

Country profile 2026: Cyprus

Introduction

According to the [Digital Decade 2025: Country reports](#), Cyprus is characterised as a "strong Innovator" with the fastest-growing start-up hub in the EU, though it faces a persistent gap in technology adoption among smaller firms. While SME digital intensity is advancing, AI uptake remains below the EU average, prompting the appointment of a dedicated AI task force to strengthen research and practical applications. A major strength lies in its digital infrastructure, though there are significant digital skills challenges. Just 49.46% of the population possesses basic digital skills, and the share of ICT specialists is at 5.0%. Public services and e-health access are also below the EU average, despite ongoing commitments to improvement. According to the [State of the Digital Decade Eurobarometer 2025](#), public sentiment is generally positive toward digitalisation, yet there is a strong demand for online safety, with 96% of citizens urging the government to protect children from the negative impacts of social media and to implement age verification mechanisms. Strategically, Cyprus has updated its National Digital Decade roadmap to align with EU 2030 goals, adding new targets for the sector.

BIK policies

Policy frameworks

Policy frameworks describe the overarching goals that shape policies for a better internet for kids.

	High	Medium	Low	Not present
Policy priority	X			
Integrated policy		X		
Influence of the BIK+ strategy	X			
Recognition of children's rights	X			

Table 1: Policy frameworks - Cyprus

- ***This topic is being comprehensively addressed*** in national/regional laws, regulations and policies.
- ***There are separate, dedicated policies*** which address the topic of children and the digital environment.
- ***The BIK+ strategy is very important in national policies*** on children and the digital environment and is explicitly referenced in national policies.
- ***National/regional policies and policy documents*** explicitly recognise children's rights in the digital environment.

Key developments and policy frameworks

- In 2025, there was an amendment to [Law 91\(I\)/2014](#): The Prevention and Combating of Sexual Abuse, Sexual Exploitation of Children and Child Pornography, which criminalises the creation and possession of AI-generated child sexual abuse material (deepfake CSAM), including images that are partly or wholly computer-generated or manipulated (e.g. "nudified" images or face-swapping). The amendment also modernises legal terminology.
- Cyprus has adopted a [National Artificial Intelligence Strategy](#), approved at the government level, that aligns with the European Union's human-centric, trustworthy AI approach. The Ministry of Education, Sport and Youth has publicly outlined a "Policy document and guidelines for the responsible and ethical use of Artificial Intelligence in primary and secondary education" in October 2025.
- The [National Strategy for a Better Internet for Kids in Cyprus \(2017-2023\)](#) is an officially recognised policy. It was developed within the framework of Cyprus' national cybersecurity strategy and aligned with the European BIK approach. The Safer Internet / BIK strategy is implemented by a consortium led by the Cyprus Pedagogical Institute, various ministries, academic partners and stakeholders

Policy design

Policy design asks whether evidence and research support BIK-related policies and whether systems are in place for monitoring and evaluating those policies.

	High	Medium	Low	Not present
Regular data collection		X		
Data on risks, harms, well-being			X	
Information systems	X			
National research fund		X		
Monitoring and evaluation	X			

Table 2: Policy design - Cyprus

- **Quantitative data on some aspects** of children's digital activity is collected regularly as part of broader surveys.
- **Surveys of children's experiences** of risks, harms and digital well-being are undertaken on an ad-hoc and irregular basis.
- **Systems are in place at the government level** to gather information on children and the digital environment.
- **Existing regular national research funding** is available for research on children and the digital environment, but this is not explicitly specified.
- **Policies undergo systematic and regular monitoring** and evaluation to assess the effectiveness of actions in different contexts.

Key national research studies

- The international **Health Behaviour in School-aged Children (HBSC)** study of the World Health Organisation (WHO) is conducted every four years and provides internationally comparable data on the health, quality of life, social environment and health-related behaviours of school-aged children (11, 13 and 15 years old). Cyprus participated in the study for the first time in the 2021/2022 survey cycle, with 4,818 students from 212 schools (276 classes) across both the public and

private sectors. The next survey cycle will take place in winter 2025–2026 (HBSC 2025/2026).

