

# RIGHT TO BE ONLINE 2.0

The Generation Equality youth group's manifesto  
for decision-makers to combat online violence

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**UN Women Suomi ja Plan International Suomi**

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# **MANIFESTO SUMMARY**

## **MEASURES FOR DECISION-MAKERS TO COMBAT ONLINE VIOLENCE:**

- 1. Raising awareness about online violence**
- 2. Criminalizing targeted harassment**
- 3. Declaring online violence as an indictable offense**
- 4. Standardizing the definition, documentation, and procedures for handling online violence in the criminal justice process**
- 5. Improving the position of victims**
- 6. Upholding sensitivity towards victims of online violence**
- 7. Holding online platforms accountable for sharing materials with authorities**
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- 10. Developing cooperation within and outside of the EU to combat online violence**

# WHO ARE WE AND WHAT IS THE PURPOSE OF THIS MANIFESTO?

The Generation Equality campaign<sup>1</sup>, coordinated by UN Women – the UN organization for gender equality **aims to promote women and girls' rights and gender equality by accelerating especially those gender equality goals that have developed slower than necessary.**

One of the six main themes of the campaign is advancing gender equality through technology and innovations. **In order for people of all genders to benefit from the opportunities provided by technology, online violence must be combatted and safe spaces created online.**

Established in 2021, **the Generation Equality youth group consists of young people aged 15-29 and is coordinated by UN Women Finland and Plan International Finland.** Our goal is to make the voices of the youth heard in the Generation Equality process and emphasize which themes and actions are most meaningful to us and essential for promoting gender equality and advancing the campaign's commitments.

Finland holds a leading role in the Action Coalition on Technology and Innovation and supports the Generation Equality campaign's gender equality goals with a total of approximately 150 million euros.<sup>2</sup>

In 2022 our youth group published a manifesto "Right to Be Online<sup>3</sup>", which is aimed at the technology sector to take responsibility for combatting and preventing online harassment and violence. Online harassment and violence are widespread phenomena, and their prevention requires interdisciplinary expertise and broad changes from different actors. In addition to the technology sector, decision-makers have an important role. Therefore, we have decided to publish an updated version of our manifesto, specifically aimed at decision-makers.

*Finland is committed to raise awareness on online violence in the technology sector and engage the sector (including startups, social media platforms, major tech companies, and the gaming industry) in finding solutions to prevent and eliminate gender-based, technology-facilitated online violence. <sup>4</sup>*

1. The Ministry of Foreign Affairs. Generation Equality. 2024.

2. The Ministry of Foreign Affairs. Agenda 2030 kestävän kehityksen tavoitteet. 2021.

3. Plan Suomi. [Blog: Oikeus olla online. Generation Equality nuorten verkkohairintää vastustava manifesti on julkaistu.](#) 2022.

4. The Ministry of Foreign Affairs. Generation Equality Sitoumukset: sukupuolten tasa-arvon edistämiseksi. 2021.

**With this manifesto, we wish to raise awareness about online violence and present concrete actions that decision-makers can utilize to develop safer online spaces for everyone.**



*The Generation Equality youth group is an activist group established in 2021, consisting of young people of ages from 15-29. We operate as part of the international Generation Equality campaign.*

# ONLINE VIOLENCE IS A SIGNIFICANT PROBLEM **ESPECIALLY FOR YOUNG PEOPLE**

We employ the term **online violence** in our manifesto to describe acts committed in digital spaces ranging from trolling and unsolicited sexual messages to threats, stalking, and the unauthorized distribution of personal information. **The purpose of online violence is to shame and silence its victims, particularly the younger generation and people from minority groups.** Online violence disproportionately affects women, as patriarchal social structures sustain the continuum of violence, also in digital spaces.<sup>5</sup>

Online violence concerns people of all ages but is especially harmful for the youth. A survey from 2020 by Plan International shows that **in Finland 42% of girls and young women from ages 15-25 have been harassed on social media platforms.** Girls and young people receive sexually explicit messages and images without their consent and are subjected to stalking and other oppressing forms of harassment.<sup>6</sup>

A 2018 study by the Non toxic project surveyed the harassment and hate speech experienced by young people aged 15-29 in gaming environments.

