TRANSPARENCY REPORT

June 2023



BITCHUTE.COM

INTRODUCTION

Welcome to BitChute's second annual report detailing how we enforce our content policies. Our goal is to provide transparency for our users, regulatory bodies, and suppliers.

At BitChute we put creators first and provide them with a service that they can use to flourish and express their ideas freely. To this end we have adopted a number of principles intended to foster an inclusive environment where users can express themselves, their thoughts and opinions for open discussion, without discrimination. These principles are:

Freedom of Expression - We are committed to freedom of expression and the right for all ideas to be heard, provided they comply with our guidelines. We stand firmly behind this commitment, with the support of our community, donors, and countless like-minded individuals around the world.

Opportunity to Succeed - We are committed to treating everyone as equals with the same rights and opportunity to succeed, regardless of race, age, sex, religion, political beliefs, or any other immutable attribute or self-assigned designation. In order to prevent platform bias, all content decisions will be suitably transparent and open to appeal.

'People Power' - We are committed to the community having the power to choose which content is most prominent. Our algorithms use community-driven objective criteria such as views, likes and subscriber counts to determine which creators and content is most prominently featured. Every individual gets to determine which content will appear in their personal feed.

Individual Responsibility - We are committed to giving individuals power and responsibility for their content, even when that means allowing debate on edgy, distasteful or unpopular subjects. In return, we require them to act responsibly, in a way that is not detrimental to the platform or other individuals and complies with our policies and guidelines.

Empowering Creators - We are committed to providing creators with tools that support and empower their success. Including tools to present, manage, and monetise their content effectively.

Decentralised Distribution - We are committed to decentralising the distribution of content. We will endeavour to leverage, develop and implement decentralised technology that will give individuals power and responsibility over their content, for the benefit and not the burden of society.

For more detail on our principles and policies, please take a look at Our Commitment and Community Guidelines pages.

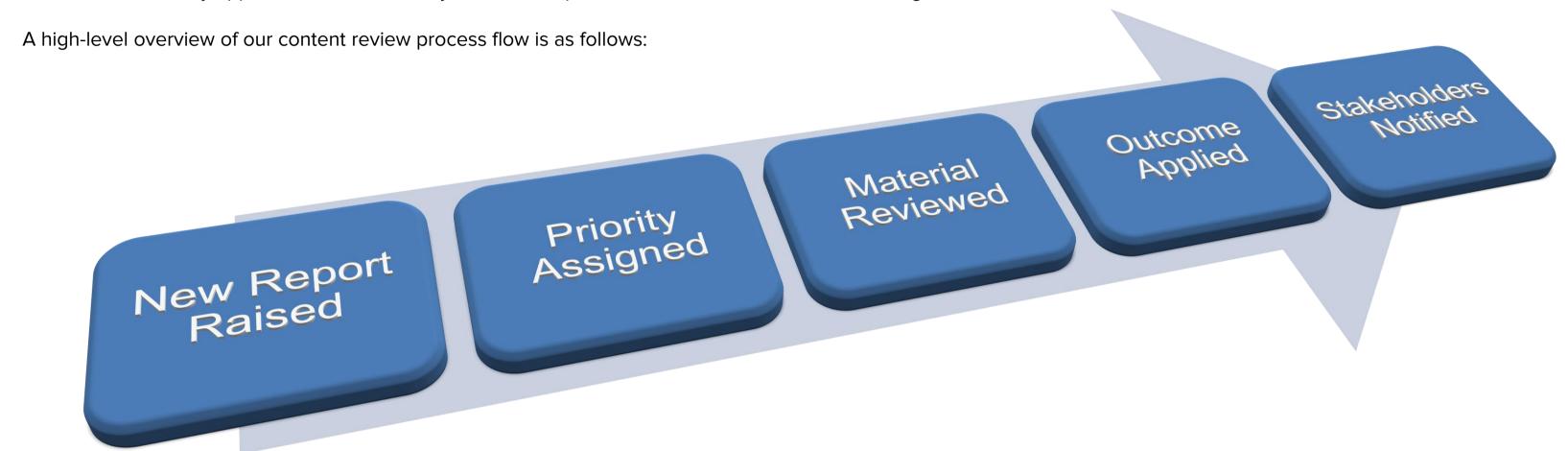
What's New:

We recently improved the functionality for flagging and reporting content via the platform. It is no longer necessary to be logged into a BitChute account to create a report ticket. You can read more about how to flag and report content on the <u>Guidelines Enforcement Process</u> page.