- The **KEEA - Centre for Educational Research and Evaluation** operates under the Ministry of Education, Sport and Youth and is responsible for national-level educational research, assessment, and evaluation. It conducts surveys and studies of children’s educational experiences, including digital skills, online behaviour, and media literacy. It evaluates the effectiveness of educational programmes, including those integrating Safer Internet or digital literacy initiatives.
- The Ministry of Education, the Ombudsman for Children, the KEEA, and the Cyprus Safer Internet Centre collectively serve as knowledge hubs for research, policy recommendations, and monitoring.

Policy governance

Policy governance examines how policies are coordinated at the governmental level, whether other implementation bodies are involved in their delivery and coordination.

	High	Medium	Low	Not present
Lead ministry for policy development	X			
National coordination body	X			
National action plan or strategy	X			

Table 3: Policy governance - Cyprus

- **One central body is officially mandated** to lead and develop policies, guidelines, and programmes relating to children and the digital environment, consulting with other departments as needed.
- **A clearly defined, formal coordination mechanism exists** (e.g., task force, steering committee) with a clear mandate.
- **There is a defined national action plan** on children and the digital environment with accountabilities such as defined timelines, assigned responsibilities or key performance indicators (KPIs).

Stakeholder involvement

Stakeholder involvement enquires how different stakeholders can participate in policy development.

	High	Medium	Low	Not present
Stakeholder forum		X		
Public consultation on BIK topics			X	
Youth involvement in policy		X		

Table 4: Stakeholder involvement - Cyprus

- **Stakeholders are involved** through various existing groups or platforms across different government branches.
- **Public consultation occurs**, but it is irregular, infrequent, or limited in scope.
- **Children are listened to directly** in the policy development process but are not formally involved in decision-making.

Stakeholder mechanisms

- An inter-ministerial committee has been established to oversee and monitor the [National Strategy for a Better Internet for Kids](#) in Cyprus. This committee includes the Minister of Education and Culture, the Minister of Justice and Public Order, the Minister of Energy, Commerce, Industry, and Tourism, the Minister of Transport, Communications, and Works, and the Commissioner of Electronic Communications and Postal Regulations.
- In addition, a consortium of 37 key stakeholders has been formed to serve as an Advisory Board. This board plays a central role in supporting and advising the European project [Cyprus Safer Internet Centre - CYberSafety](#), as well as in promoting and implementing the National Strategy for a Better Internet for Kids in Cyprus.

BIK+ actions

Pillar 1 – Safe digital experiences

Actions to promote a safe, age-appropriate digital environment that respects children’s best interests.

	In place	In development	Other activity	Not present
Content rating systems for online/video games	X			
DSC measures protection of minors		X		
DSC-SIC working relationship		X		
Definition of harmful online content				X
Complaints handling mechanism	X			
Intimate image abuse laws	X			
Cyberbullying laws				X
Age verification requirements				X
Digital wallet for minors			X	
EU harmonised age verification	X			
Laws on online marketing	X			
Protecting mental health and well-being	X			

Table 5: Safe digital experiences - Cyprus

Implementing EU laws

- Cyprus has adopted the EU's Digital Services Act (DSA) into national law and designated the **Cyprus Radiotelevision Authority (CRTA)** as the primary national body responsible for enforcing it. On 3 July 2025, the Plenary Session of the House of Representatives approved **three key**

legislative instruments transposing the European Union's Digital Services Act (Regulation (EU) 2022/2065) into national law.

- While Cyprus does not have its own game rating authority, it follows the [Pan European Game Information \(PEGI\)](#) system. Moreover, [gaming operators in Cyprus](#) must comply with the General Data Protection Regulation (GDPR), which governs the collection, storage, and processing of personal data. The [Data Protection Law of 2018 \(Law 125\(I\)/2018\)](#) enforces GDPR requirements in Cyprus, ensuring that players' personal and financial information is safeguarded.