Over half of the respondents reported witnessing, among other things, bashing of other player's gaming skills, racist and homo- or transphobic comments, as well as negative comments related to a player's age, gender, or appearance. 70% of the respondents reported having been personally subjected to hate speech or harassment.<sup>7</sup>

A survey from 2023 by UN Women shows that online violence often takes the form of sexual harassment and specifically targets young women under the age of 25. Two-thirds of these women reported receiving both unsolicited sexually explicit images or videos and unwanted sexually suggestive messages or comments. The results of the UN Women survey show that while sexual harassment is most frequently experienced at a young age, its impacts, such as anxiety, can be felt physically and mentally even decades later.<sup>8</sup>

5. Statistics Finland. [Joka neljäs kokenut digitaalista väkivaltaa verkossa – yleistyvällä ilmiöllä vakavia seurauksia](#). 2024.

6. Plan International. [Free to be Online?](#) 2020. Major study: 58% of girls worldwide and 42% in Finland have been harassed on social media - Plan).

7. City of Helsinki. [Non-toxic - Selvitys kilpailullisia tietokone- ja konsolipelejä pelaavien nuorten kokemuksista vihapuheesta ja häirinnästä](#). 2018.

8. UN Women Suomi. [Yhdeksän kymmenestä naisesta kokenut häirintää – laaja tutkimus paljastaa naisten kokemuksia häirinnästä ja väkivallasta](#). 2023.

**The consequences of online violence are often deeply damaging to the victim: traumatizing, undermining their agency and participation, and limiting their living environment.**

According to research, recognizing online violence can be difficult for the victims.<sup>9</sup> When victims of online violence are uncertain about the specific criminal offense in question, the threshold for filing a report increases. According to victim support services professionals both clients and perpetrators do not always recognize online violence as violence or a crime.<sup>10</sup> It's often the victim's responsibility to provide sufficient evidence, which may feel unreasonable and prevent them from filing a report. In close relationships, online violence is often part of a broader pattern of violence.

To minimize the risk of violence escalating, the victim may find it safer to not file a report, as the violence targeted at the victim might continue or even worsen during the legal process. The police might also not be able to protect the victim, as shown in an interview.<sup>11</sup>

The EU has worked towards ending online violence, for instance by criminalizing online violence and harassment, as well as supporting victims by offering access to legal protection and compensation. However, the EU's measures are often considered insufficient.<sup>12</sup>

Fragmented regulations and varying practices among member states make it challenging to prosecute online violence and provide adequate support for victims. Additionally, the rapid development and widespread use of technology add to the challenge of creating consistent legislation. Victims remain in a vulnerable position due to stagnant legal reform.<sup>13</sup>



9. European Institute for Gender Equality. [Naisiin ja tyttöihin kohdistuva verkkoväkivalta](#). 2017.

10. Women's line. [Mitä on digitaalinen väkivalta](#). 2024.

11. Prime Minister's Office. [Työelämän vetovoimatekijät Suomessa](#). VNTEAS-raportti 65/2023. Helsinki: Valtioneuvoston kanslia, 2023.

12. European Parliament. [Mitä on naisiin kohdistuva verkkoväkivalta ja miten sitä ehkäistään?](#) 2024.

13. European Commission. [Ehdotus Euroopan parlamentin ja neuvoston asetukseksi yhtenäisestä eurooppalaisesta maksualuetta koskevasta säännöstöstä \(SEPA\)](#). 2022.

# THE RESPONSIBILITY AND ROLE OF DECISION-MAKERS

Instead of recognizing online violence as a societal issue, acts of online violence are often perceived as isolated incidents. However, silencing of women and girls is a threat to democracy. Women in public positions, such as politicians, activists and journalists are often subjected to systematic online targeted harassment based on their gender. Violence or its threat can jeopardize women's ability to participate in society on equal terms with men.<sup>14</sup>

**“As a woman, I’ve experienced a lot of hate speech especially on TikTok. Because of hate speech, I’ve had to stop making videos that speak out or provoke discussion. It feels sad that I have to make myself and my opinions smaller because of fear of hate speech. There is nothing else to do about hate speech, other than blocking commenters. Still, the commenter can just create a new account and continue.” – Member of the Generation Equality youth group**

**Decision-makers play a key role in ensuring that everyone – including young people and minorities – has the right to be safe online.** Social media use often begins already at a young age.<sup>15</sup> It is easier for a young person to accept online violence as part of digital spaces if no knowledge or tools are offered to recognize and report it. **Young people’s understanding of online harassment inevitably becomes distorted if there is no change** – especially if they are accused instead and told to behave differently or to stay offline altogether.<sup>16</sup>

Therefore, **decision-makers have a duty and responsibility to take action that improves the lives of all citizens.** Under 18-year-olds do not have an opportunity to vote and influence policy directly, which further emphasizes the responsibility of those in power.