In addition, we are pleased to announce that BitChute has just been accepted as a member of the Global Internet Forum to Counter Terrorism ("GIFCT"), an NGO dedicated to preventing terrorists and violent extremists from exploiting digital platforms. BitChute's Community Guidelines have always prohibited this content, so we look forward to enhancing our enforcement processes using the resources GIFCT offers. We are also happy to be included in GIFCT's ongoing conversation about how best to minimize terrorist and violent extremist content whilst respecting human rights.

CONTENT REVIEW PROCESS

We understand that the outcomes of content review may have a significant impact on the lives of those involved, and believe that as much as possible human consideration should be part of this process. In some cases it is necessary to use automated analysis for certain types of content, such as spam. In all cases the outcome can be appealed and we ensure that every appeal will be actioned by at least one person who was not involved in the original determination.



New Report Raised – New reports can come from a number of external sources including members of the community, specialist organisations, and state authorities. Additionally, BitChute has its own internal functions to identify content requiring review, which contribute to the volume of reports raised.

Priority Assigned – When a new report arrives it is prioritised based on a number of factors, such as the report source, type of policy violation reported, age of the report, etc.

Material Reviewed – The content will be reviewed in priority order against report details and BitChute policies by a human content analyst for any violations.

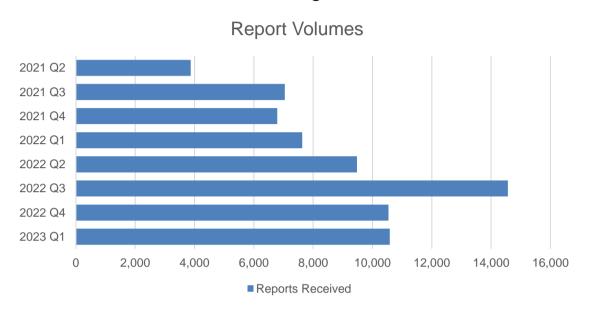
Outcome Applied – If analysis reveals the existence of material specified under our Community Guidelines, then the content metadata will be adjusted appropriately. The platform will then take the appropriate action based on this metadata to maintain legal compliance, including geo-blocking or completely blocking the content if necessary. For more significant or repeated violations, the platform may take additional action against the channel and can apply account suspensions in the most severe of cases.

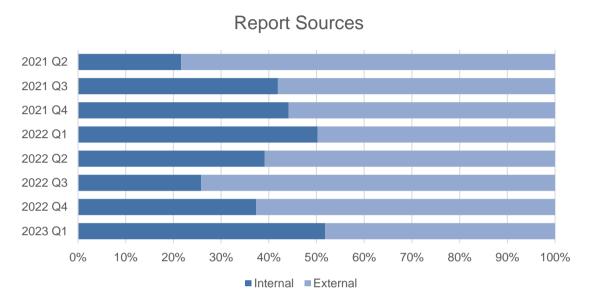
Stakeholders Notified – Once the content analysis has been completed and the outcome applied, the originator of the report will be notified of the outcome, if possible, using the contact details provided with the report. (Those not logged into a BitChute account when creating a report will need to make note of the content URL for purposes of follow-up.) We will also attempt to notify the content owner via their BitChute account of the outcome and its impact.

