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National Youth Services'

YOUTH TRENDS REPORT

FALL 2018



Royal Canadian Mounted Police Gendarmerie royale du Canada

Canada

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A FEW NOTES...

The Youth Trends Report is compiled by the Royal Canadian Mounted Police's National Youth Services. This quarterly report is aimed at informing frontline officers, and persons working with youth aged 13 to 18, about topics that are currently popular among this age group.

This report includes examples of what is happening in youth culture, and provides links to further information on topics of relevance or interest. Although we make an effort for the report to be a true representation of the Canadian youth population, we recognize that we are unable to speak for all youth in Canada.

The information in the report is obtained from the RCMP National Youth Advisory Committee, organizations working with youth, and open-source platforms through an environmental scan of the media, social media, and blogs. Each trend is linked to one or more topics that, to the best degree possible, relate to the topics found on the [Centre for Youth Crime Prevention](#) website.

Please note that certain terms used in this report may be considered offensive by some.

THAT'S WHAT YOUTH SAID

The RCMP's National Youth Advisory Committee (NYAC) brings together a diverse group of Canadian youth between the ages of 13 and 18. The NYAC meets through an online forum to discuss youth crime and victimization issues. It plays a role in shaping how the RCMP supports young people. Committee members identify issues affecting youth, address community concerns and help design initiatives that foster change and meet the needs of youth. This section is based on the feedback and responses of the 2017-2018 NYAC.

The 2017-2018 NYAC members were asked what video games, applications (apps), and online games are most commonly used by youth. This section includes their most frequent answers, along with descriptions and comments by National Youth Services on possible implications.

CALL OF DUTY

Call of Duty is a military-style, first-person shooter video game franchise. The franchise includes several video games, the most recent release being "Call of Duty: WWII". An upcoming edition titled Call of Duty Black Ops 4 has a proposed release date of October 12, 2018. In the game, players are given the option of playing in campaign mode - an offline mode where players can complete several military objectives and missions. In addition to the campaign mode, players have the option of engaging through online, multiplayer platforms.

POSSIBLE IMPLICATIONS

Militaristic and recommended for mature audiences, this game can expose youth to violent content. Youth may be exposed to derogatory or obscene language in either the campaign mode or online multiplayer component.

REFERENCES: [Children Playing Mature Games](#), [Call of Duty](#), [Call of Duty Review](#) 

FORTNITE

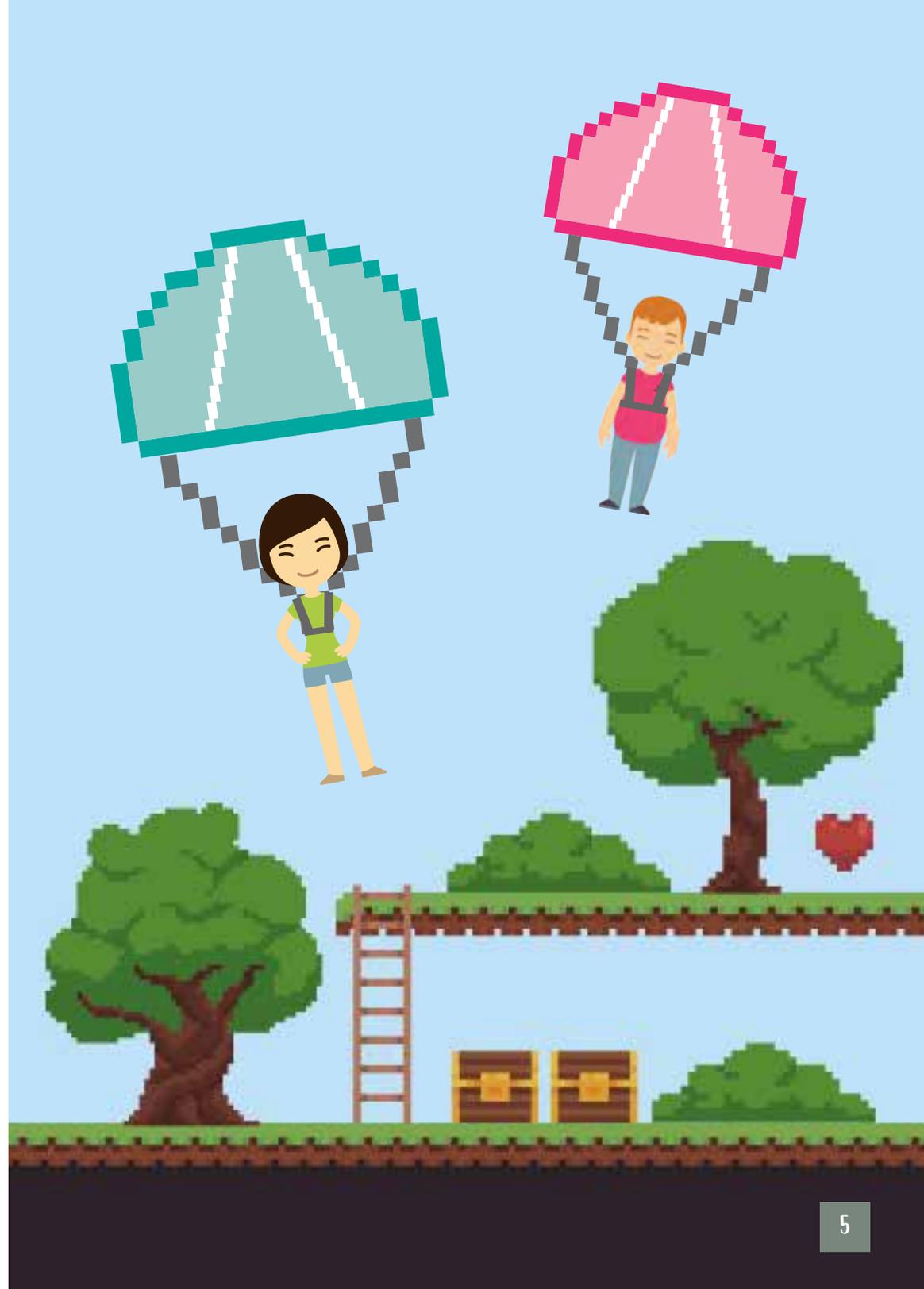
Fortnite is a popular online video game where gamers fight each other in a virtual environment, with the objective of being the last individual standing. Numerous weapons are hidden around the map, including; rifles, grenade launchers, pistols, and crossbows. Players are encouraged to explore the landscape to find these weapons. The in-game environment decreases in size overtime to force one-on-one player encounters.

Players can also have their game characters perform a variety of dances – players have reportedly been using the dances whenever they eliminate another player. The “floss dance” is one of the many popular dances in this game, and some schools have banned the dance move because of its association to violence.