14. European Commission. Ehdotus Euroopan parlamentin ja neuvoston asetukseksi yhtenäisestä eurooppalaisesta maksualuetta koskevasta säännöstöstä (SEPA), 2022.

15. Mannerheimin lastensuojeluliitto. Lapset ja media, 2023.

16. Helsingin Sanomat. Suomessa 42 prosenttia tytöistä on joutunut häirityksi verkossa, tutkimus kertoo, 2020.

**"I'm worried about the lack of accountability of social media platforms and the kind of behavior considered acceptable online. If young people learn that it's okay to say or do 'anything' online without consequences, it will affect the atmosphere and attitudes offline as well. Some of the consequences are already evident especially when it comes to harassment and violence, as shown in recent research findings."**

**–Member of the Generation Equality youth group**

**Decision-makers must commit to concrete actions to prevent online violence. They must also develop legislation, regulations, and proposals to resolve the issue.** Women and minorities must also be included for example in developing of media platforms and new decisions. It is also important that decision-makers support young people's activism and take responsibility for highlighting the seriousness and extent of online violence.

As an EU member state, Finland is committed to following its decisions and directives, which means that Finnish legislation and practices must improve accordingly. **Finland leads the Action Coalition on Technology and Gender Equality within the Generation Equality campaign, which makes the decisions and statements Finland makes regarding online violence significant.** In this way, Finland has the opportunity to encourage other countries to innovate and take action to combat online violence within and beyond the EU.<sup>17</sup>

**"Public debate often speculates about why girls aren't interested in the tech industry, when the focus should actually be on how to make girls, women, and minorities feel welcome in the field. What's essential is to consider how women could be offered more opportunities to participate in developing technology."** – Member of the Generation Equality youth group



*The Generation Equality youth group's meeting with the Ministry of Foreign Affairs in fall 2024.  
Photo: The Ministry of Foreign Affairs*

# DECISION-MAKERS' WAYS TO COMBAT ONLINE VIOLENCE:

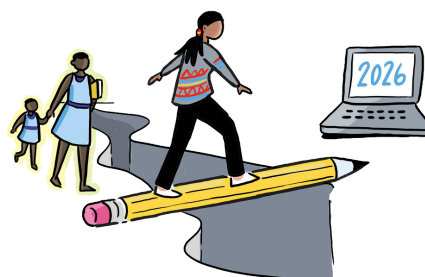
## 1. Raising awareness about online violence

Studies have indicated that young people are particularly vulnerable as victims of online violence.<sup>18</sup> It is understandably difficult to recognize the forms of violence if one is not aware of them. Thus, raising awareness (of online violence) is essential. Raising awareness among authorities, social workers, healthcare professionals and other experts working in the field is especially important.

For example, the Finnish Institute for Health and Welfare (THL) offers free and open training courses for everyone, one of which is specifically designed to help these professionals recognize online violence and equip them with the skills to intervene.<sup>19</sup>

When designing measures to raise awareness, it is important to take into account factors such as the person's gender, age, ethnicity or functional ability that may affect how they experience online harassment. This makes the problem easier to identify both for professionals and for the victims themselves.

Training materials and opportunities to discuss the topic should be offered to those working in the field and to victims. **Raising awareness among professionals and users of online platforms helps lower the threshold for reporting incidents of online violence.**



## 2. Criminalizing targeted harassment

Targeted harassment refers to actions in which an individual, either on their own or by mobilizing others, initiates or encourages organised harassment targeted at a specific person.<sup>20</sup> It can be direct or indirect. Methods include slander, spreading private information and making threats.

18. UN Women Suomi. [Trollaus, vainoaminen, doksaus ja muut naisiin kohdistuvan väkivallan muodot digiteknologioiden aikakaudella](#). 2024.

