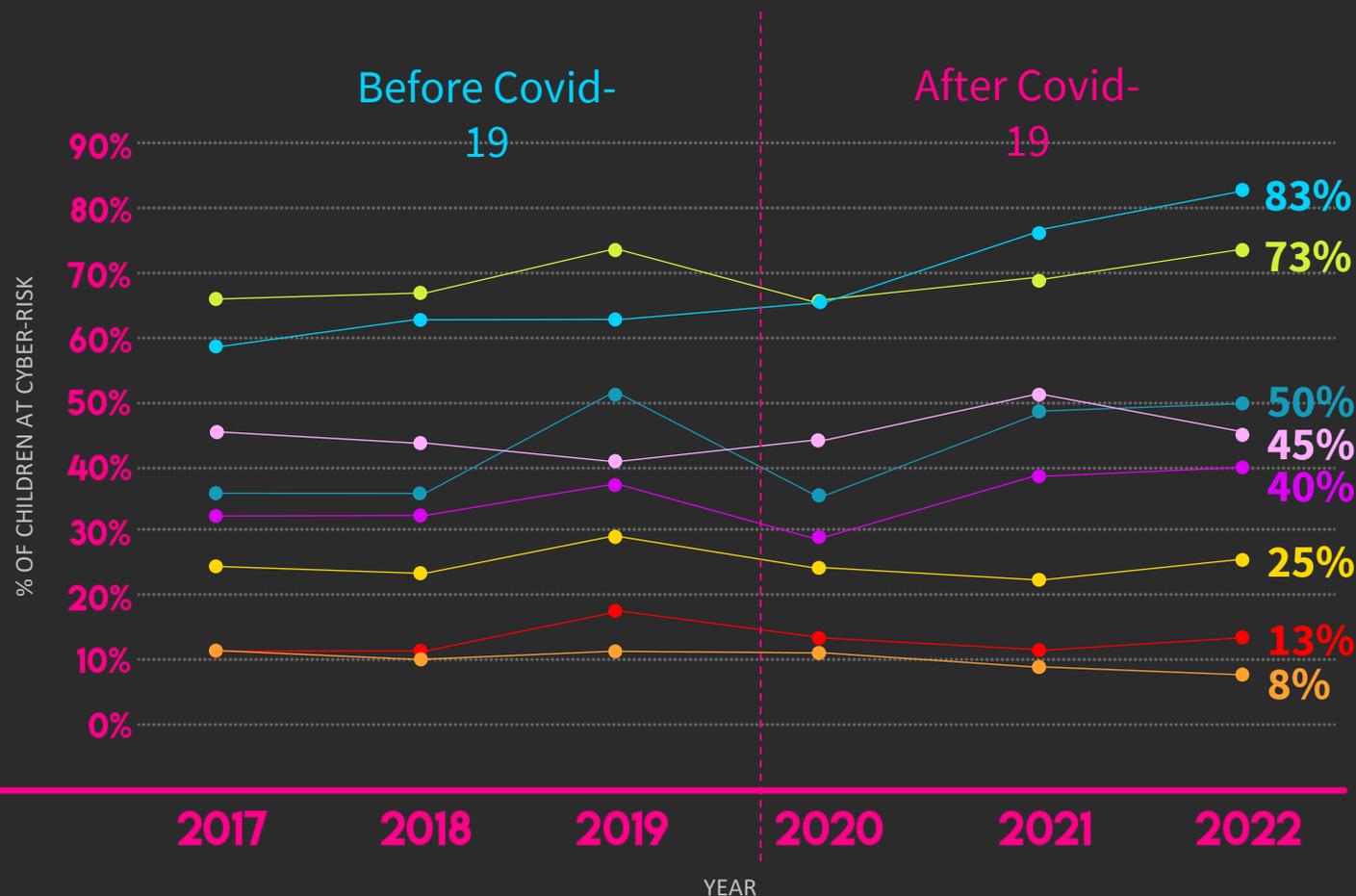
**cosi**  
CHILD ONLINE SAFETY INDEX  
**BEST COUNTRIES**