POSSIBLE IMPLICATIONS

Concerns have been raised in the media that Fortnite can expose children to violence, inappropriate language, and can be addictive. It also can put them at risk of online child grooming. Child grooming is when individuals gain the trust of children by establishing an emotional connection for the purpose of sexual abuse, exploitation, or human trafficking. It has been reported that the game’s chat features (i.e. voice and text feature) have put some children in contact with child sex offenders in the United Kingdom. In addition, it has been reported that the game has been used by far-right radicalized groups to recruit youth.

REFERENCES: [Fortnite Addiction](#), [Child Sex Offenders](#), [Fortnite Scams and Addiction](#), [Child Grooming](#), [Fortnite and Radicalization](#), [Floss Dance](#), [What is Child Grooming](#), [Fortnite Review](#), [Parent’s Guide to Fortnite](#) 





PLAYERUNKNOWN'S BATTLEGROUNDS

(PUBG) is a multiplayer online video game that can be accessed on gaming consoles (e.g. PlayStation, XBOX) and smart phone. PUBG is very similar to Fortnite – players scavenge for weapons and battle each other in an effort to be the last one standing. The in-game environment decreases in size overtime to force one-on-one player encounters.

POSSIBLE IMPLICATIONS

Youth who play this video game may be exposed to graphic and violent content. PUBG also allows players to communicate online through an in-game chat system, which can increase the risk for verbal abuse by other players or strangers when using this feature. It has been reported that players have abused the chat feature to harass and bully others.

REFERENCES: [PUBG](#), [PUBG Voice Chat](#)



MINECRAFT

Minecraft is considered to be a sandbox video game, as players can roam, build, and change the virtual environments with minimal limitations. More specifically, the game allows players to use their creativity to build a vast number of objects out of materials in the shape of blocks (e.g. wood, iron, sand, etc.). There are three game modes within Minecraft: creative mode, where players have an unlimited number of resources to build what they want; survival mode, where players must survive dangers and earn their resources; and adventure mode, where players can create their own maps or environments. Minecraft also offers an online multiplayer component, where players can interact with one another.

POSSIBLE IMPLICATIONS

Players can interact with others online through multiplayer servers that are reportedly heavily policed by Microsoft. However, Minecraft has also been identified in the media as one of the several games used by child sex offenders and far-right radicalized groups to prey on children or recruit them. To help reduce these risks, individuals can turn off the multiplayer online component through the parental control section of the console (e.g. PS4, XBOX, and Personal Computer) or create a private server. This way, players will be able to play within the video game environment, but not interact with other players online.

REFERENCES: [Minecraft](#), [Overview of Minecraft](#), [Minecraft and Child Grooming](#), [Far Right Nationalists and Minecraft](#), [Parent Guide to Minecraft](#), [Child Sex Offenders and Minecraft](#)



GRAND THEFT AUTO

Grand Theft Auto is a video game series where individuals can explore cities and complete a variety of missions, all with the objective of rising through the ranks of the criminal underworld. The most recent release, Grand Theft Auto 5 which has sold 95 million copies, has an online-multiplayer component where players can freely roam the virtual environment, interact with others, and engage in various activities, including: racing, fighting, death matches (i.e. player vs player shootouts), and completing in-game missions.

POSSIBLE IMPLICATIONS

Grand Theft Auto is characterized by an open world concept, where players are encouraged to freely roam the virtual environment, commit various crimes/activities, drive around and shoot others. As such, there are many instances where video game players would be exposed to violence or commit in-game violence themselves. There has even been an instance where an 11 year old boy in Ontario led police on a high-speed chase after playing the Grand Theft Auto video game. It was reported that the young child wanted to know what it was like to drive a car.

REFERENCES: [Grand Theft Auto](#), [High-Speed Chase](#), [Grand Theft Auto 5 Review](#)



SPORTS VIDEO GAMES

There are several video games that simulate playing sports that are common among youth. These games have various game modes that players can choose from; most notable, career and online modes. In career mode, users create their own sports characters and try to move up the ranks in a specific sport, within the simulated environment. The online feature allows users to face other players in virtual sports games.

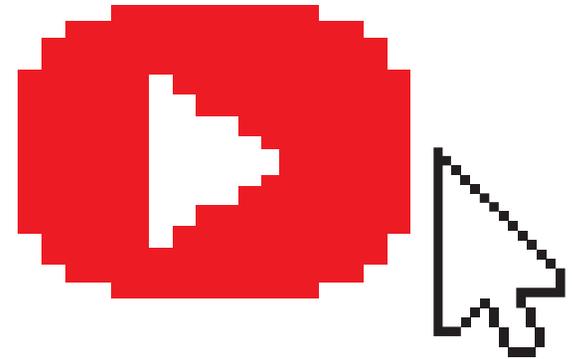
POSSIBLE IMPLICATIONS

These sports games have voice chat features that allow players to talk and engage with one another. While these features may complement the overall gameplay, youth who use it may encounter vulgar language, strangers, or harassment.

REFERENCES: [Voice Chat](#), [Sports Video Games](#)



The NYAC participants were asked what YouTubers or YouTube channels are most popular among youth. The majority of YouTubers they identified are vloggers who upload content such as personal life updates, social media challenges, pranks, and public stunts. This section includes the most popular answers NYAC participants identified, as well as related comments or concerns identified by media articles.



JAKE PAUL

Jake Paul is a famous YouTuber who primarily focusses his videos on pranks, drama, stunts, and controversial topics. He has approximately 16 million subscribers and was previously employed by the Disney Channel.

IMPLICATIONS: Jake Paul has been widely criticised for some of the videos he uploads. Some of his videos include public disturbances, vandalism, and dangerous/extreme stunts. The YouTuber has also been criticised for uttering racist remarks during one of his videos.

[Jake Paul Review](#), [Jake Paul and Racist Remarks](#), [Jake Paul Overview](#), [YouTuber Accused of Public Nuisances](#), [Lawsuit Against Jake Paul](#)

DAVID DOBRIK

David Dobrik first gained popularity by posting videos on the application, Vine, but now features his videos on his YouTube channel. The majority of his videos are vlogs about his life. Some of them include pranks, stunts, and social media challenges.

IMPLICATIONS: David Dobrik reportedly produces content related to cannabis and all his videos are four minutes and twenty seconds in length (4:20). He has been criticized for tweeting derogatory remarks toward women.

[David Dobrik](#), [David Dobrik Videos](#), [Who is David Dobrik](#)

LIZA KOSHY

Liza Koshy is a famous YouTuber whose channel is composed of short, comedic videos and vlogs. The YouTuber is also known for her new comedy series “Liza on Demand”. The series is only available on YouTube Premium which is exclusive to individuals who purchase a membership.