19. THL. [Väkivalta-aiheiset verkkokoulut: Digitaalinen väkivalta -verkkokoulu](#). 2024.

20. Ministry of the Interior. [Maalittamisen laajuutta käsittelevä kirjallinen aineisto](#). 2021.

Targeted harassment has particularly harmful effects on women and girls, because they are often subjected to gender-based abuse such as sexual threats and misogynistic hate speech.<sup>21</sup> The aim is to silence women in public discourse and restrict their participation in societal life, thereby limiting democratic participation. Targeted harassment also harms mental well-being leading to anxiety, loss of self-esteem, and isolation.

**Criminalizing targeted harassment is important, as it would offer better protection for individuals' safety and privacy. It would also help prevent online violence and ensure that perpetrators are held legally accountable.**

Furthermore, such legislation would promote gender equality and strengthen freedom of speech, especially for women and minority groups who are more vulnerable to this kind of abuse.

**"Queer youth face particularly high levels of hate speech and (online) violence, which is why the diversity of gender and sexuality must be considered in decision-making. The rise in hate speech also contributes to an increase in hate crimes. Threat of hate speech and violence pushes people further away from political participation, deepening the political fragmentation." –Member of the Generation Equality youth group**

### **3. Declaring online violence as an indictable offence**

Currently, online violence is not a separate criminal offence, but a complaint-based offence prosecuted under various criminal charges. A complaint-based offence means that the victim of the crime must demand justice and punishment themselves.<sup>22</sup> After this, the police can initiate an investigation, and the prosecutor can bring charges. If the victim later decides to withdraw the complaint, the investigation will be closed. Complaint-based offences are considered less serious under the law, which raises the threshold for reporting the crime.<sup>23</sup>

Online violence should be made an indictable offence. This would protect the victim better, **as they would not have to bear the responsibility of initiating the legal process.** At the same time the victim wouldn't have to take full responsibility for gathering the evidence.

Indictable offences are those in which the police and prosecutor can investigate and bring charges, even if the victim does not demand punishment, ensuring better legal control in more serious crimes.<sup>24</sup> This is especially important in situations where the effects of online violence can be mentally severe. Furthermore, this would enable more effective crime intervention by the authorities and reduce the number of unpunished cases.

21. [Naisjärjestöjen Keskusliiton lausunto maalittamisen rikosoikeudellista sääntelyä koskevasta arviomuistiosta.](#)

22. Finnish Government. [Naisiin kohdistuvaan digitaaliseen väkivaltaan puuttumisen haasteet poliisin työssä, rikosprosessissa ja tukipalveluissa.](#)

23. Victim Support Finland. [Mitä tarkoittaa asianomistajarikos tai virallisen syytteen alainen rikos?](#)

24. Victim support Finland. [Mitä tarkoittaa asianomistajarikos tai virallisen syytteen alainen rikos?](#)

This change emphasizes the seriousness of online violence and society's harsh approach to it. This would also act as a preventative factor, as it would systematically address the crime without the active intervention by the victim.

**"Addressing online violence should be able to begin, for example, from legislation. This would also raise awareness of the problem and make it better known to everyone." -Generation Equality youth group member**



#### **4. Standardizing the definition, documentation, and procedures for handling online violence in the criminal justice process**

When it comes to online violence, a more specific and unified definition needs to be reached in order to take its unique aspects into account. Current laws handle online violence by placing it in the framework of other crimes, such as defamation or harassment.<sup>25</sup> This approach doesn't take into account the special nature of online spaces and platforms sufficiently and does not place enough emphasis on this type of violence's seriousness. This can lead to an inability to recognize the multitude of ways online violence takes place and insufficient reaction to it.

Standardized action plans need to be developed for the pretrial phase of investigation to create clear steps for collecting and processing evidence. This includes making sure all kinds of possible evidence can be taken into account. Law-enforcement officers need to be trained to recognize and respond to cases that involve online violence in a consistent manner that is sensitive towards the victim.

**Alongside law enforcement, prosecutors need to have a clear code of conduct when prosecuting cases that involve online violence.** This would better guarantee that cases are dealt with in a standardized way and help prosecutors assess the seriousness of each case. A clear code of conduct could also address concerns of inequality in regards to geographical location and other factors.