# COVID-19 IS NOT TO BE BLAMED

## A WAKE-UP CALL FOR CYBER-RISKS



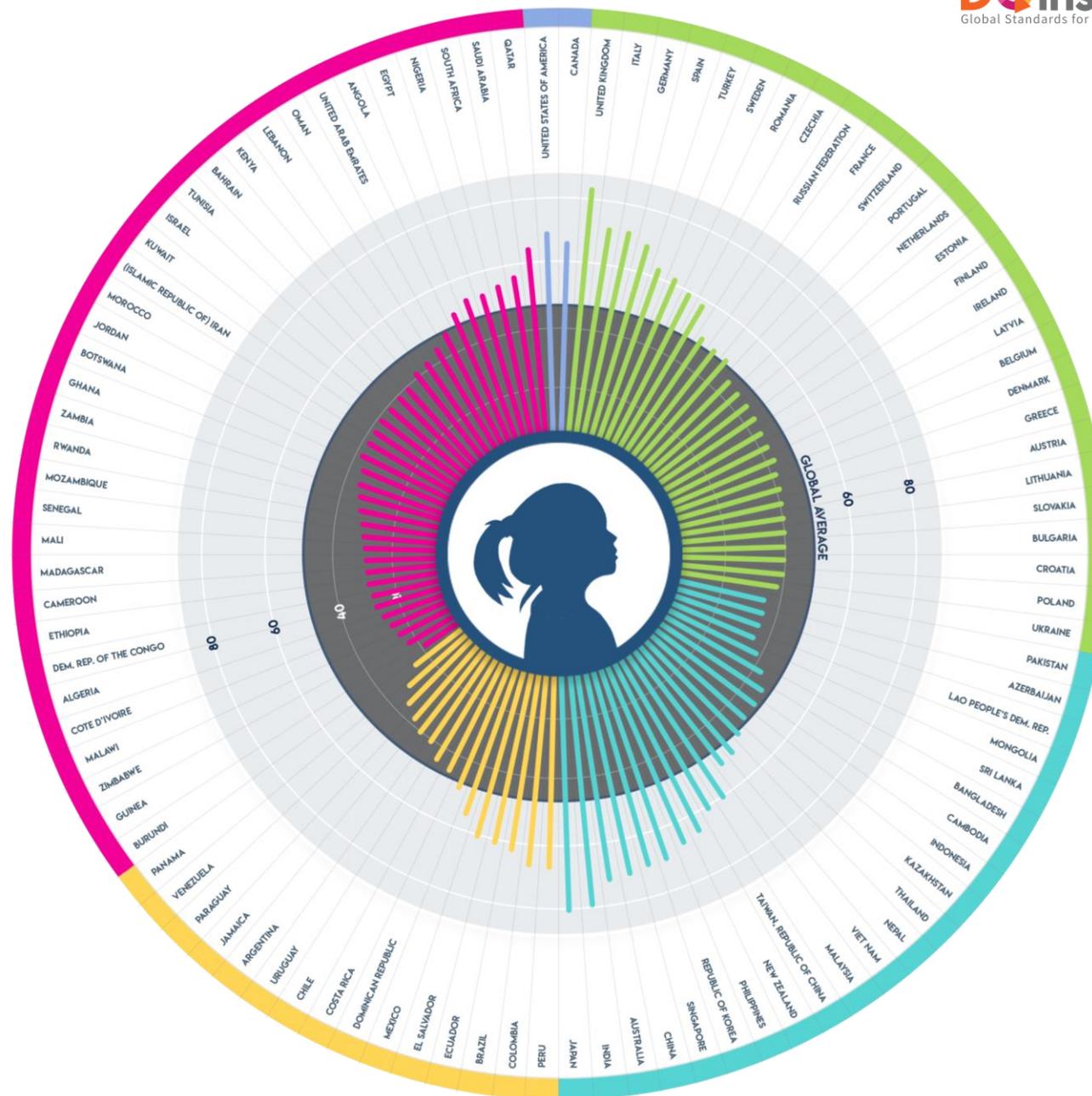
- AT LEAST ONE CYBER-RISK
- GAMING DISORDER (8-12YO)
- CYBERBULLYING & VICTIMIZATION
- EXCESSIVE SCREEN TIME
- RISKY CONTENT
- UNWANTED SEXUAL CONTACT (13-18YO)
- RISKY CONTACT (8-12YO)
- UNDERAGE SOCIAL MEDIA ACCESS