IMPLICATIONS: It has been reported that Liza Koshy’s videos may feature mild sexual jokes and vulgar language.

[Liza Koshy Review](#), [Liza on Demand](#)

SHANE DAWSON

Shane Dawson is a popular YouTuber who has two channels: Shane Dawson TV and Shane. The content that is uploaded on the former is reportedly for an older audience. Nonetheless, Shane Dawson reportedly uploads content that contains jokes, vlogs, pranks, and public stunts.

IMPLICATIONS: This vlogger has reportedly portrayed stereotypes that may be offensive and derogatory to the populations being mocked. Shane Dawson has also produced videos that contained sexual themes, inappropriate jokes, vulgar language, and references to drugs.

[Shane Dawson Review](#) 

THE ACE FAMILY

The Ace Family is a YouTube channel about a real-life family. It features vlogs and videos about their family life, and social media challenges and pranks.

IMPLICATIONS: N/A

GABBIE HANNAH

Gabbie Hannah is a YouTube vlogger who was formally popular on the application, Vine. The vlogger reportedly uploads videos to her YouTube channel that generally consist of music and comedic vlogs.

IMPLICATIONS: N/A

[Gabbie Hanna](#) 

LILLY SINGH (A.K.A IISUPERWOMANII)

Lilly Singh, who's YouTube channel is IISuperWomenII, is a Canadian YouTuber from Toronto, Ontario. The YouTuber has over 13 million subscribers, and is a comedian, musician, and motivational speaker. She has reportedly featured many celebrities and other famous YouTubers in her videos.

IMPLICATIONS: N/A

[Lilly Singh](#) 

JENNA MARBLES

Jenna Marbles is a popular YouTube vlogger who has over 18 million subscribers, and uploads comedic videos, makeup tutorials, pranks and challenges.

IMPLICATIONS: It has been reported that some of the content posted by this YouTuber may have sexual themes, as she is known for her weekly "Sexual Wednesday" posts.

[Jenna Marbles Review](#) 

WOLFIE RAPS

Charles Xavier, also known on YouTube as WolfieRaps, is a Canadian YouTuber, musician, and blogger who was born in Ottawa, Ontario. The YouTuber is known for his remixes of rap music, but also uploads videos to his channel that include: vlogs, social media challenges, pranks, and stunts.

IMPLICATIONS: N/A

[WolfieRaps](#) 

FEATURE TOPIC:

VIDEO GAMING & ONLINE ENTERTAINMENT

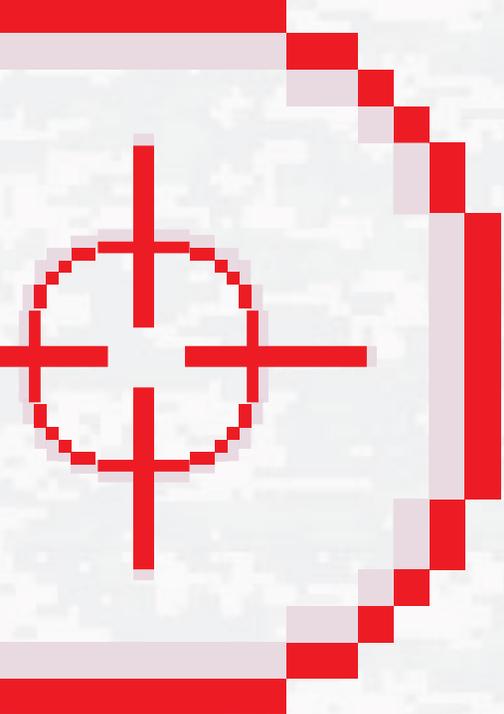


ACTIVE SHOOTER

It has been reported that a video game focussing on school shootings was scheduled to be released on the popular website Steam before it was cancelled by the Valve Corporation; a software technology company that operates within Steam. The game, Active Shooter, allowed users to assume the role of a school shooter and prowl a school's campus to harm those around them. Players could also assume the role of SWAT team members with an objective of trying to find the school shooter.

The video game received significant backlash in the U.S.A., which resulted in its release being cancelled. Although the video game was taken down after receiving backlash, it has been reported that Steam adjusted their policies to allow all types of video games. Exceptions to this policy include any content that is "illegal" or "trolling". Similar provocative games are available on Steam's website, including games that simulate suicide, school shootings, and other controversial topics.

REFERENCES: [Active Shooter](#), [Steam Policies](#)



GAMING ADDICTION

The World Health Organization (WHO) recently recognized gaming disorder under the International Classification of Diseases. According to the WHO, gaming disorder is defined as the impaired ability to control gaming, increased priority towards gaming, and the persistence and continuation to game despite its negative consequences.

Research by California State University revealed that the amygdala, the part of the brain that controls impulsivity, was smaller and more sensitive in individuals who were gaming excessively. The study concluded that the brain's reward system in youth who gamed excessively underwent similar function and structure changes as the brain of those with drug addiction.

The research also revealed that video game abuse disrupts connections between each side of the brain, which may lead to addiction. Moreover, it suggests that heavy video game usage by youth aged 13-15 is correlated to the misuse of illicit substances in their near future.

REFERENCES: [Video Game Addiction](#), [Video Games and Children's Brains](#)



VIDEO GAME GAMBLING

Many modern video games feature the “loot box”, which is an in-game lottery. Players can use real currency to purchase items (e.g. costumes, weapons, characters) that may improve their gaming experience. The prizes from these loot boxes range in value – individuals can win rare items or items that are deemed worthless; the gamer will never know what items they are going to get. The odds of winning rare items through these loot boxes are slim. If odds are in the players' favour, the prizes can give players an edge in their gaming experience.

Many game developers are capitalizing on the concept of loot boxes due to the significant source of income associated to them. There are concerns around the fact that loot boxes are a form of gambling, which may cause video game players to develop gambling addictions. Gambling addictions have reportedly been witnessed in some younger players, who have been using their parents' credit cards without consent to purchase these in-game loot boxes.

REFERENCES: [In-Game Gambling](#)



ROBLOX

Roblox is an online video game where players can create and explore virtual worlds. The game seems to appeal to a younger gaming demographic, as the majority of players are under the age of 14. The game allows individuals to customize their own character (i.e. virtual avatar in a video game), and they can engage in a variety of activities. These in-game activities include: shooting games, racing games, adventure games, roleplaying games, etc. Players also have the option to simply interact with other players by venturing through in-game Roblox cities.

