
Leading Families in a Tech-obsessed World

Presented by Brian Jennings & Chris Autrey

Ozark Christian College Board

Basketball player

Two Sons!

Preacher

Husband

Author

Sports fan

Brian Jennings

Two Daughters

Dancing in No Man's Land

Blackbox Internaional

Amateur runner

—
Goofball

Two
Daughters

Children's Volunteer

Technologist

Husband

Former soccer player

Chris Autrey

Not a pro
speaker :-)

Own a zoo

Follower of Jesus

Bad beginner guitar player

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Technology is awesome.

**Like any tool or toy, we must
be conscious of how we use
it.**

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**How many times
does the average
person check their
phone in a day?**

52

3 Big Ideas

1. Tech Companies don't exist to be your friend.
 2. Have a healthy relationship with tech.
 3. Reduce the attack surface.
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Big Idea #1

**Tech Companies Don't Exist
to Be Your Friend**

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**What's the #1 things tech
companies need to make
money?**

Your attention

Why Attention? - Fast Facts

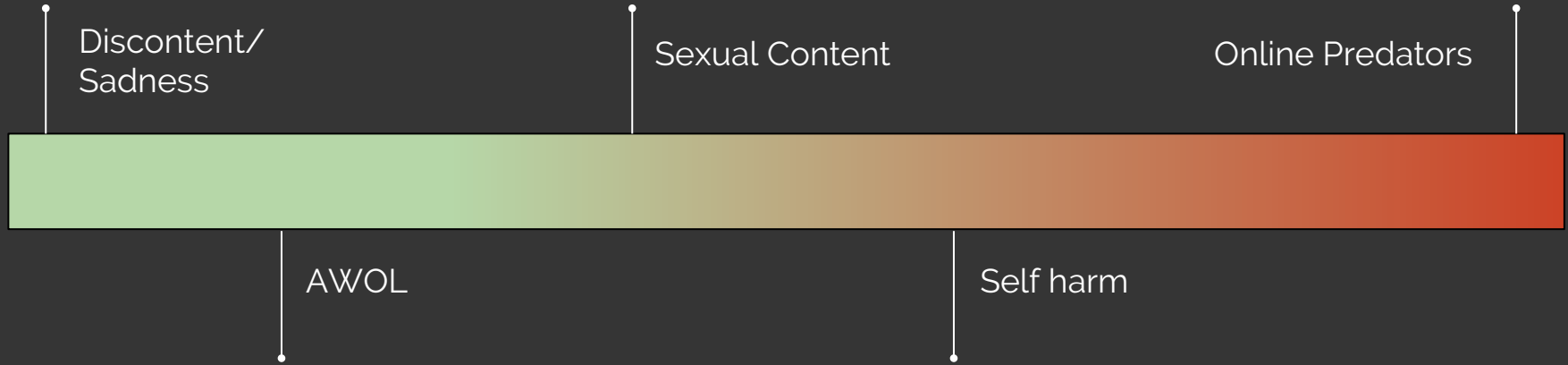
- 86% of Google's revenue comes from ads
 - Facebook, Instagram (a part of Facebook), Snap (Snapchat's owner) make nearly all of their money from ads
 - Many popular games and apps employ casino-style tricks to keep you coming back
 - Your habits and your data is used to make those ads "better" aka more targeted
 - **If you don't pay for it, you are the product.**
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Why does their attention hunger matter?

Exposure

Negative Exposure Spectrum



Intersection of Technologies & Exposure

	Discontent & Sadness	AWOL	Sexual Content	Self Harm	Online Predators
Open Web Access					
Social Media					
Games					



Discontentment & Sadness

- 2017 CDC Report showed 11.1% increase in teen suicide
 - Facebook reported to advertisers that they could determine a teen's need for a confidence boost based on the content in their feed (2017)
 - Facebook publishes study on emotion manipulation
 - Social Media leads to a natural state of comparison between your "behind the scenes" life and their "highlight reel"
 - Fake people, altered images, etc
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AWOL - Alternative Ways of Life

- Could be extreme -> Hate Groups
- Too early -> Sexuality
- Just not for you -> OSU Fan in an OU House

Sexual Content - Caution

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**What's the age
college students
began seeing porn?**

8

Porn is everywhere

- 92% of college students had seen it before 18
 - \$3 billion US industry
 - Millions of sites
 - One popular site receives an estimated 800 searches per second (28 billion per year)
 - 43% of households have cited it as an “issue” in their homes
 - Countless stories of addicted kids who don’t know how to handle themselves in a relationship
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18% of boys and 10% of girls have watched rape or sexual violence online

**15.1% of boys and 8.9% of
girls have viewed sexual
pictures of children**

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**Instagram and Snapchat
both contain entire worlds
of porn available through
search**

—

**Snapchat is popular
for coaxing kids to
send pics of
themselves**

Self Harm

Self Harm

- Suicide or Self Injury
 - Chat rooms that encourage self harm
 - Chat rooms highly linked to self harming behavior
 - 80% of those who hurt themselves researched it online
 - Musical.ly scandal - self harm tag searching
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Online Predators

- 20% of teens say they have received unwanted solicitation online
 - Online chat rooms are the most common first encounter with sexual predators
 - Snapchat frequently used by predators. FBI received 33 cyber tips mentioning it in 8/2013!
 - Teens blackmailing other teens
 - Using Fortnite, Discord, and Minecraft to get to kids
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Big Idea #2

**Have a healthy relationship
with tech.**

So parents need to parent.

Big Idea #3

Reduce the Attack Surface