#### **5. Improving the position of victims**

Often, victims of online violence might not recognize the crime themselves which highlights the role of the professional, making sure that the victim's rights come to fruition. Health and social services, as well as schools need to better address online violence in their work and offer different support services to those who have experienced online harassment and violence. Law enforcement needs to recognize the chance of online violence co-occurring along other types of crime in order to inquire about it during an investigation. According to current data, this is not a consistent practice during pre-trial investigations.<sup>26</sup>

25. The Coalition of Women's Associations. [Asiantuntijateksti: Digitaalinen väkivalta](#). 2024.

26. The Police. [Tutkimus: Naisiin kohdistuvaa digitaalista väkivaltaa on sivuutettu ja normalisoitu](#). 2024.

Another reason a victim's position when faced with online violence is weak, stems from the need to self-collect evidence. This means the victim needs to subject themselves to continued harassment in order to collect significant amounts of evidence. Often, the reality of the situation is however, too emotionally draining for the victim to collect significant evidence leading to a harder prosecution.<sup>27</sup>

Geographical inequality is a significant factor in improving a victim's position. In especially remote and rural areas, support for victims is harder to reach leading to more escalation.<sup>28</sup> Making support services accessible in all areas will lead to a stronger standing for victims. Sufficient resources need to be allocated to organizations and NGOs that offer services for victims of online violence.

## 6. Upholding sensitivity towards victims of online violence

Facing violence is traumatizing and draining. Many victims' situations become prolonged and finding support, finding a way out of the situation, and recovering from the experience may take a long time and require a lot of personal resources. The lines between acceptable online behavior, harassment and violence might be blurred for many victims leading to an inability to recognize what material can be used as evidence in legal proceedings. This is why offering advice on how and what evidence should be collected would be a good first step.

However, evidence collection should primarily be done by officials.

As online users, children and youth are in an especially vulnerable position to become victims of online violence.<sup>29</sup> They may blame themselves for getting victimized and may not understand that what they experienced constitutes a crime.

Sensitivity training is especially needed for law enforcement who deal directly with online violence and its victims as well as healthcare professionals and social workers. A victim of violence has been traumatized and needs support and understanding, not minimization or victim blaming. Professionals who directly communicate with victims of online violence need to understand online violence as a phenomenon and that the victim has most likely experienced other types of violence alongside online violence.

Instances where the threshold for prosecutable online violence has been reached need to be investigated as fast as possible to ensure the best possible outcome for the victim. Extended legal processes prevent the beginning of the healing phase and force the victim to relive their trauma. It would also be important for the victim to be supported by a group of professionals who deal with different aspects of the process..



27. The Police. [Tutkimus: Naisiin kohdistuvaa digitaalista väkivaltaa on sivuutettu ja normalisoitu](#). 2024.

28. Amnesty. [Onko reitti selvä? Naisiin kohdistuva väkivalta ja ihmisoikeusvelvoitteiden toteutuminen kunnissa -seurantatutkimus](#). 2021.

29. Finland Statistics. [Joka neljäs kokenut digitaalista väkivaltaa verkossa – yleistyvällä ilmiöllä vakavia seurauksia](#). 2023.

## 7. Holding online platforms accountable for sharing materials with authorities

Under current legislation, the burden of evidence is disproportionately high and puts the victim in a vulnerable position.<sup>30</sup> By requiring online platforms to give data such as deleted messages, degrading comments, and details of anonymous accounts behind violent behavior the burden of proof placed on victims could be lifted. This would also help demonstrate the continuous nature of the harassment to law enforcement and the judicial system.

Online platforms must give the requested data to law enforcement when asked to, not simply in cases of heavy crime. Protecting users and following local rules and regulations should always be a priority for private companies.



## 8. Holding online platforms accountable for moderation

Preventing online violence is not just a matter of reacting to individual cases, but also requires proactive and long-term action. Online platforms, such as social media and online gaming platforms, play a crucial role in this work, as they are key spaces where users encounter different types of online violence. Online violence can appear as unwanted sexually explicit messages, targeted harassment, downplaying personal skills or characteristics, or unauthorised distribution or threats to distribute sexually suggestive material, whether it would be real or generated by AI.<sup>31</sup>

Currently, many companies that run online platforms focus primarily on reactive measures after cases of violence, which is not enough to prevent this issue.<sup>32</sup> Instead, companies need to be actively engaged in promoting safe online environments and taking responsibility for the violence that occurs on their platforms. This can be done, for example, by setting guidelines, regulations and laws that require online platform owners to establish transparent policies to prevent online violence.