Concerns have been raised around sexually explicit themes found throughout Roblox. In a recent case from the United States, a parent witnessed their child's avatar being sexually assaulted by several characters. There have also been reports of in-game sex rooms, where virtual characters engage in forms of intercourse.

REFERENCES: [Roblox Sexual Assault](#), [Roblox Sex Rooms](#), [Roblox Overview](#)

FORTNITE SCAMMING

Youth have reportedly been using their parents' credit cards, PayPal accounts, and other electronic banking methods to purchase the in-game Fortnite currency. With this in-game currency, also known as V-bucks, players can purchase new uniforms and other add-ons for their characters.

This trend has caused issues between parents and youth. Some youth have uploaded videos of themselves scamming their parents on YouTube. Although some of these videos consist of parents and youth pranking their audience for a reaction, it has been reported that many involve real incidents of youth non-consensually using their parent's credit cards.

REFERENCES: [Fortnite Scam](#)

DOKI DOKI LITERATURE CLUB

Doki Doki Literature Club is a new anime-themed video game that follows the story of a male high school student who joins his school's literature club and attempts to date four female characters. The choices the player makes will determine the scenes and the ending of the game.

Although the game appears to be an unassuming anime romance video game, it is actually a psychological horror game with disturbing content. Instead of a simple romance story, the game reportedly (ends with/follows the theme of) suicide. Some have raised concerns that the game may influence how teens portray suicide. The death of a 15 year-old boy in England is believed to be associated to the game.

REFERENCES [Doki Doki – Literature Club](#), [Suicide Video Game](#)



EXTREME YOUTUBE PRANKS AND STUNTS:

It has been reported that revenue associated with YouTube has been influencing individuals to test the boundaries of what is appropriate. The more views an individual gathers on their videos, the more revenue they can generate, and the greater their possibilities of entering partnerships with companies.

YouTubers have been posting extreme pranks and stunts to their channels as a personal marketing strategy to increase viewership. These pranks and stunts can be performed on friends and family members, but at times involve the general public or unsuspecting bystanders. As such, these YouTube videos have ranged in severity, as some individuals have uploaded videos of fake bomb threats, while others have thrown water into people's faces while pretending it is acid. Some individuals have even faked their own death as a public stunt.

Reports have indicated that these extreme ways to gain fame have become more popular with youth on YouTube. Some extreme "terror pranks" have resulted in YouTube stars being arrested by law enforcement and/or penalized by the YouTube company.

REFERENCES: [Extreme Terror Pranks](#), [Extreme Stunts](#)

GAMING YOUTUBE CHANNELS

There are several different YouTube channels that youth watch for entertainment, to participate in the gaming community, or to increase their video game skills. The majority of these YouTube channels provide updates on video games, vlogs (i.e. blog via videos) on gaming, reviews on gameplay (i.e. the way video games are played), or entertainment videos. Some popular gaming YouTube channels include: PewDiePie, DanTDM, Markiplier, Jacksepticeye, and Vanoss Gaming.

YouTubers such as PewDiePie and Markiplier are known for their “Lets Play” videos. “Lets Play” videos are when YouTubers record themselves playing popular video games and add their own commentary.

POSSIBLE IMPLICATION:

It has been reported that some content can include profane and derogatory language. More specifically, it was stated in the media that PewDiePie had uttered anti-Semitic and racial slurs during a live stream video.

REFERENCES: [What is Lets Play](#), [Popular Gaming YouTubers](#), [YouTube Gaming Stars](#), [Popular YouTube Stars](#), [YouTube Star uses racial slurs](#)

YOUTUBE SUPERCHAT

The video-sharing website YouTube developed a new “SuperChat” feature that allows viewers to pay to pin (make more visible) comments and questions on live stream videos. The more an individual pays, the longer their comment is pinned on the video. The profit that is gained from this new feature goes to the owner of the video and YouTube Channel. The reason for this pin feature was to promote better discussions between viewers and the YouTubers who are conducting these live stream videos by making comments and/or questions more visible to others.

The SuperChat feature has reportedly been pushing YouTube channels to publish more extreme content. It has been reported that far-right radicalized groups have been using the feature to highlight comments promoting violence against visible minorities. YouTube has also received a backlash for having videos on child exploitation, extremism, bestiality, and conspiracy theories.

REFERENCES: [Super Chat Pushes Extreme Content](#), [YouTube launches Super Chat](#), [YouTube Pin Feature](#)

CYBERBULLYING

Media outlets and articles have been reporting that online gaming may put youth at an increased risk of being threatened or cyberbullied. A study conducted by McAfee, a computer security company, indicated that approximately two thirds of youth are online gaming, which they believe ultimately increases their risk of being exposed to cyberbullying. Similar trends were reported by Discord, a company which offers a chat feature software for gaming communities, who indicated that 56% of their users reported witnessing hate speech.

REFERENCES: [Online Victimization](#), [Discord Teen Gaming Trends](#)



RISKY BEHAVIOURS

Youth, among other demographics, may engage and/or be present in risky behaviours or situations which can occasionally lead to severe consequences. Outlined are examples of such situations.

NON-CONSENSUAL SHARING OF INTIMATE IMAGES

The University of Calgary and the Alberta Children's Hospital Research Institute conducted a meta-analysis on the prevalence of sexting among youth. The study, which analyzed 39 previously published studies, included 110,380 participants with an average age of 15. The analysis demonstrated that 14.8% of young Canadians have sent an intimate image while 27.4% have received one. Further, the prevalence of forwarding a sext without consent was 12.0% and the prevalence of receiving a forwarded sext without consent was 8.4%.

POSSIBLE IMPLICATIONS:

A study conducted by the non-profit organization, Media Smarts, found that 42% of youth who have sent sexts had one shared by others without their consent. 38% of intimate images were shown to others physically (in person), 38% were forwarded electronically, and 30% were posted on a public forum. The study also noted that 46% of those who received sexts had shared them with others. This behaviour was more prevalent among boys (53%) than girls (40%). In addition, peer pressure was correlated with the normalization of sharing sexts non-consensually, as 79% of youth who expected their friends to share intimate images have themselves shared a sext non-consensually.

REFERENCES: [Consent and Sex](#), [University of Calgary Research](#), [Media Smarts Research](#), [Sexting Teens](#), [Young Canadian Sexting](#), [Sexting](#)

BEAR SPRAY

It has been reported that criminals and street gangs have been using bear spray as a weapon when committing infractions such as break-ins, assaults, and mischief. Some cases were unprovoked attacks, as individuals sprayed unsuspecting bystanders. Several incidents have taken place in the past few months, and law enforcement officials are warning the public of these types of attacks.

POSSIBLE IMPLICATION:

In Canada, individuals aged 18 years or older can legally purchase bear spray. It is however illegal to use it on humans, and media articles have reported that some youth have used the spray for assaulting others.