Addressing online harms

- Cyprus has laws targeting sexual abuse and exploitation of children, which are criminalised, and measures exist for enforcement. Traditional criminal laws cover the publication of harmful material affecting minors in certain forms (e.g., the Publication of Harmful Matter provisions in the Child Law limit material that could corrupt children).
- The legal framework that governs the prevention and combating of sexual abuse, sexual exploitation of children, and child pornography is established in [Law 91\(I\)/2014](#) (amended in 2025).
- The [Helpline](#) and [Hotline 1480](#) offers a direct, easily accessible, and responsible point of contact for users to report illegal content or actions on the Internet.
- There is no single, dedicated national law in Cyprus that specifically criminalises "cyberbullying" by name, such as a standalone cyberbullying offence in the Criminal Code. Instead, related behaviours can be prosecuted under existing harassment, stalking, and general criminal laws that apply to online conduct.

Age assurance

- Cyprus does not currently have a national law or regulation that legally requires age assurance or specific age verification mechanisms to restrict minors from accessing adult (over-18) online content or other restricted services.

- Cyprus **has joined** an EU pilot to develop an interoperable age-verification system (**Age Verification Blueprint**) as part of broader efforts to protect minors online. Cyprus became the sixth EU country to join the pilot for the EU age verification app in October 2025, aiming to protect minors online by verifying age for restricted digital content, a move supported by its EU Presidency focus on child safety, aligning with broader European efforts to establish digital age rules and protect youth from harmful online content.
- Under the EU Digital Identity Regulation, all EU member states – including Cyprus – are required to make a European Digital Identity Wallet available to citizens and residents by 2026. This wallet will allow secure digital identification across the EU and support digital credentials.

Supporting digital well-being

- The **Consumer Protection Law of 2021 (Law 112(I)/2021)** in Cyprus prohibits unfair commercial practices and misleading advertising and applies to online marketing and e-commerce. These provisions cover any commercial communication that misleads consumers or distorts purchasing decisions – including online promotions and influencer marketing if, for example, paid partnerships are not clearly disclosed. This law is interpreted to extend to online advertising and digital marketing practices, including those of influencers when they promote products or services.

Pillar 2 – Digital empowerment

	In place	In development	Other activity	Not present
Teaching online safety	X			
Digital skills training	X			
Policies on digital use in schools	X			
Adequate teacher training	X			
Non-formal online safety education	X			
Critical media literacy	X			
Creative digital skills	X			
Supports for parents	X			

Table 6: Digital empowerment - Cyprus

Digital empowerment in formal education

- Basic digital skills (such as information and data literacy, online safety, and digital competence) are being incorporated into the formal education curriculum in Cyprus, and there are active policies and plans for integrating Artificial Intelligence (AI) literacy into secondary schooling. However, full and explicit coverage of all elements as core, consistently taught subjects (especially generative AI and advanced digital problem-solving) is still under development and not yet fully mandatory at all levels.
- A new subject, **New Technologies**, has been introduced as part of the official curriculum for 5th and 6th grades. This includes modules on computational thinking, digital skills, and digital competence, such as awareness of cyberbullying, online games, misinformation, personal data and digital identity – all of which contribute to information and media literacy and online safety as core learning areas. Although this new curriculum does not yet cover every aspect listed (e.g., advanced generative AI usage), it strongly embeds foundational digital skills,

critical thinking about digital environments, and safe online behaviour into the schooling experience.

- Cyprus is actively developing policy documents, roadmaps, and guidelines to integrate AI literacy – including knowledge, skills and attitudes related to AI – into the education system (secondary education) at multiple levels. This includes establishing an AI roadmap and action plan for responsible and ethical AI integration across schooling, including AI literacy, critical thinking about AI, and ethical considerations in future curriculum frameworks and [creating guidelines for teachers, students, and parents regarding AI use in education](#).

