

Liu Dong 2009-06-03





"Safer Internet Environment for Children" - 2009 World Telecommunication and Information Society Day Conference.

Children can benefit greatly from being online, but they also face increasing dangers in cyberspace. How to construct a safer and harmonious online environment is an important topic at the conference. The combination of 3G and Internet, will bring new experience for consumers, especially for children and adolescents.

## Index

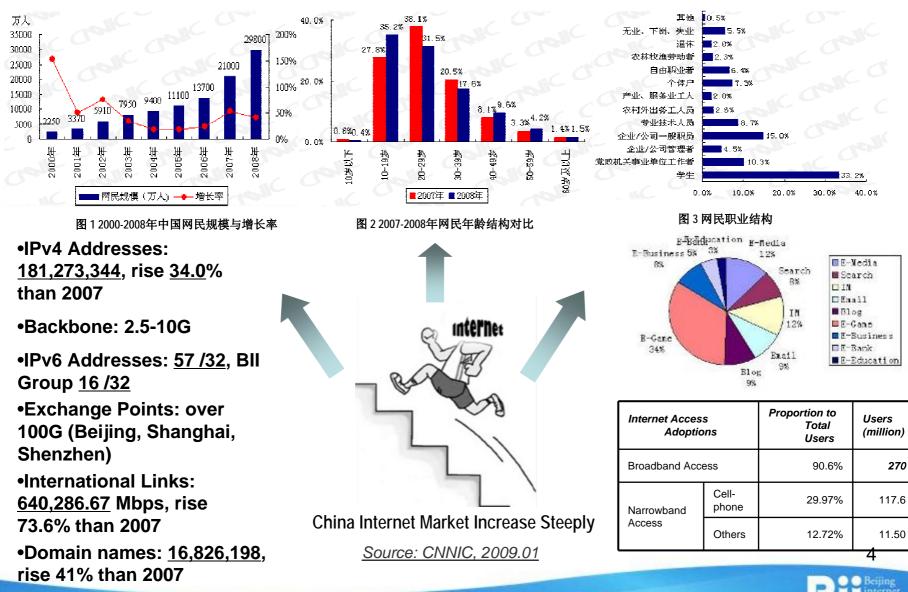
China Internet Market Status

## Children and Internet

Construction of a Safer and Harmonious Internet Environment



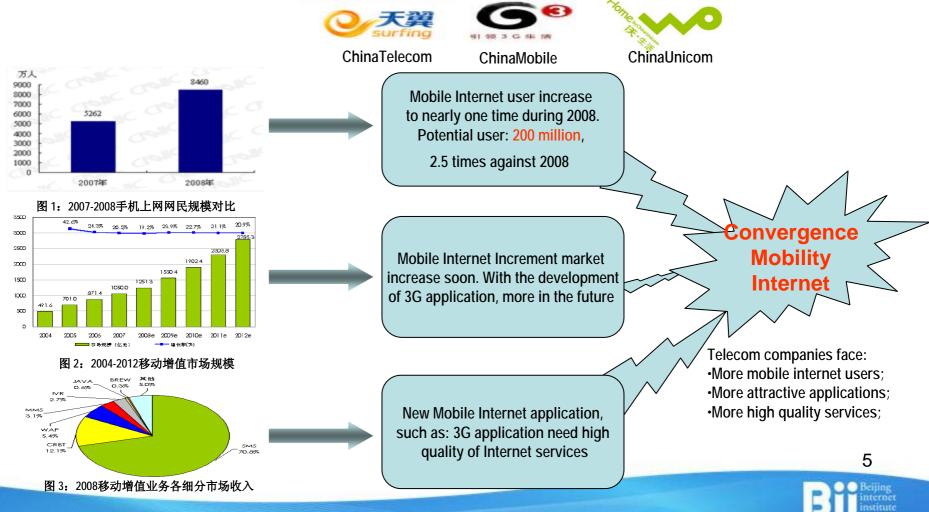
## **China Internet Market Overview**



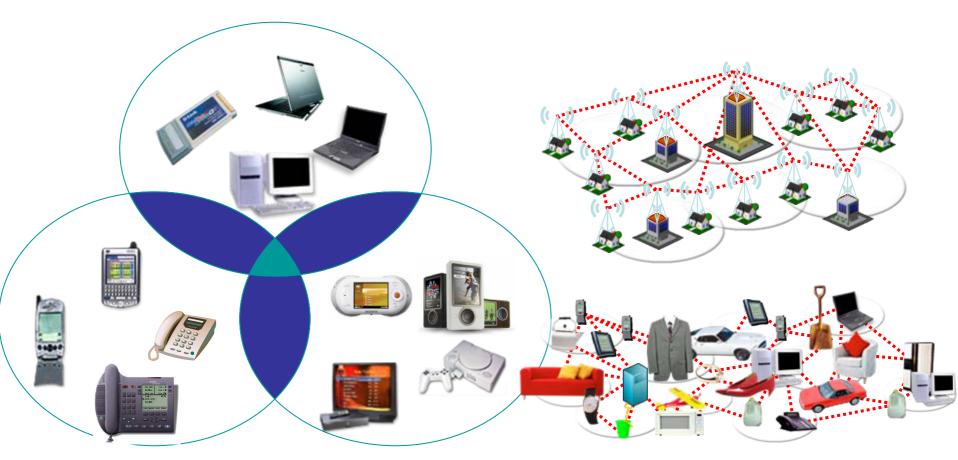
## **China Mobile Internet Market Overview (1)**