REFERENCES: [Bear Spray](#), [Bear Spray Attacks](#), [Bear Spray Attack in Nova Scotia](#), [Bear Spray Attack in Manitoba](#), [Teen Charged for Using Bear Spray](#), [Police arrest 3 Teens](#)



WATER FASTING

Water fasting (or water cleanse) is when individuals consume only water, for an extended period of time. Individuals have reportedly been attempting this diet as a means to lose weight.

POSSIBLE IMPLICATION:

Some youth have reportedly been using an app called Vora to track extreme water fasts and posting pictures of their results on social media. Water fasting for extended periods of time may lead to dehydration and starvation. For more information on the Vora app, [see page 22](#).

REFERENCES: [Water Dieting](#), [Vora App](#), [Water Fasting](#)



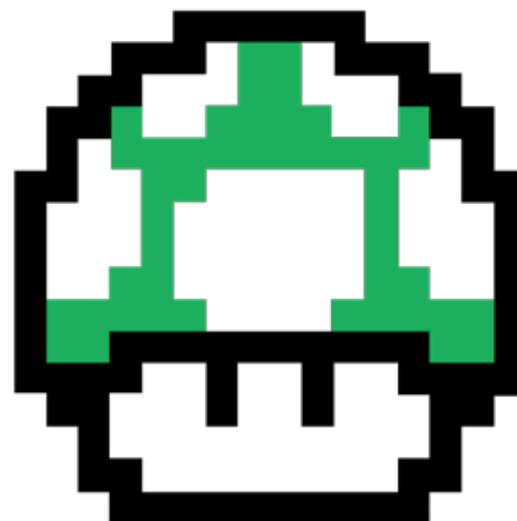
THE DEODORANT CHALLENGE

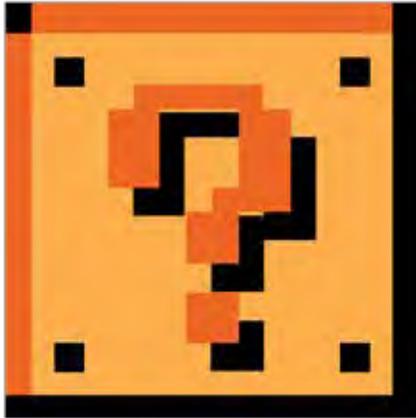
This new challenge involves spraying aerosol deodorant on one's skin for as long as possible.

POSSIBLE IMPLICATIONS:

The challenge results in burn marks on the sprayed areas. It has been reported that this damage to the skin can be permanent.

REFERENCES: [The Deodorant Challenge](#)





DRUG TRENDS

Drug and alcohol misuse can impact every demographic. Youth are often faced with choices and pressures around trying a substance. The decisions they make are crucial, as they could result in negative consequences. Outlined here are examples of current drug trends.

THIS SECTION, DRUGS TRENDS, HAS BEEN REVIEWED BY
RCMP FEDERAL POLICING CRIMINAL OPERATIONS.

PURPLE FENTANYL

Law enforcement have seized purple fentanyl in Ontario. Purple fentanyl is an illicit form of the substance that has a powdered appearance and is purple in colour. Synthetic fentanyl in powdered form is typically ingested in small amounts. However, small amounts of fentanyl can still lead to overdoses and fatalities.

REFERENCES: [Purple Fentanyl](#), [Synthetic Fentanyl](#)

VAPING

Health Canada is looking for social media celebrities who can help inform youth on the risks associated with vaping. The vaping awareness initiative was proposed after the federal government recently passed a new law that officially regulates and legalizes vaping or electronic cigarette products. These devices are widely used by youth, and Health Canada considers them harmful for their health.

The implications associated with vaping have been widely covered by media in the U.S. Media featured a case where a teen developed

hypersensitivity pneumonitis, or wet lung, after 3 weeks of vaping. Wet lung is a condition where the lung is inflamed due the overreaction of the immune system.

REFERENCES: [Health Canada Vaping Prevention](#), [Teen Develops Wet Lung](#)

CODEINE

Health Canada has reported that 110,000 units of codeine were reported missing from pharmacies and hospitals in Manitoba from 2012-2017. Similar trends have been noticed in Alberta, where codeine, oxycodone hydromorphone and morphine were the most common drugs that were reported missing. Experts have warned that when prescription drugs go missing they are usually sold to people with addictions who are unable to get a prescription.

REFERENCES: [Codeine Tops List of Missing Substances](#), [Canada's Missing Drugs](#), [Drug Thefts Alberta](#)



ONLINE TRENDS/ COMMUNICATION

Youth communicate online through many different channels. Online communication can put youth at risk, and can be difficult to monitor. Nevertheless, it plays a major part in the lives of most youth. Outlined below are examples of online trends.

VIRTUAL KIDNAPPING

TOPIC: Extortion

Law enforcement in Canada have warned the public of incidents of virtual kidnapping. Virtual kidnapping is where individuals pose as police officers or government officials and inform victims that they are implicated in a crime, or that a package has been intercepted and they are under investigation. Unlike traditional abduction, there is no physical abduction in virtual kidnapping scams. In a recent case, an international student from China was informed that she was implicated in a money laundering investigation and would be arrested if she did not transfer money via bitcoin. The fraudsters also convinced the victim to send compromising photos through the social media application WeChat. They then contacted her

family and demanded ransom, making it appear as though she had been kidnapped. Reports of virtual kidnapping are increasing across North America.

REFERENCES: [Virtual Kidnapping](#), [Kidnapping Scam Washington](#), [Peterborough – Virtual Kidnapping](#), [Calgary Police warn of Scam](#)

UNWANTED ONLINE EXPOSURE AND SOLICITATION

TOPIC: Child Exploitation

Recent research published by the Journal of Adolescent Health found that 20.4% of youth between the ages of 9 and 16.5 will be exposed to unwanted online sexual content. The study also found that 11.5% of youth will receive unwanted online solicitations. A similar article exploring the

psychological impact of this issue found that 25% of youth who view unwanted sexual content, or have been asked to send sexual content, experience extreme fear and distress. Exposure to online solicitation could reportedly have severe implications such as internet-facilitated sexual assault (meeting in person with an online acquaintance and being sexually assaulted) and sextortion.

REFERENCES: [The Journal Of Adolescent Health – Study, Impact of Online Sexual Solicitation for Youth](#)

CHILD SEXUAL EXPLOITATION

TOPIC: Child Exploitation

Statistics Canada reported that there were 8,046 police reported crimes involving sexual violations against children (e.g. sexual interference, sexual exploitation, and luring a child via a computer) in Canada during 2017; a 10% increase from the previous year. There were also 6,521 police-reported crimes involving child pornography (possessing, accessing, making or distributing child pornography) in 2017. Statistics Canada reported that there has been an 806% increase in child pornography related crime in the past decade. 78% of child pornography content found by the Canadian Centre for Child Protection (C3P) involved victims under the age of 12; 63% of whom were under the age of 8.