# COSI

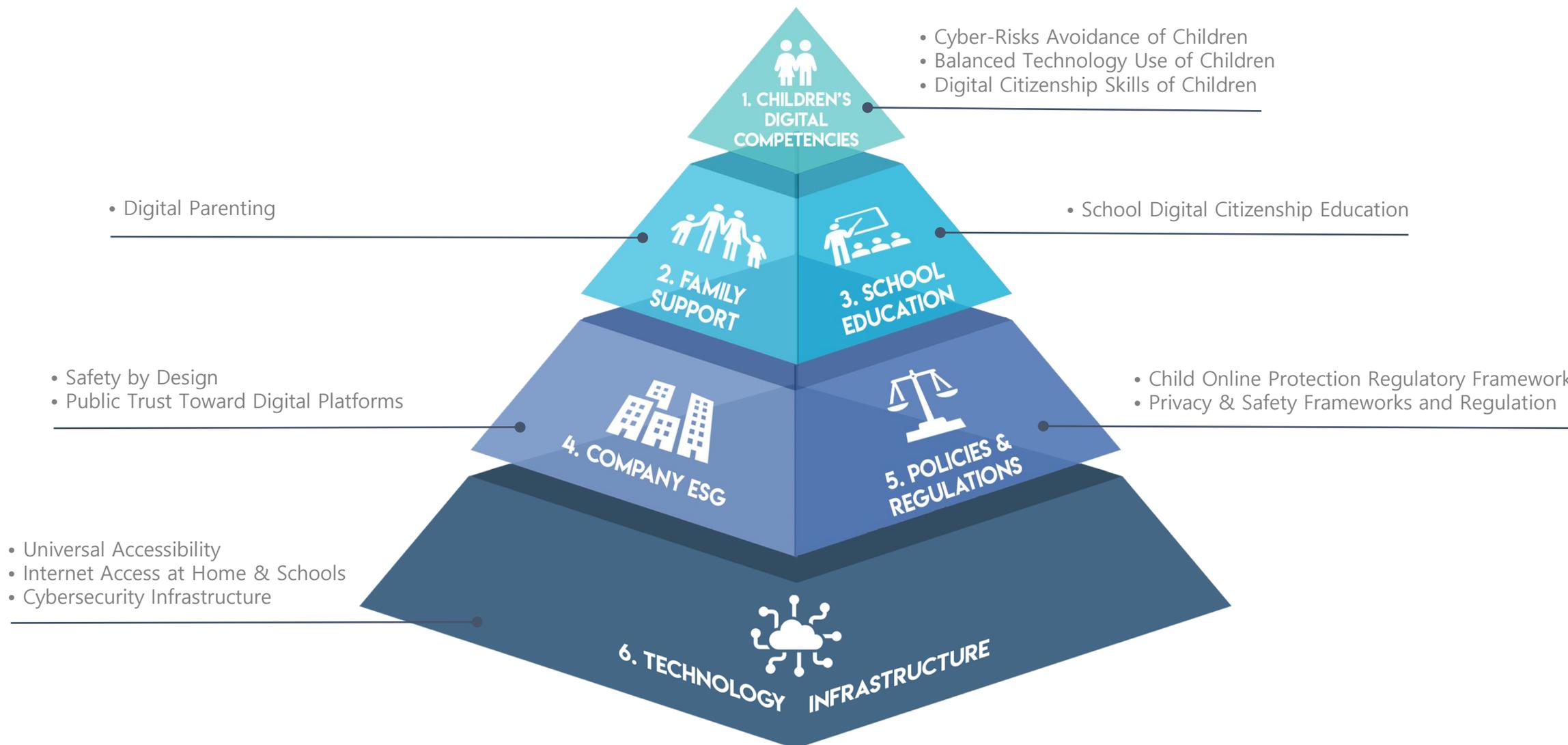
CHILD ONLINE SAFETY INDEX

*National-Level Measures to Guide  
Child Online Safety Improvement*

- MIDDLE EAST & AFRICA
- NORTH AMERICA
- EUROPE
- ASIA & PACIFIC
- SOUTH/LATIN AMERICA

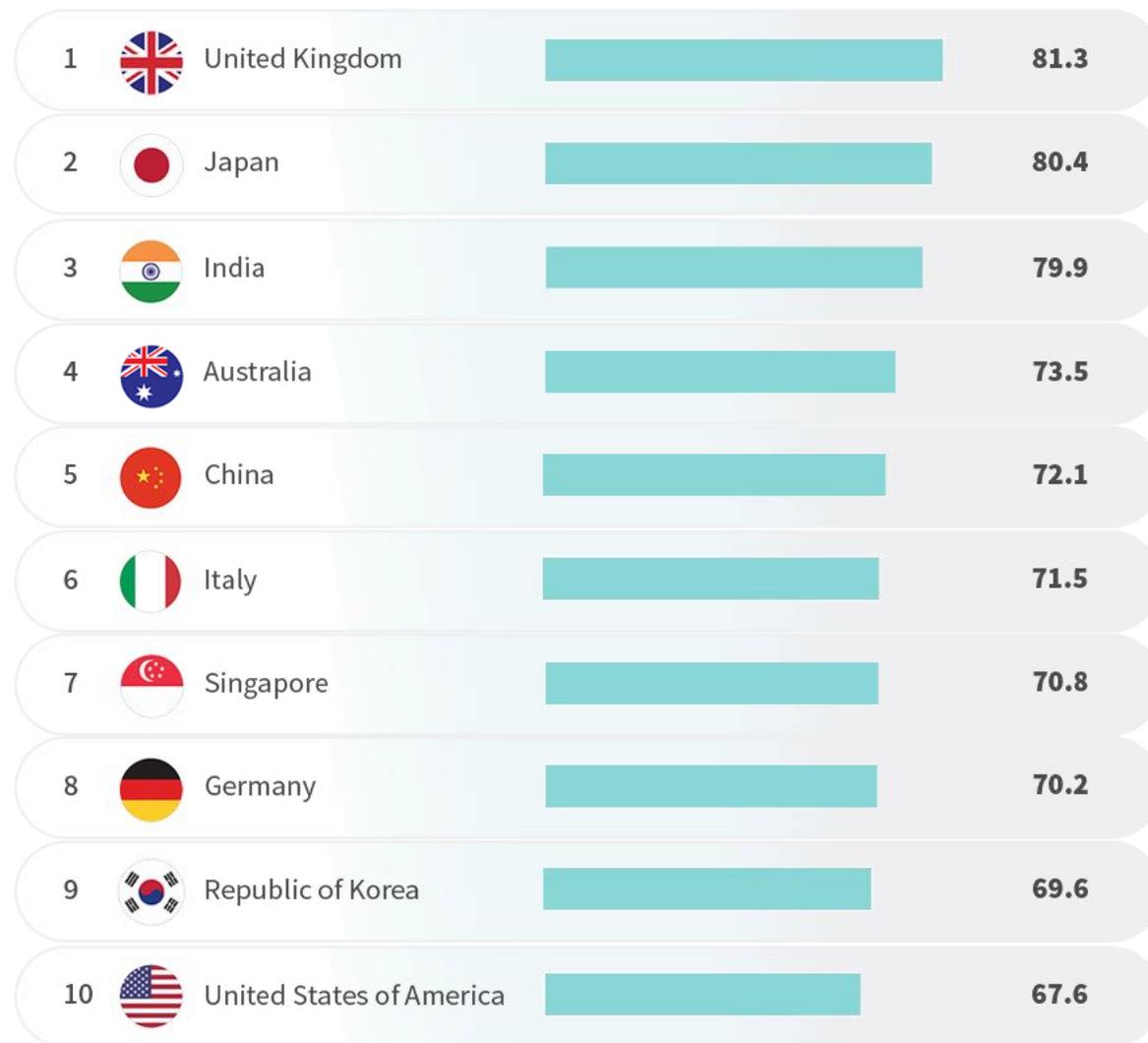


# Aim: To Help Nations Build COSI Improvement Strategies Across Stakeholders



2022 GLOBAL RANKING

# TOP 10 COUNTRIES FOR CHILD ONLINE SAFETY





**1. EFFECTIVE  
RESOURCE  
ALLOCATION**



**2. NATIONWIDE  
DIGITAL  
CITIZENSHIP  
INITIATIVE**



**3. DIGITAL-  
ESG AND  
POLICIES**

# **3 BENEFITS**

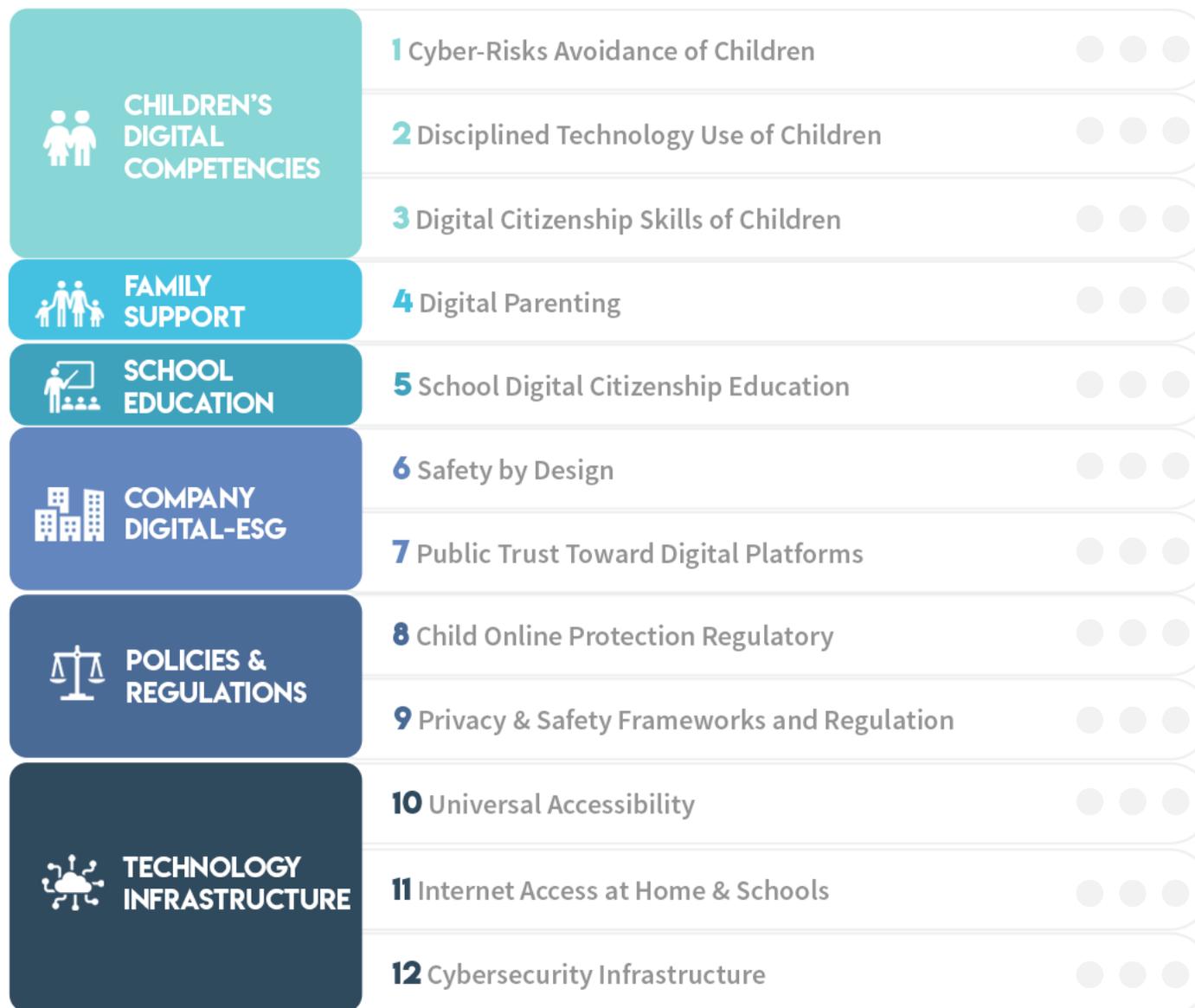