•Mobile Phone User: 641.23 million, nearly 29.97% of the total are using mobile internet service (Source: MIIT)

- •Three big carriers reorganization: ChinaTelecom, ChinaMobile, ChinaUnicom
- •3G licenses were issued in January 2009 and China carriers deploy their 3G/BWA services



## **China Internet Development Trend**



Owning to 3C combination, mobile phone, PC, netbook and consumer electronics can reach Internet anytime and anywhere. Everyone has the chance to touch the Internet. Also 3G network will bring more rich applications, which will attract more netizens. Mobile Internet will also have a giant leap in China.

## **Internet Applications**

## The present top 10 Internet APP.

- 1 Internet Music 6 E-mail
- 2 Internet News 7 Online Game
- 3 Instant Message 8 Blog/Space
- 4 Internet Video 9 Forum/BBS
- 5 Search Engine 10 E-commerce

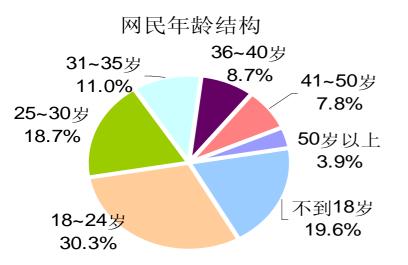
At present, the top 10 Internet applications are: Internet music, news, instant message, Internet video, search engines, e-mail, online games, blog/space, forum/ BBS, and E-commerce. Among the top ten applications, three major network applications are for entertainment - Internet music, video and online games. So the main purpose of Chinese netizens is for entertainment.



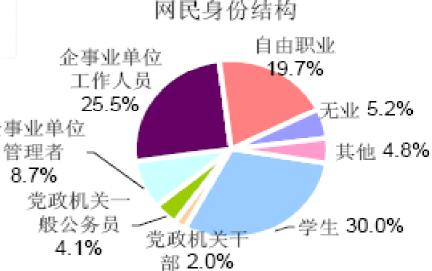
## **Status of Chinese Netizen**



Students accounted for 30 percent, the largest  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and  $\mu$  proportion, and reached the scale of 76 million,  $\mu$  proportion, and  $\mu$  propor



The scale of the Chinese netizens shows the trend of rapid growth. At the end of 2008, the scale of China's netizens reached 298 million, representing a 41.9% growth compared to 2007.



30-year-old and below group is the main body of Chinese netizens, accounting for 68.6% more than 2/3 of the total number, in which the group under the age of 18 accounts for 19.6%.

## Index

China Internet Market Status

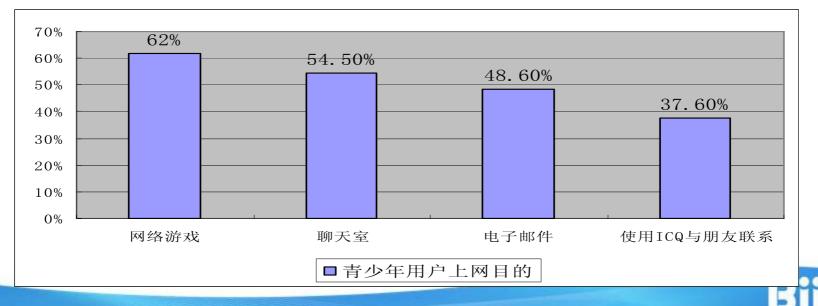
## Children and Internet

Construction of a Safer and Harmonious Internet Environment



## **Purpose and Need for Children Online**

- Practical purposes, entertainment purposes, the use of network technology and information search.
- Utilization rate of applications: online games (62%), chat rooms (54.5%), e-mail (48.6%).
- About 50% of young users to maintain relationship with friends; 25.2% to use chat room or BBS; 37.6% to communicate with strangers through QQ or MSN.
- The needs of young people online are "access to information", "personal interest", "improve learning efficiency," and "making new friends."



## **Advantages to Children**

## Internet could bring a new world for Children!

Internet could help broaden young people's vision, enhance communication and social participation, develop the potential ability.

#### 1

Internet provides a learning campus and knowledge database for young people, learning courses, communication with teachers, asking questions, it is a new way to access to knowledge.

Children

Traditional media has been unable to meet the so many interests of young people. The huge capacity of information resource of Internet meet the needs of young people.

4

Computer skill is one of the five basic skills for young people, which will bring great help and success opportunities.