In child exploitation cases, offenders may threaten to expose the victim with sexually explicit material they already have, in order for them to send more sexually explicit material or to meet them in person. The RCMP's National Child Exploitation Coordination Centre (NCECC) has dedicated resources who

are the points of contact for investigations related to the sexual exploitation of children on the internet, including but not limited to cases of grooming, luring and sextortion.

REFERENCES: [Child Pornography, Police Reported Crime Statistics in Canada, 2017, C3P Research](#)

COMPUTER—GENERATED MODELS

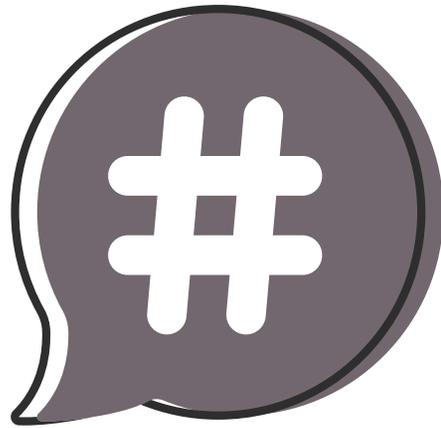
TOPIC: Social Media Influence

Social media influencers are people who have established a certain credibility, built a significant social media following, and who are paid to promote products on their channels. A growing online trend suggests that some influencers might be computer-generated, or fake accounts. The goal of these computer-generated influencers is to encourage consumers to buy their products. Concerns have been expressed that consumers may be deceived by false images.

POSSIBLE IMPLICATIONS: Youth who encounter these computer-generated influencers may be deceived and influenced by these marketing strategies.

REFERENCES: [Computer-Generated Social Media Influencers](#)





HASHTAGS

Hashtags are used in social media posts to label or categorize content. Users can search hashtags to find posts related to certain themes or content, and participate in online conversations with others who may have similar interests. Hashtags are used on platforms such as Twitter, Instagram and Facebook. Outlined here are examples of such hashtags related to recent trends.

#StrugglesOfAMillennial

A hashtag used to describe the struggles and experiences of those who were born in the millennial generation. Some individuals have used this hashtag as an opportunity to make satirical remarks or jokes, while others have used it to explain real or perceived issues that their generation is experiencing. For example, “This poor lighting is making it difficult to take a selfie #StrugglesOfAMillennial” or “Have a Bachelor’s and a Master’s Degree, but still making minimum wage with no benefits #StrugglesOfAMillennial”.

REFERENCES: [#StugglesOfAMillennial](#)

#InMyFeelingsChallenge or #ShiggyChallenge

The hashtag is associated with a new social media challenge, where individuals are performing a dance to the new song “In My Feelings” by popular Canadian hip-hop artist Drake. Although this challenge can be completed safely, many individuals have been trying the challenge by exiting a slow-moving vehicle and recording themselves dancing to the song. Law enforcement in Canada have warned that leaving a moving vehicle can lead to serious injury to the public and individuals completing the challenge. Some Hollywood stars have uploaded videos of themselves completing the challenge, which may have contributed to the rise of this social media trend.

REFERENCES: [#InMyFeelingsChallenge](#), [Police Warn of New Trend](#)

Hashtags that could lead to Child Exploitation

Law enforcement in the U.S.A. has warned parents of the potential dangers of using certain hashtags when posting photos of their children on social media. More specifically, they have warned that posting a photo with hashtags such as #ToddlerBathing, can put a child at risk of child exploitation. There have been reports of child sex offenders stalking, locating, and sharing information on children in their area by searching specific hashtags into various social media platforms and finding photos, videos, and other content of children.

REFERENCES: [Child Sexual Exploitation and Hashtags](#)

THERE'S AN APP FOR THAT

Youth use apps on their phones, tablets and computers for communication and other activities. While apps can be used with good intentions, there are some associated risks.



MAPPEN

TOPIC: Stalking

Mappen, which stands for “make something happen”, is a social media app that allows its users to share their location with friends. The app is intended to assist individuals with planning their social life by facilitating and promoting gatherings. For example, if individuals were hanging out at a coffee shop, the app would share the specific location to their friends to encourage meeting up.

POSSIBLE IMPLICATIONS: The app allows individuals to follow other users without needing their approval. Law enforcement in the U.S.A has warned that this app could be used by child sex offenders to locate and lure children.

REFERENCES: [Mappen](#)



HOLLA

TOPIC: Child Exploitation

Holla is a video chatting app that randomly pairs users. The app allows individuals to meet new people and interact with them through live stream video features.

POSSIBLE IMPLICATIONS: Users of this app have reportedly been exposed to racist and sexually explicit encounters. Youth who use this app may be exposed to unwanted or inappropriate content when talking to strangers.

REFERENCES: [Holla App](#)



CAKE APP

TOPIC: Child Exploitation

Cake is a livestreaming video chat application.

POSSIBLE IMPLICATION: The Canadian Centre for Child Protection (C3P) has issued a warning about this app, indicating it may expose users to unwanted sexual content. C3P reported that they received sexual content less than 12 hours of registering for an account. These instances included 4 accounts of unsolicited sexual content, where one male users sent a sexually explicit video. As such, C3P has stated that there is an added risk of children being exploited when using this application.

REFERENCE: [Cake App](#)



VORA

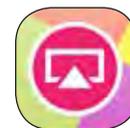
TOPIC: Eating Disorders

Vora is a fasting app that offers several fasting or dieting programs with different objectives, and allows users to track their progress. It provides users with updates, statistics, and graphs to help them reach their dieting goals.

POSSIBLE IMPLICATIONS: Vora has reportedly been misused by teens who have eating disorders. They may fast for extended periods of time and use the app to track the time between meals.

Some teens have screenshots of their results on social media or forums that promote eating disorders.

REFERENCE: [Vora](#)



SCREEN RECORDING

TOPIC: Sexting

Screen recording apps, such as Airdou and Vido, allow users to record activities occurring on their phone screens. Recordings are then saved on the user's device. Screen recording is also available as a feature in the iPhone's Control Centre as "Screen Recording".

POSSIBLE IMPLICATIONS: If an individual turns off their Wi-Fi or mobile data and uses this application, they can secretly record videos on social media platforms such as Snapchat or Instagram. Because they have turned off their Internet services, using this function will not notify the sender that their content has been recorded or that a screen shot was taken. Otherwise, individuals receive a notification indicating that their content has been copied. Youth have reportedly been using this function to record sexual content without the consent of others.