30. The Police. [Tutkimus: Naisiin kohdistuvaa digitaalista väkivaltaa on sivuutettu ja normalisoitu](#). 2024.

31. THL. [Digitaalinen väkivalta](#). 2024.

32. UN Women Suomi. [Trollaus, vainoaminen, doksaus ja muut naisiin kohdistuvan väkivallan muodot digiteknologioiden aikakaudella](#). 2024.

In addition, education should be provided for online platform developers and other technology professionals, covering the different forms of online violence and key ways to prevent it.

Our first manifesto, “Right to be online<sup>33</sup>”, provides concrete and practical suggestions on how tech companies can take an active role in combating online violence and creating more sustainable, safer digital spaces for all users.

**“On multiple occasions, I’ve had to report someone’s homophobic, transphobic or misogynistic comment or content, and the online platform’s response has been that the content or comment isn’t against the platform’s guidelines. This needs to change! It cannot be that the responsibility for removing harmful comments or content lies only with the account admins when the platforms do not take responsibility or even recognize the problem.” - Member of the Generation Equality youth group**



## 9. Requiring educational institutions to raise awareness about online violence

Schools have a key role in preventing online violence and tackling the structural inequalities in the tech sector.<sup>34</sup> Schools need to be made responsible for raising awareness of online violence and inspire young people of different genders and from diverse backgrounds to enter the technology sector.

Online violence may be dealt with in schools at too general a level, thereby overlooking the characteristics of the phenomenon.<sup>35</sup> Online violence must be discussed openly and concretely as part of sex and media education. Education should cover how online violence related to gender, sexuality and appearance occurs and how it can be prevented.<sup>36</sup> Today, bullying is increasingly taking place online, which also highlights the responsibility of schools. We need to pay particular attention to girls of color, as they experience online violence more often than other population groups.<sup>37</sup> Media education can teach critical media literacy and how to recognize and combat forms of online violence such as harassment, targeted harassment and hate speech.

The gendered nature and lack of diversity in the tech sector are one of the root causes of online violence.<sup>38</sup>

33. Generation Equality and Plan International Suomi. [Oikeus olla online](#). 2022.

34. Board of Education. [Kiusaamisen vastainen työ kouluissa ja oppilaitoksissa](#). 2020.

35. Board of Education. [Uusi sivusto tarjoaa ohjeita ja työkaluja kiusaamisen, häirinnän, syrjinnän ja väkivallan tunnistamiseen ja niihin puuttumiseen](#). 2023.

36. The European Parliament. [Euroopan parlamentin päätöslauselma 21. lokakuuta 2021 oikeusvaltioperiaatteen ja unionin perussopimusten rikkomisesta Puolassa ja EU:n oikeusjärjestyksen ensisijaisuudesta \(2021/2935\(RSP\)\)](#) [Päätöslauselma TA-9-2021-0489]. 2021.

37. Amnesty. [Online Violence: Technology reproducing gender inequality](#). 2024.

38. Amnesty. [GLOBAL: Tech systems worldwide are fueling gender inequalities](#). 2024.

For example, the low representation of women and gender minorities affects both the design of products and the security of digital environments.<sup>39</sup> Educational institutions can be supported in dismantling the inequality of the tech sector by encouraging girls and representatives of minorities to enter the field. This can happen, for example, by introducing role models and diverse career opportunities in the sector. Schools should also develop guidance that identifies and dismantles gender stereotypes associated with technology-oriented choices.

Combating online violence and promoting equality in the technology sector needs to be made a priority in education. We need bold decisions and a curriculum that includes learning about the root causes of online violence as well as the possibilities of technology for all. This way, schools can create a generation that builds a safer and more equal digital world.