Digital empowerment and lifelong learning

- In Cyprus, several national and regional activities reinforce informal education about online safety. These include public awareness campaigns, workshops and training programmes, online resources and guides, and partnerships and collaboration. The [Cyprus Safer Internet Centre](#), operated by the Cyprus Pedagogical Institute and other partners, is one of the main supporting bodies.
- The [Cyprus Radiotelevision and Digital Services Authority \(RTDSA\)](#) (formerly CRTA) implements a dedicated media literacy programme and runs the Media Literacy Centre “[Ευρηπαιδεια](#)”. The centre aims to support media literacy programmes as part of the Authority’s statutory mandate to promote media literacy. It offers workshops, educational materials, seminars and related actions aimed at strengthening citizens’ skills to analyse media messages.
- Cyprus is a partner in the Mediterranean Digital Media Observatory (MedDMO), a research and action project under the European Digital Media Observatory (EDMO) network. Led by the Cyprus University of Technology with the participation of RTDSA and academic partners from Greece and Malta, this initiative aims to combat disinformation, strengthen fact-checking and enhance media literacy, contributing to critical thinking and informed citizenship.
- The [Social Computing Research Centre \(SCRC\)](#) at the Cyprus University of Technology has established the Anti-Disinformation Centre “[Fact-](#)

Check Cyprus”. This centre focuses on studying and refuting false claims, promoting reliable information, and running public education and awareness activities on disinformation and media literacy. It is part of the broader EDMO community of fact-checking organisations.

- Cyta, the national telecommunications provider, delivers educational presentations on internet safety not only to students and teachers but also to parents and parent associations, with topics such as “The Internet and our Children – Safe and Responsible Use.” These sessions are provided free of charge in collaboration with Parent Associations and the Pancyprian School for Parents, helping families understand technological benefits and risks.

Pillar 3 – Active participation, respecting children’s rights

	In place	In development	Other activity	Not present
Promoting civic engagement	X			
Promoting children's rights	X			
Child-friendly policy documents				X
Addressing digital inequalities	X			
Positive digital content	X			

Table 7: Active participation, respecting rights - Cyprus

Active participation

- The **CYberSafety Youth Panel of Cyprus**, which operates as part of the European project “Cyprus Safer Internet Centre - CyberSafety - Better Internet for Kids”, aims to enable knowledge and experience sharing among participants, make suggestions and take actions regarding the creative and safe use of digital technologies and the internet.
- The **Office of the Commissioner for Children’s Rights** promotes awareness of children’s rights, including in the digital environment, through participation in public events and collaborations with other

institutions. This includes involvement in conferences, panels and policy discussions that address digital rights, privacy, freedom of expression, online safety, and the impacts of technology on children’s rights.

- Additionally, the [Office of the Commissioner for Administration and the Protection of Human Rights](#) (Ombudsman) organises events that address digital human rights, such as “[Protecting Human Rights in the Digital Age and on Social Media](#)”, which implicitly reinforces the understanding of children’s rights online.

Addressing digital inequalities

- Cyprus adopted a [National Digital Skills Action Plan](#) (2021-2025) focused on enhancing digital competence for all segments of the population, including youth, students and underserved groups. While the plan addresses broad digital competence (e.g., digital literacy, information skills, problem-solving), it also recognises the need to support equitable access to digital tools and skills development to prevent exclusion and bridge the digital divide.
- Cyprus has invested in [broadband connectivity, Wi-Fi infrastructure, and digital devices for schools](#), ensuring that students across urban and rural areas have access to online learning tools and education platforms. Infrastructure upgrades include high-speed internet access in schools and digital classrooms, helping children participate fully in the digital environment.
- The MOEC operates a tele-education e-learning platform (“[Μαθαίνουμε Ασφαλείς](#)”) in collaboration with the Greek Ministry of Education, offering online lessons in core subjects (language, mathematics, history, science) for students.

Best practices

Example 1

Safer Internet Centre Cyprus: Workshops for students, teachers, parents/guardians

The [Cyprus Safer Internet Centre - CYberSafety](#) delivers presentations, lectures and experiential workshops aimed at raising awareness and building skills for the safe, responsible and creative use of the internet. These workshops target students, teachers and parents/guardians and are implemented in cooperation with CYberSafety's partner organisations. Participants are informed and trained about the opportunities and risks of the online environment, including cyberbullying, excessive screen time, online deception, and other online risks, fostering positive attitudes and responsible digital behaviour.