REFERENCE: [Screen Recording](#), [Screen-Recording Apps](#)



TELLONYM

TOPIC: Child Exploitation

Tellonym is the latest anonymous messaging app that has reportedly become popular among youth. The app has been marketed as a way to find out what your friends think of you. Once the app is downloaded, users can send a link to their friends that allows them to anonymously send comments and questions back.

POSSIBLE IMPLICATION: The anonymous feature of this app can allow youth to post inappropriate comments or questions that may cause distress for others, without them fearing of being caught.

REFERENCE: [Tellonym](#)



MONKEY

TOPIC: Child Exploitation

Monkey is a video chatting app that randomly pairs individuals who may then converse over text or 15 second video calls. However, the app will allow individuals to extend the time of the video call if both parties agree.

POSSIBLE IMPLICATIONS: Youth have apparently been using this app to explore their sexuality. There have been concerns this app may be used by child sex offenders to prey on children.

REFERENCE: [Monkey App](#)



OMEGLE

TOPIC: Child Exploitation

Omegle is an online chat app that allows users to chat with strangers anonymously. Users are randomly paired and can choose between video and text-based chatting.

POSSIBLE IMPLICATIONS: Omegle is reportedly widely used by teens to explore their sexuality and meet strangers. The app could expose them to strangers who may have bad intentions. Some reports indicate that child sex offenders have used this app as a medium to prey on teens.

REFERENCE: [Omegle](#), [Omegle and Teens](#), [Omegle and Child Sex Offenders](#)



EMOJIS



Emojis are images used in instant messaging, in place of words. Emojis can sometimes have hidden meanings. Below are some alternate interpretations.

REFERENCES: [Sexting Emoji's](#) 

Please note: The examples below should only be used as a guideline.

	or		or		MEANING: Sex		MEANING: Sex tape
					MEANING: Butt		MEANING: Having sex
					MEANING: Vagina		MEANING: To have sex on the couch
	or		or		MEANING: Sex		MEANING: To have sex in bed
	or				MEANING: Oral sex		MEANING: I'm getting hot
	or				MEANING: Send me a naked picture		MEANING: Touch my breasts
					MEANING: Vagina or virginity		

WEBSITES/ TECH ADDITIONS

INSTAGRAM

ADD ON: ANTI-BULLYING FEATURE

Instagram has added a new update to their social media platform that will automatically filter out bullying and offensive comments on their posts. The current filter has been explained to work by using an artificial intelligence (AI) that identifies inappropriate or offensive English phrases.

LIMITATION: The new feature will not end bullying on Instagram - it will only block out content that may invoke negative emotions. Youth may still encounter bullying, as the filter may not recognize all offensive or inappropriate content.

REFERENCES: [Anti-Bullying Feature](#)

SCHIZOPHRENIA SOCIETY OF CANADA

ADD ON: CANNABIS AWARENESS

The Schizophrenia Society of Canada has released a new website that aims to inform youth on the risks associated with cannabis use. It focusses on educating youth on the link between regular cannabis use and the potential of developing schizophrenia, and also covers general cannabis facts.

REFERENCES: [Schizophrenia Society of Canada](#)

KIDS HELP PHONE

ADD ON: CRISIS TEXT LINE

Kids Help Phone, a free online and telephone counselling service for Canadian children, is offering a new service for young people in Nunavut. The new service allows youth in Nunavut to chat with a trained volunteer by texting “TALK” to 686868, a crisis text line. The volunteers can help youth who may need to talk through their challenges.

REFERENCES: [Kids Help Phone Texting Service](#)

LEOLIST

ADD ON: PROSTITUTION

Leolist is a Canadian website that has been used by individuals for prostitution and sex trafficking purposes. It has been reported that Leolist is the new medium for those advertising sex or recruiting sex workers, since the previous website Backpage has been taken down. The website has been reported to be popular in Western Canada.

REFERENCES: [Leolist](#), [Leolist and Prostitution](#)

TOR

ADD ON: DARK WEB

The Onion Router (TOR) is a software that allows individuals to browse the internet anonymously and to also access the dark Web. The dark web is a part of the internet that is not visible with everyday search engines (i.e. Bing, Google, etc), as it requires the TOR browser to access it. Youth have reportedly been downloading and using the TOR browser to access content on the dark web.

REFERENCES: [Dark Web and Drugs](#)

For more
acronyms and their
meanings, visit:

[Netlingo.](https://www.netlingo.com/)



LINGO

It is important to know that youth often use different language than adults. Keeping up with trendy words and phrases will enable you to stay in the loop and better understand what youth are saying. Slang words vary across different regions and groups of youths and the information below should only be used as a guideline.

Here are some examples of expressions youth are using, along with what they mean:

I'M WEAK: A saying that is short for "that was funny". *Laughs at Joke* "I'm weak bro"

SKURT: A term used in place of "go away". "Skurt Jeremy" **Jeremy leaves**

SIC OR SICK: A term used in place of the word "cool". "Those high-top shoes are sic"

TIGHT: A term used to describe a close relationship. "Garth and I are tight."

HANGRY: A combination of being hungry and angry. "Sorry Jessica, I haven't eaten so I'm a little bit hangry".

DEXING: A term to describe misusing cough syrup. "Joe and I are probably dexing tonight."

CRUNK: Getting high and drunk simultaneously. "I took a huge bong hit and shot-gunned a few brews... I'm so crunk."

YAS: Synonym for yes. "Hey Katie, want to grab some ice cream?" "YAS girl."

SWIPE RIGHT: Popularized by the dating app Tinder, the term is used to reference approval. "Damn, he's cute... swipe right."

WAKANDA FOREVER: Popularized by the movie Black Panther, the term refers to patriotic support of the Wakanda fictional city in the Marvel Universe. Individuals have been using the term to show support for the Black Panther movie.

BREDREN OR BRETHREN: Commonly used by Jamaican Rastafarians, the term is used to describe a brother or a friend who is very close to you.

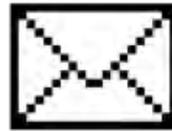
TROLLING: Trolling is the deliberate act of posting offensive or provocative content to upset others.

VLOGGER: Short for video blogger, a vlogger is someone who posts video entries of their daily lives or other various topics on online media.

Please note: This section is specific to Anglophone youth.



TEXTING



(TEXTING ABBREVIATIONS OR INSTANT MESSAGING)

Youth often use abbreviations or acronyms when communicating on electronic devices. Here are a few of the common short forms that are being used:

POS: Parents over shoulder.