## **IN UTILIZING COSI**

# 1. EFFECTIVE RESOURCE ALLOCATION

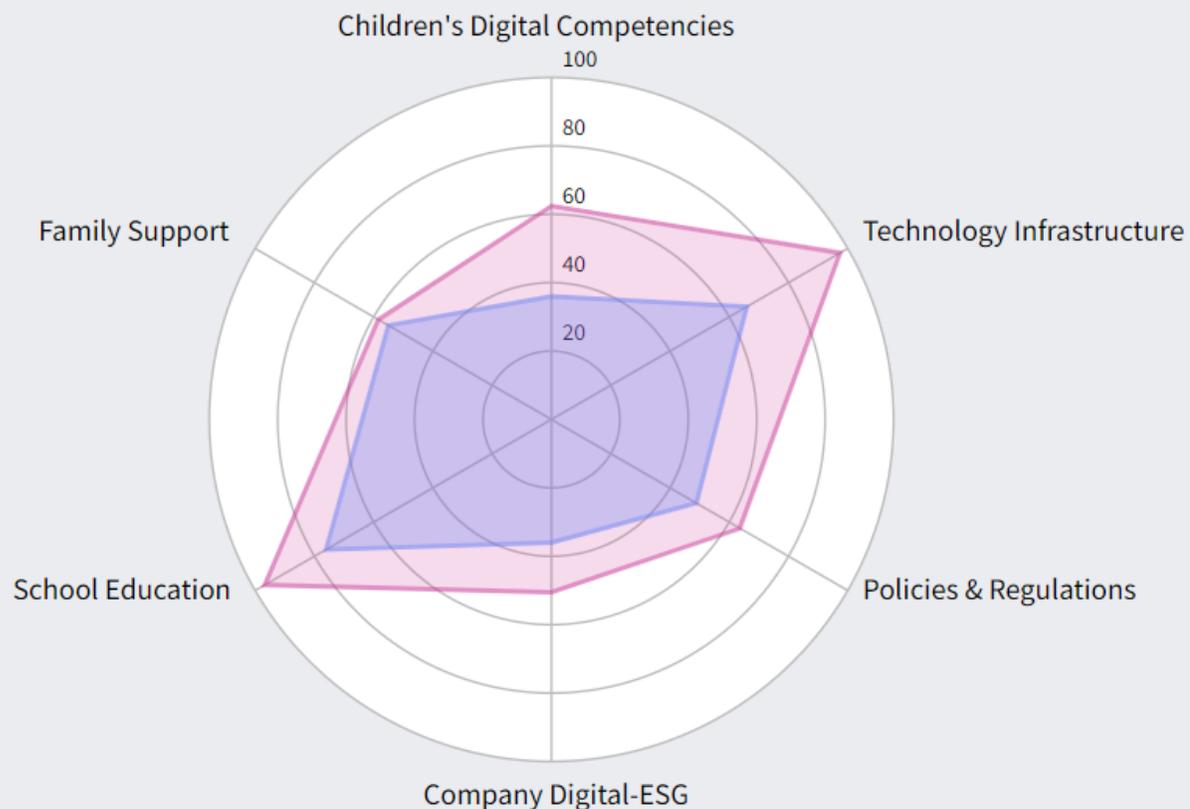
## COSI National Monitoring System

Helps Nations Make Better Strategic Resource Allocations Based On the Global Benchmark

● **LOW**  
● **MEDIUM**  
● **HIGH**



**REPUBLIC OF KOREA** ▼



Country Average    Global Average

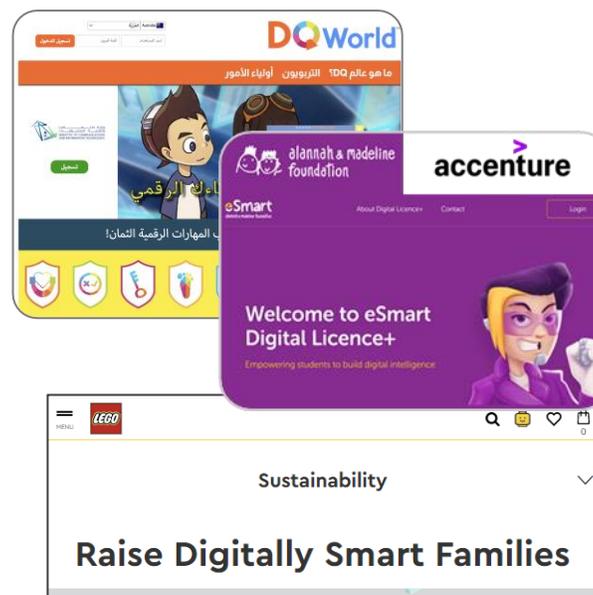
| Summary                         | REPUBLIC OF KOREA |             | GLOBAL        |
|---------------------------------|-------------------|-------------|---------------|
|                                 | Rank              | Score       | Average Score |
| <b>Overall COSI</b>             | <b>9</b>          | <b>69.6</b> | <b>47</b>     |
| Children's Digital Competencies | 11                | 62.4        | 36            |
| Family Support                  | 29                | 58.4        | 55            |
| School Education                | 8                 | 96.8        | 76            |
| Company Digital-ESG             | 23                | 50.5        | 36            |
| Policies & Regulations          | 21                | 63.6        | 49            |
| Technology Infrastructure       | 2                 | 97.4        | 66            |

