**Linewize** by Qoria

# Linewize NZ Digital Harms Key Findings 2025

## Protecting Our Digital Natives Requires More Than Good Intentions

*Cyberbullying and AI 'best friends' are not "routine parts of childhood." With 10% of NZ schools already adopting advanced digital safeguarding tools to keep their students safe online, the question is clear: why are the rest still in the dark?*

### About the Findings

The Linewize Digital Harms Key Findings 2025 consolidates the latest insights from schools across Aotearoa to help educators, communities, and policymakers understand where online risks are emerging and how they are evolving.

Over the past 12 months, aggregated and anonymised safeguarding alert data from Linewize-supported schools was analysed to identify patterns in at-risk student online behaviour. The aim is simple: to provide schools with a clearer picture of the digital harms affecting young people today, enabling earlier and more confident intervention.

In 2025, around 10% of New Zealand schools (more than 250 nationwide) use Linewize's early detection and intervention capabilities to help protect over 60,000 students each day. In total, more than 20% of schools across Aotearoa rely on the broader Linewize ecosystem to create safer, more connected digital environments. Together, these efforts reflect Linewize's ongoing commitment to helping schools move beyond basic filtering toward a more advanced approach to digital safety and wellbeing.

### What We're Seeing in 2025: A Snapshot of Student Digital Behaviour

Over the past year, schools employing early detection and intervention tools received more than 22,000 high-risk real-time safeguarding alerts (level 3-5), averaging roughly 3 every hour. Each alert represented a student at risk or a situation requiring attention.
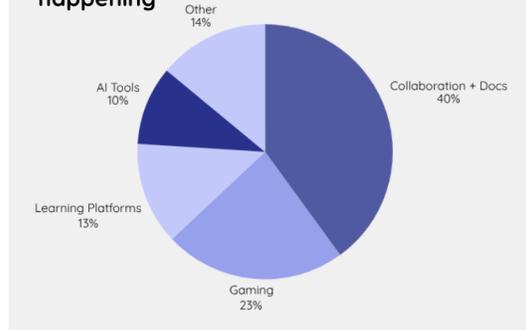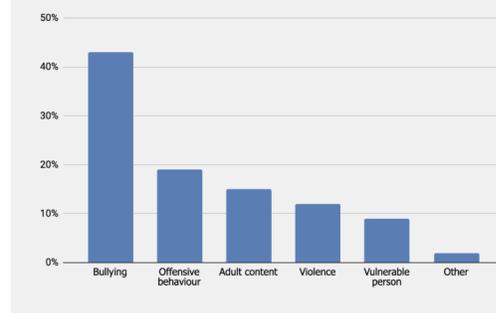


Linewize NZ Digital Harms

## Key Findings

**Data Overview**
- Students Covered — 60,000
- Schools Sampled — 10% nationally
- Alerts Analysed — 22,000+ (level 3-5)
- Average Frequency — 3 alerts per hour

**Where risks are happening**
- Other 14%
- AI Tools 10%
- Learning Platforms 13%
- Gaming 23%
- Collaboration + Docs 40%

**Alert Categories (%)**
- Bullying — ~43%
- Offensive behaviour — ~19%
- Adult content — ~15%
- Violence — ~12%
- Vulnerable person — ~9%
- Other — ~2%

**Linewize** by Qoria

www.linewize.co.nz
enquiries@linewize.co.nz

Key Insights:

- Bullying remains the most prevalent issue, accounting for nearly 45% of all alerts.
- Following this are Offensive behaviour (20%) and Adult content (15%).
- Alarmingly, 1,000 severe bullying-related alerts were identified specifically within collaborative document environments, commonly used in New Zealand classrooms.
- The third most common category flagged in collaborative tools was "Vulnerable Person", an increase that indicates more students are quietly seeking help online.

## What's Changed Since 2024?

Compared to 2024, bullying continues to be the most critical concern, though its share is decreasing as other risks, such as offensive behaviour and sexual content, rise. The significant growth in "Vulnerable Person" alerts highlights increasing concerns over wellbeing and mental health.

## Where Digital Alerts Are Happening: Key Spaces to Watch

Of 12,000+ categorised alerts, the data reveal risks emerging across various platforms, many presumed "safe" for learning:

- Collaboration & Docs – 40%: Students use learning tools to chat, vent, or bully.
- Gaming – 23%: A hub for aggression, inappropriate content, and emotionally intense exchanges.
- Learning Platforms – 13%: Structured educational tools still record risky behaviours.
- AI Tools – 10%: Students utilise AI to explore emotions and ask questions they avoid in person.

Other spaces, such as YouTube, social media, music, and even shopping, form a "long tail" of risky interactions, underlining how extensive digital footprints are.

## Why It Matters

Digital harm is not confined to obvious platforms. It appears in the everyday tools students use to learn, connect, and create. Linewize equips schools with the necessary visibility and contextual information to:

- Recognise early warning signs.
- Understand context, not just blocked content.
- Intervene before risks escalate.

The technology detects a wide range of vulnerabilities across seven critical categories, including bullying, violence, self-harm, suicidal ideation, grooming, gang activity, and radicalisation, all in real time.

Yet only 10% of NZ schools currently benefit from this safety net. Broadening access is crucial if we are to protect more young people from the unseen harms of their digital environments.

**Linewize New Zealand**

www.linewize.co.nz

Mā te kotahitanga e tiaki, e poipoi, e ārahi i ā tātou tamariki i te ao matihiko
Through unity, we protect, nurture, and guide our children in the digital world.