WTPA: Where's the party at.

LMIRL: Lets meet in real life.

KYS: Kill yourself.

WTTP: Want to trade photos.

KMS: Kill myself.

OTP: One true pairing.

CD9: Parents are nearby.

143: I love you.

For more
acronyms and their
meanings, visit:

[Netlingo.](http://Netlingo.com)



REFERENCES: [Teen Slang Dictionary](#), [Teen slang terms](#)





WHAT DO YOU THINK?

In an effort to continually improve our products and better serve you, we invite you to complete a brief survey to share your thoughts on the RCMP Youth Trends Report.

[Click here to give us your anonymous feedback.](#) 

DID WE MISS ANYTHING?

Contact us at CYCP_CPCJ@rcmp-grc.gc.ca if there are any trends you feel should be included in the next Youth Trends Report.

SHARING THE YOUTH TRENDS REPORT:

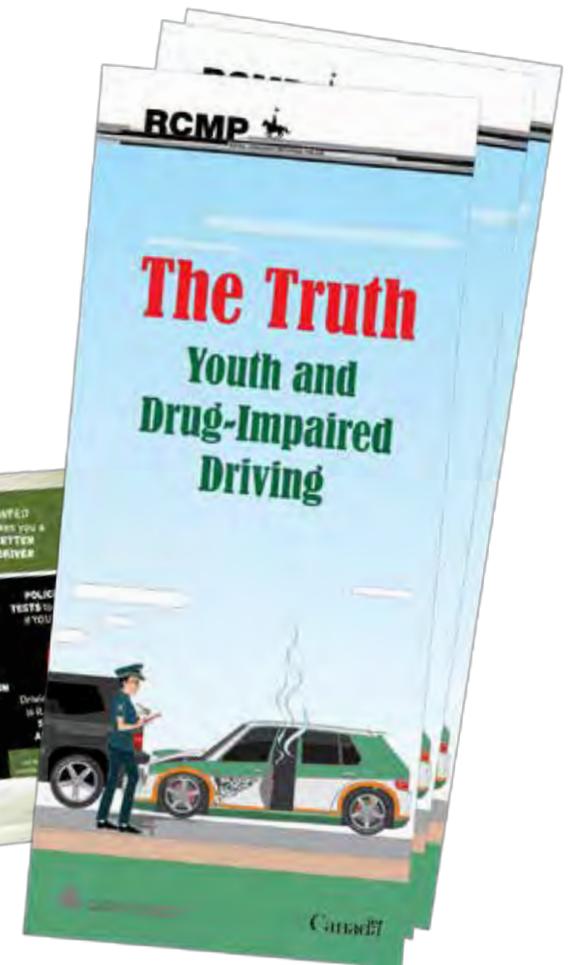
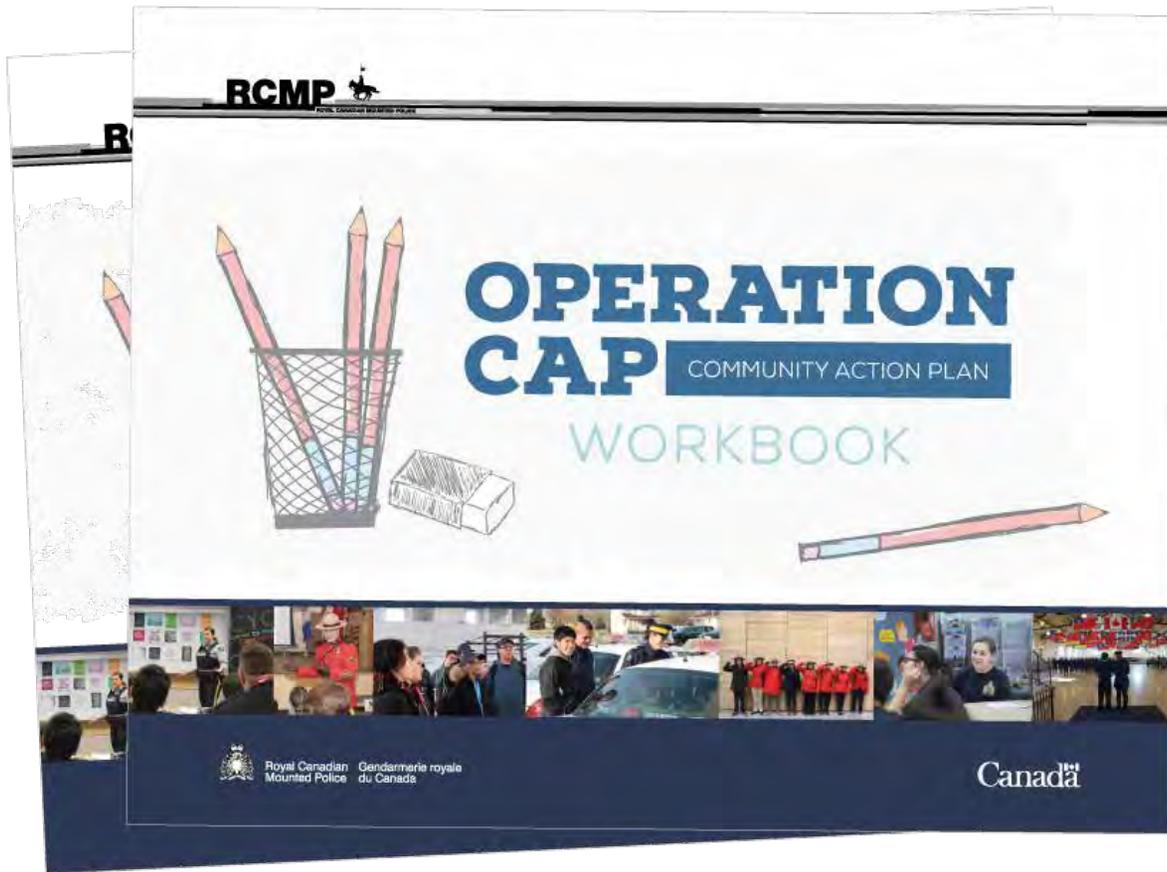
This report is mainly intended for law enforcement personnel; however, you may consider sharing it with the following groups:

- ▶ Police Officers (municipal, provincial, and international police agencies)
- ▶ Youth Probation Officers
- ▶ Youth Counselors
- ▶ Government Agencies
- ▶ Teachers, Educators or School Administrators
- ▶ Social Workers or Youth Outreach Workers
- ▶ Lawyers

NEW MATERIALS

Just in time for back to school you can now order our **new** resources on respecting sexual consent and bullying. All materials are bilingual and available in digital and print format for free, simply contact CYCP_CPCJ@rcmp-grc.gc.ca.





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