Example 2

Student Video Competition on Internet Safety

Cyprus organises a [national video production competition](#) focused on internet safety, encouraging students to creatively express key messages about safe and responsible online behaviour. The competition accepts both live-action videos and animation videos. It is complemented by hands-on workshops for teachers, delivered by officers of the Educational Technology Sector on live-action video production and editing, as well as by a professional animation team supporting the creation of animated videos. This approach strengthens both digital creativity and online safety awareness.

Example 3

CYberSafety Youth Panel

The [CYberSafety Youth Panel](#) operates within the EU co-funded project "CYberSafety - Better Internet for Children" and provides young people with an active role in shaping a better internet. Youth Panel members exchange views, knowledge and experiences on the creative, safe and responsible use of the internet and digital technologies. They act as ambassadors of best practices, co-create innovative resources, disseminate online safety messages

to peers and other stakeholders, and contribute recommendations and actions aimed at improving the digital environment for children and young people.

BIK+ index 2026: Cyprus

The BIK+ index has been developed to provide an aggregated at-a-glance overview of the levels of implementation across the two dimensions, BIK policies and BIK+ actions, in Cyprus compared to the EU27+2 average. Values are shown in per cent.

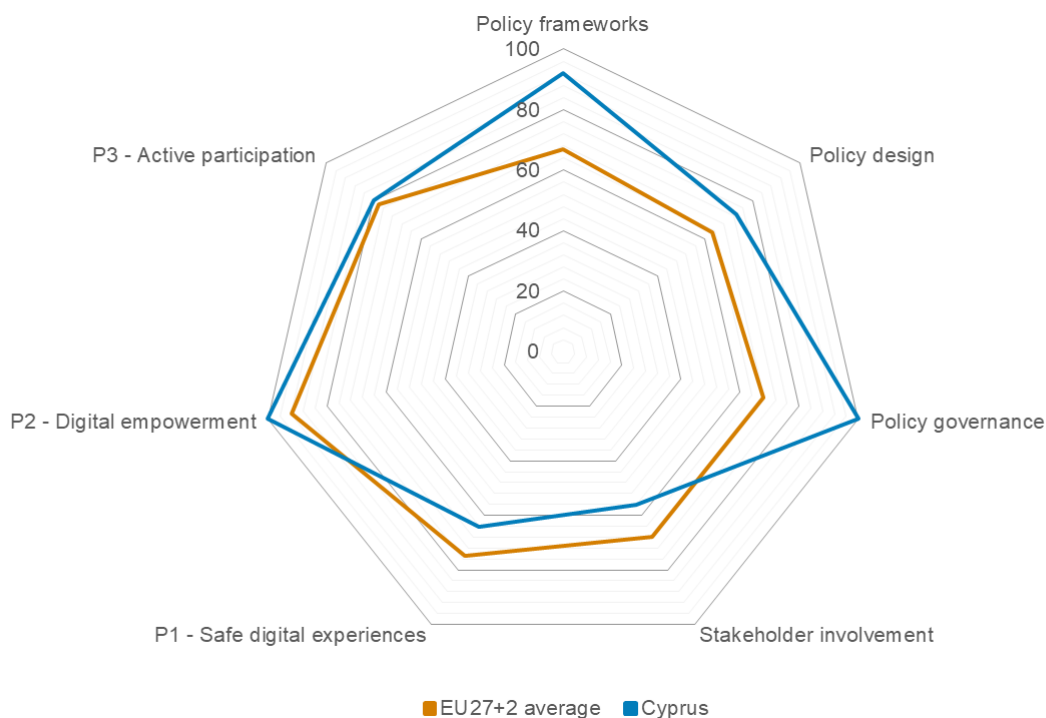


Figure 1: BIK+ index 2026: Cyprus - EU27+2 average comparison