MOST POPULAR APPS: Information from ThinkUKnow and NSPCC NetawareApp		
	Facebook: Social network- messaging, photo/image/video sharing, voice call, content sharing, live streaming	**Risks:** 48% children found it risky- talking to strangers, having strangers view profile, lack of privacy. Inappropriate adverts, disturbing videos, hackers, location of user identified; too easy for underage users to register
	ASKfm: Social networking- ask other people questions. Can choose to ask anonymously	**Risks:** 68% of children/young people felt it was risky. Anonymity; cyberbullying and trolling, exposure to inappropriate content; too easy for young children to sign up
	Blackberry's BBM: Instant messaging, group chats, voice calls and share voice notes and pictures	**Risks:** 29% of children/young people felt it was risky. Strangers contacting them, bullying, inappropriate content. No controls over who can use it, no age checks made
	Google+: Share videos, photos, instant message and video calls. Create 'circles' on contacts. 'Hangout'- use webcam to have meetings, group discussions, group catch-ups	**Risks:** 29% of children/young people felt it was risky. Adverts, adult or upsetting content, adding and talking to strangers, limited information about safety settings
	Instagram: Picture and video sharing. User can post content and use hashtags to share memories, experiences and thoughts with online community. Allow friends, family, companies and celebrities on Instagram. Allows live streaming	**Risks:** 34% of children/young people thought it was risky; strangers, particularly adults talking to them, offenders may be able to learn about common interests to potentially groom; and locate via location services cyberbullying, posting mean posts or pictures, hacking and fake accounts, screenshotting and sharing pictures/videos without permission; too easy to register; reporting system not robust
	Kik: Social networking/Instant messaging app. Share photos, organise events, share games, news	**Risks:** 22% of children/young people felt it was risky- strangers adding them, messaging them, especially adults, hacking, exposure to sexualised conversation sending inappropriate and nude pictures; lack of registration security; anonymity factor

	Snapchat: Photo/video messaging app	**Risks:** 32% of children/young people felt it was risky. Photos can be grabbed via screenshot and sent on to others. The 'snap' appears on screen for up to 10 seconds. Snapchat story- share snaps in sequence for up to 24hours. Strangers can the child, unable to control what is seen when snap is opened; inappropriate content.Signing up is too easy; not robust in blocking system
	Youtube: Video sharing, allows comments, create own music playlists and channel, have a public profile, allows live streaming	**Risks:** 26% of children/young people felt it was risky. Access to inappropriate material, trolling, inappropriate adverts
	Facebook Messenger: Instant/Private messaging for Facebook friends	**Risks:** Unwanted contact from strangers/potential grooming; reporting feature is not obvious
	Minecraft Pocket Edition: Build and create a virtual world; multiplayer function to explore worlds created by other users	**Risks:** 14% of children/young people felt it was risky. Unwanted contact, potential grooming; chat with strangers; rude, mean comments, having to kill animals in the game
	Skype: Audio/Video/webcam calls online and via app; send instant messages	**Risks:** 20% of children/young people felt it was risky. Webcam feeds can be recorded/faked; strangers can add people, adverts ; reporting feature not easily accessible; poor security
	WhatsApp: Private and group messaging instant app; send photos and videos	**Risks:** 12% of children/young people felt it was risky. Messages can instantly be broadcast to a large group; be contacted by strangers, see profile picture, some scam messages; easy to register; limited information about reporting
	ooVoo: Video chat app allowing video chat for up to 12 people via webcam	**Risks:** 26% of children/young people felt it was risky. Default privacy settings are set to public; Indecent imagery, exposure to strangers. 26% of children/young people felt it was risky; adverts exposure, some in-app purchases

	Omegle: Social networking, randomly connects you to another person who's on the site. Allows talk between them in one to one conversation-audio/videoconversation. Can appear as anonymous	**Risks:** 69% of children/young people felt it was risky. No control over what you see; is a lot of sexual and disturbing content; grooming risk. No registration checks. Can report but difficult to control people on camera.
	Pokemon Go: Catch characters in the environment.	**Risks:** Location services and privacy settings make this a risk to children young people; real life threat to security online and in the environment
	Musical.ly: Creating and sharing short music videos	**Risks:** 22% of children/young people felt it was risky. Exposure to sexual content; hackers, lack of strong privacy settings; signing up is easy with no need for real name; videos are public unless made private
	Call of Duty Black Ops Zombies: 18 PEGI Fight zombies- play alone or in teams of up to 4 players	**Risks:** 22% of children/young people felt it was risky. Violent and gruesome games; adult and offensive language, hacking
	Grand Theft Auto: 18 PEGI Virtual world- take part in criminal activities; No local multiplayer, GTA V does have online multiplayer mode	**Risks:** Violence and inappropriate adult language; order rape of a prostitute; extreme violence; multiple, motiveless killing; violence towards defenceless people; and strong language; Language includes the "f" word and "c" word, and there are also "scenes of sex with no visible genitalia, and illegal drug use".
	Facetime: Video/webcam calls online and via app	**Risks:** 13% of children/young people felt it was risky. People you don't know can facetime you; screenshots of your Facetime call without telling you; potential grooming, contact by strangers
	Moshi Monsters: Virtual gaming aimed at 6-14 years	**Risks:** Grooming

	Spotify: Play music, create playlists, messaging	**Risks:** Offenders could learn of common interests through shared playlists to potentially groom
	Club Penguin: Massively multiplayer online game set in virtual world	**Risks:** Grooming
	Twitter: Social networking with limited characters, private messaging, sharing photos/videos also via Instagram; brands and companies have accounts etc	**Risks:** 20% of children/young people felt it was risky. Trolling abuse; content can be unsuitable, fake and scam profiles and spam bots; inappropriate comments