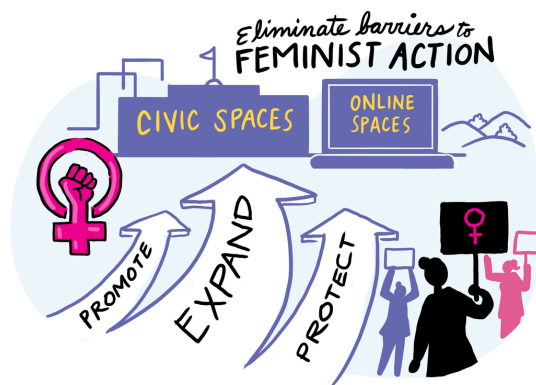
**“The role of guidance counsellors is important. To what field each student is encouraged to apply, will influence their decision-making. Schools should also teach more about what kind of behaviour is acceptable online or on social media. Young people should be reminded that social media and online platforms are not a separate reality, where violence is somehow more OK.”**  
-Member of the Generation Equality youth group

## 10. Developing cooperation within and outside of the EU to combat online violence

The EU has taken measures to combat online violence, but so far these measures have not been enough. Member states have different legislation on online violence, which results in different levels of enforcement and implementation of the common EU directive.<sup>40</sup> Developing legislation and policies through national and international cooperation would improve the situation of victims of online violence across Europe.

The role of international cooperation in combating gender based online violence is crucial, since online violence often crosses physical state borders: the victim and the abuser may be from different countries, so we need a common set of rules. The internet is a shared space for everyone, so everyone has a responsibility to make sure it's safe to be there.

**“The significance of international human rights agreements, EU regulations and national policies for individuals should be clarified.”**  
-Member of the Generation Equality youth group



39. Reuters. [EEOC says high tech workforce continues to lack diversity](#). 2024.

40. European Parliament. [Cyberviolence against women: What is it and how to prevent it](#). 2024.

# COMMIT AND CONTRIBUTE TO PREVENTING AND COMBATING GENDER BASED ONLINE VIOLENCE

Policymakers, politicians, and other stakeholders' public and genuine commitment to combating and preventing gender based online violence is an important and timely step towards a safer internet. More education is needed among policy-makers and officials on the increasing and evolving forms of online violence. Only with up-to-date knowledge can we develop ways to limit and comprehensively outlaw the use of new technologies used to commit online violence.

Online platforms need to be safe for everyone, and to create safe spaces, companies need to take more responsibility for moderating and monitoring platforms. **The responsibility should not lie with those who experience violence.** Companies need to take reports of violence seriously and block harassing users.

The technology sector should also participate in campaigning to tackle online violence and show its support for those working against online violence.

We can't keep the online environment separate from the physical society, where hate speech and online violence are just "part of it". Decision-makers nationally and internationally have the power to make decisions that will hold the technology sector accountable for providing more responsible and safe platforms for all users.

**To give concrete actions to their commitment to preventing and combating online violence, we encourage technology sector actors to make their own Generation Equality commitments.** Find out how to become a commitment maker on the UN Women Finland website.

**When decision-makers intervene and encourage others to react to gender-based online violence, they show that online violence is not acceptable and that the internet belongs to all. Everyone has the right to be online.**

# LET'S ENSURE A SAFE INTERNET BY CONTINUING THE WORK AGAINST GENDER BASED ONLINE VIOLENCE EVEN AFTER THE GENERATION EQUALITY CAMPAIGN!



We, Generation Equality youth, encourage you to take concrete action on the commitments of the Generation Equality campaign and therefore accelerate the implementation of Finland's national commitments.

It is crucial that Finland remains at the forefront of using technology to promote gender equality. Young people need to be involved in this work, as young people are the group particularly affected by the inequality of technology. The Generation Equality campaign is an excellent way for Finland to promote these themes.

# JOIN US FOR THE ORANGE THE WORLD CAMPAIGN

**UN Orange the World campaign 25.11.-10.12.**  
for ending violence against women and girls.

Every year, **major buildings around the world are illuminated in orange**, including the Empire State Building and the Egyptian pyramids.

**The colour orange** symbolizes hope for a future in which life without violence is everyone's right.

**Take a stand against gender based online violence by turning your social media channels orange**

More information: [unwomen.fi/osallistu/oranssit](http://unwomen.fi/osallistu/oranssit)

**#OrangetheWorld**