|  |   |  |
|--|---|--|
|  <b>CHILDREN'S DIGITAL COMPETENCIES</b> | <b>1</b> Cyber-Risks Avoidance of Children          | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |
|  | <b>2</b> Disciplined Technology Use of Children     | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |
|  | <b>3</b> Digital Citizenship Skills of Children     | <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> |
|  <b>FAMILY SUPPORT</b>                  | <b>4</b> Digital Parenting                          | <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> |
|  <b>SCHOOL EDUCATION</b>                | <b>5</b> School Digital Citizenship Education       | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |
|  <b>COMPANY DIGITAL-ESG</b>             | <b>6</b> Safety by Design                           | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |
|  | <b>7</b> Public Trust Toward Digital Platforms      | <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> |
|  <b>POLICIES &amp; REGULATIONS</b>      | <b>8</b> Child Online Protection Regulatory         | <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> |
|  | <b>9</b> Privacy & Safety Frameworks and Regulation | <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> |
|  <b>TECHNOLOGY INFRASTRUCTURE</b>     | <b>10</b> Universal Accessibility                   | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |
|  | <b>11</b> Internet Access at Home & Schools         | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |
|  | <b>12</b> Cybersecurity Infrastructure              | <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> |

## 2. NATIONWIDE DIGITAL CITIZENSHIP INITIATIVE

### Digital Citizenship Education for Children, Youth, Parents, & Teachers

#### Common Assessment Solutions

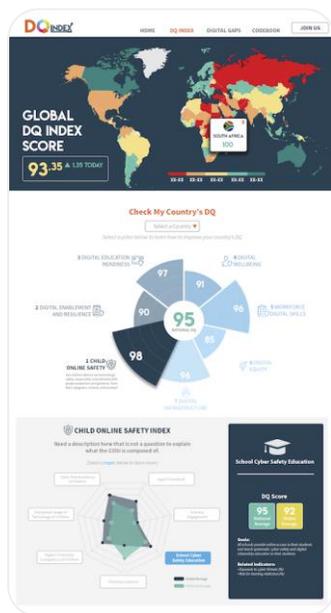


#### COSI and Global Databank



# COSI ENABLES REAL-TIME FEEDBACK TO

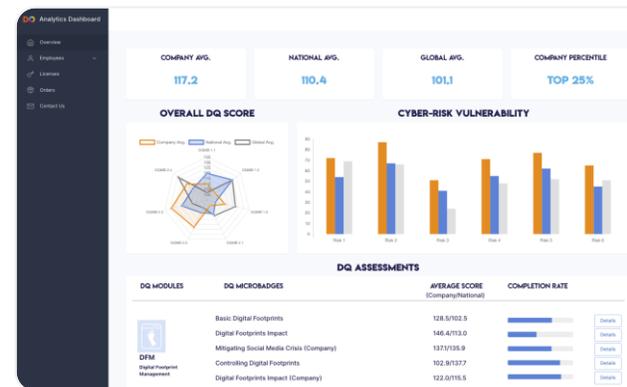
**Countries**  
on National COSI



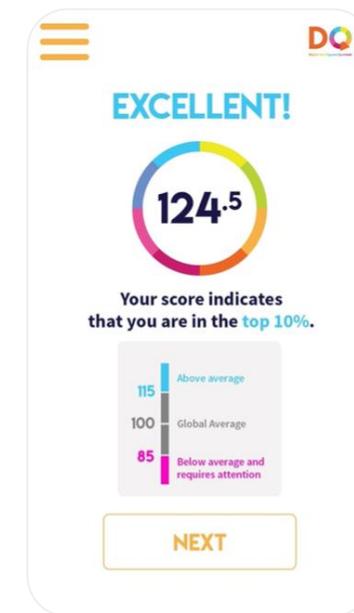
**Digital Skill Programs**  
on Program Impact