2

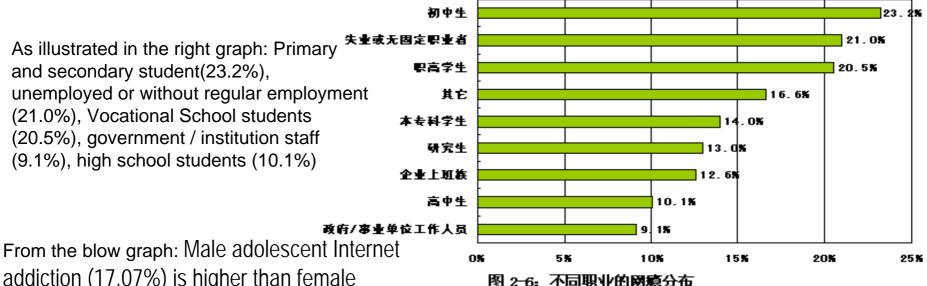
## **Disadvantages to Children**

 Due to the limitation of age, young people has lower identification power of new things. Many primary and secondary school students indulge in virtual world, abandon their studies, and even resort to crime.





## China Internet Addiction Data



addiction (17.07%) is higher than female (10.04%) by 7%.

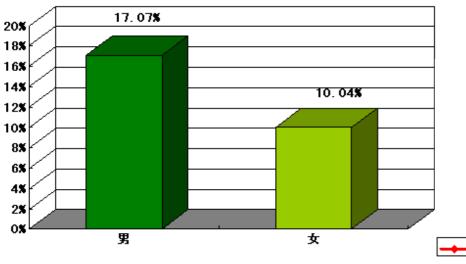
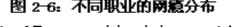


图 2-3. 男女上阕成瘾比例比较



13 to 17-year-old adolescent Internet addiction (17.10%) is the highest, from the overall trend, with age growing, the proportion of Internet addiction decrease accordingly.

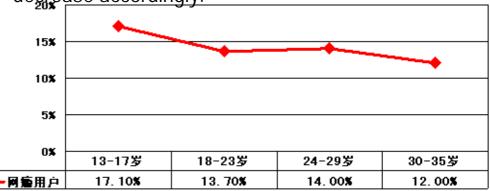


图 2-5: 网痕在不同年龄上的分布

## Index

China Internet Market Status

Children and Internet

Construction of a Safer and Harmonious Internet Environment



## **Construction of Green Online Environment**

| Family<br>School | <ul> <li>Strengthen communication</li> <li>Enhance Internet safe and awareness education</li> <li>Good habit of Internet surfing</li> </ul>   |
|------------------|---|
| Govern<br>ment   | <ul> <li>Provide healthy, green, safe Internet environment for<br/>Children through guidance</li> <li>Encourage establishment websites and intelligence game</li> </ul>                 |
| Industry         | <ul> <li>Internet industry, including operators, solution providers,<br/>and content providers should take providing a healthy<br/>Internet environment as the primary task.</li> </ul> |

Give guidance to the young people to combine Internet surfing and learning closely together to obtain fun from learning, to avoid addiction in games. On the other hand, the unhealthy information should be monitored through technical methods.



## Shi-Jia Primary School http://www.shijia.org.cn/





## Conclusion

- China has large scale of netizens, also the number is growing at a very high speed in China.
- Internet can bring both benefit and danger to children.
- Family, school, government and industry all should pay attention to constructing a safer and harmonious Internet environment for children.
- International cooperation and experience sharing should be launched.
- Different measures should be taken according to different culture.



#### Appendix: Liu Dong's Profile

#### Enterprise Position

- CEO and President of Beijing Internet Institute
- CEO and President of BII Group Holdings Ltd.

#### Industry and Academic Positions

- From 2001, Co-founder and Board, China Internet Society
- From 2001, Advisor, ICANN Government Advisory Community of MII (Ministry of Information Industry)
- From 2003, Board & Fellow of IPv6 Forum, Chair of China IPv6 Council
- From 2005, Founder & Chair, Z-Park NGI (Next Generation Internet) industry Alliance
- From 2005, Member of Expert Working Group, China Next Generation Internet Project (CNGI Project)
- From 2005, Director of WiMAX Forum China Region
- From 2008, Chair of China Wireless City and Mobile Internet Forum Expert Committee
- From 2004, Member of Expert Consultative Committee, "Digital Signature Law" Committee, State Council Law Office, "Telecommunication Law" Committee of State Council Law Office
- From 2008, Chair of IEEE Green IT Working Group
- From 2009, Member of Information Industry Development "12th Five Year Program" Working Group
- Member, Asia Broadband Forum

#### Professional Awards and Honors

- April 2004, "IPv6 Internet Pioneer Award", granted by Dr. Vint Cerf on behalf of Global IPv6 Forum
- 2005, "Top 100 Elite", granted by SINA.COM (China largest Portal)
- 2007, Win "Z-Park Innovative Enterprise Top 100", granted by Beijing Municipal Government, China Science and Technology Ministry, China Academy of Science
- 2008, Win the "Scientific Olympic Pioneer Award" of IPv6 Surveillance System R&D, granted by 2008 Beijing Olympic Organization Committee
- 2008, Most Influential Person in Z-Park 20 Anniversary, awarded by Beijing Municipal government



# Thank you!