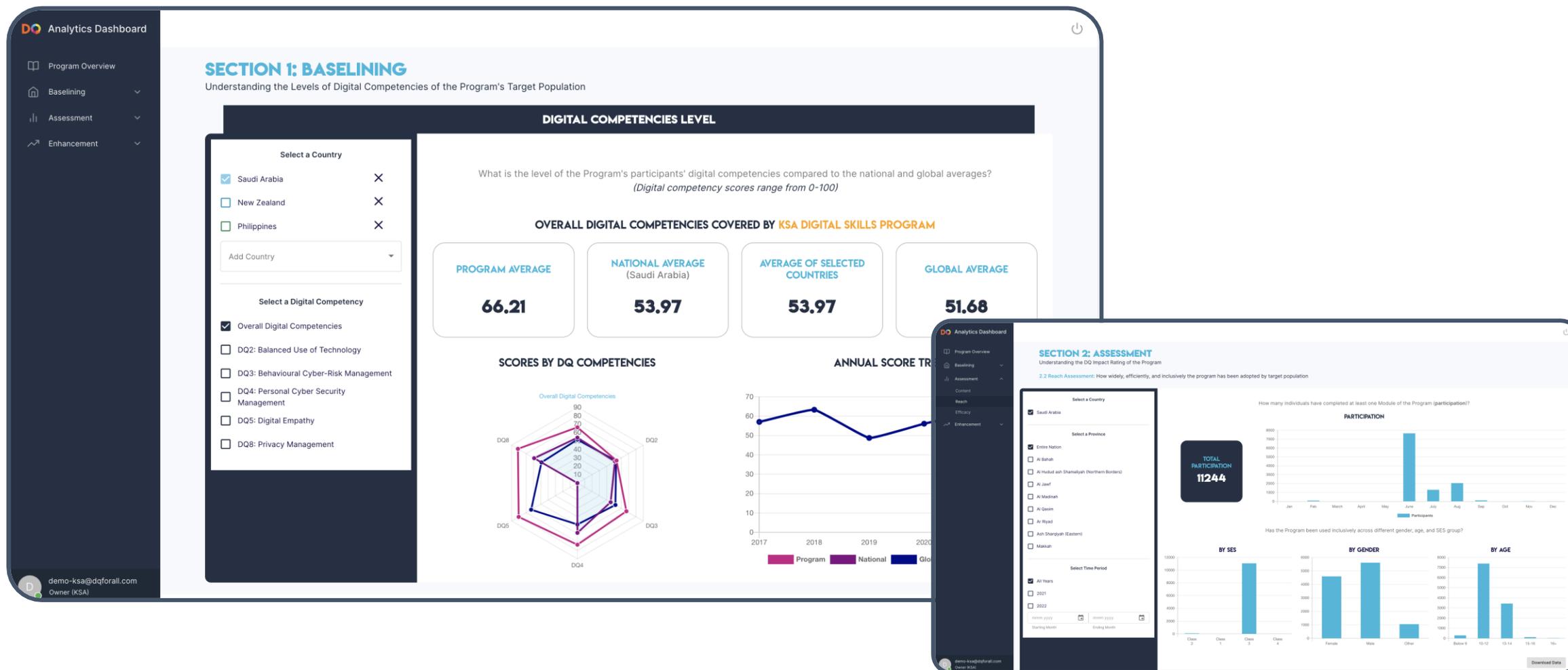
**Schools / Companies**  
on Digital Citizenship and  
Online Safety Levels



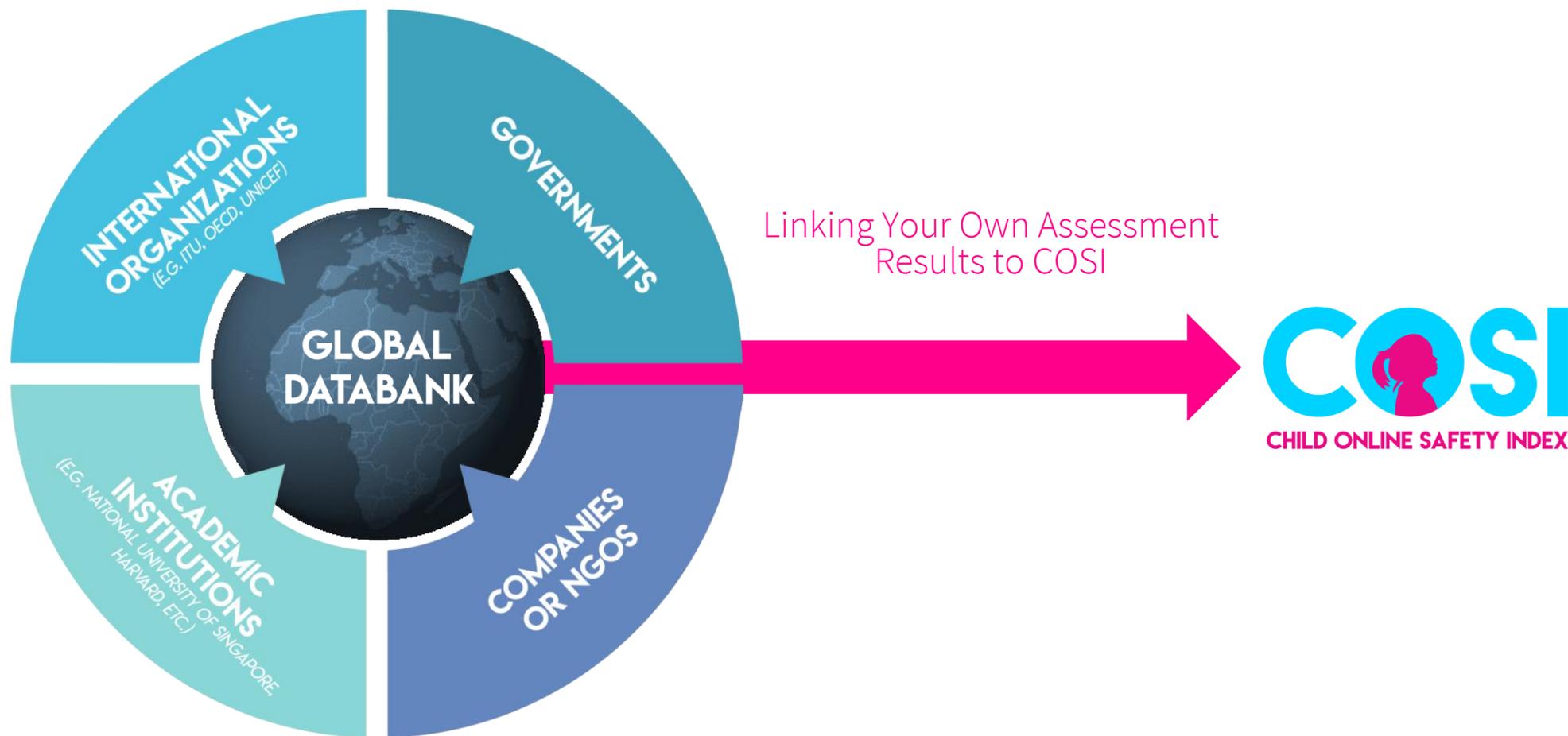
**Individuals**  
on Digital Citizenship and  
Online Safety Levels



# NATIONAL DASHBOARD



# EFFECTIVE GAP CLOSING AT LOW COST

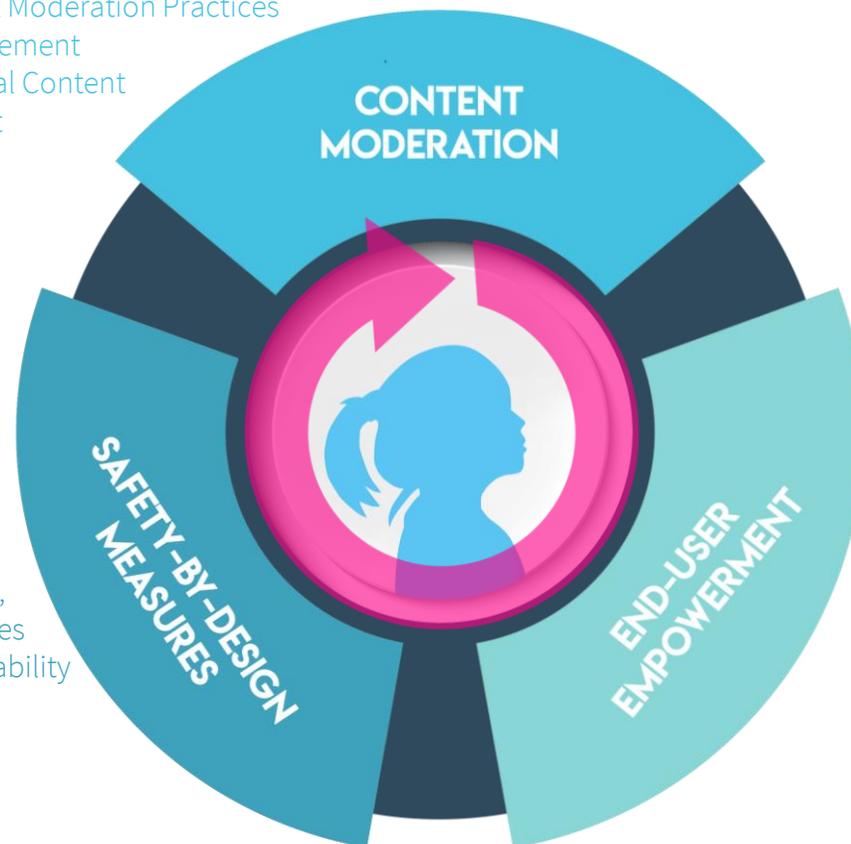


NET ZERO

## 3. Digital-ESG

### Encourage ICT Companies to Adopt & Report Digital-ESG Metrics for Child Online Safety

- Harm Prevention & Detection
- Monitoring & Moderation Practices
- Crisis Management
- SOP for illegal Content
- Enforcement



- Structure Leadership
- Internal Policies, Process, Expectations of Employees
- Transparency & Accountability

- Community Standards
- Default Settings
- Social Contracts
- End User Options / Technical Tools
- Safety Features
- Reporting Mechanisms
- Appeals Process
- Feedback Loop
- Linking to External Support

Source:

- Safety By Design
- SASB Content Governance
- Global Alliance For Responsible Media



- DQ Lab Pte Ltd is a global and innovative educational technology social enterprise based in Singapore. An R&D and commercialization arm of the DQ Institute, we provide:
  - research and consultancy services,
  - innovative plug-and-play educational technology, and
  - program development support to any organization building educational digital skills or literacy programs/services.



- The DQ Institute is an international think-tank that is dedicated to setting global standards for digital intelligence that ensures safety, empowerment, and well-being of individuals, organizations, and nations in the digital age.
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