OVERVIEW

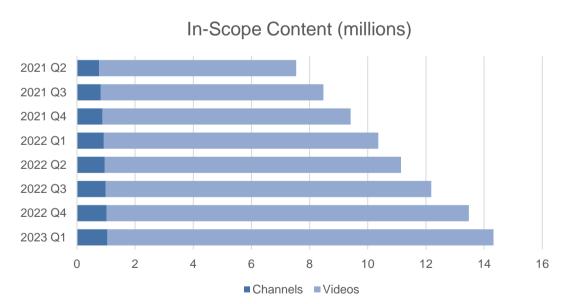
Content review activity statistics presented in this transparency report are divided into four distinct groupings, Copyright Takedowns, Prohibited Content, Specific Illegal Content and Platform Misuse. For each of these we present an overview of the policy being enforced, along with links to the full policy language. For each quarter covered we provide the report volume, how many of those that were deemed valid after analysis, and the volume of channel and video content that was impacted.

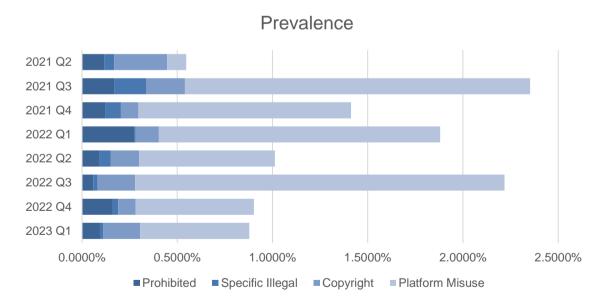
Before we get into this detail, here are some high level statistics on the volumes of reports we receive and the split between those originating internally and externally:





Additionally, the following show the volume of content in-scope for this transparency report, as well as the prevalence of impacted content within that data set. The Prevalence percentage provided is a calculation of volume of content on the platform that has been impacted as a result of our content review process.





The remaining section relating to content review activity details the Appeals process and provides quarterly statistics on the volumes, validity, and success rate of appeals.

The report then concludes with a section providing quarterly statistics around data disclosure requests that were accepted and fulfilled by BitChute.

COPYRIGHT TAKEDOWN

BitChute's approach to dealing with requests for the takedown of copyrighted content uploaded by its users is set out in the platforms Copyright Policy. A brief overview of this policy is as follows:

- Copyright Notices are to be submitted by the rights owner (or their designated representative) and require a statement that a copyright claim is being made, clear identification of the content in question, a description of the copyrighted work, sufficient proof of copyright ownership, details of how it is being infringed, contact details and a signed statement that the claim is true and accurate.
- Copyright Counter Notices can be submitted to challenge a copyright takedown by providing clear identification of the content in question, evidence of why the copyright takedown is a mistake, contact details with agreement for them to be passed on to the originator of the copyright notice and a signed statement that the counter claim is true, accurate and made in good faith.

BitChute accepts Copyright Notices via the built-in flagging feature or by email to copyright@bitchute.com. At least one person will review each report against the requirements detailed within the policy before taking action.

BitChute accepts Copyright Counter Notices via the built-in flagging feature or by email to appeal@bitchute.com. All appeals are reviewed by at least one person who was not involved in making the original determination.

The volume of unique copyright takedown requests represents a small percentage of the total volume of content available through the platform, as shown in the following table:

Table 1 – Copyright Notices

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 574 | 329 | 57 | 20,899 | 0.2779% |
| | Q3 | 845 | 394 | 216 | 16,885 | 0.2018% |
| | Q4 | 995 | 435 | 175 | 8,475 | 0.0919% |
| 2022 | Q1 | 840 | 343 | 194 | 12,393 | 0.1215% |
| | Q2 | 1,257 | 574 | 264 | 16,337 | 0.1490% |
| | Q3 | 3,834 | 1,866 | 491 | 23,680 | 0.1984% |
| | Q4 | 2,057 | 835 | 633 | 11,657 | 0.0912% |
| 2023 | Q1 | 1,024 | 862 | 340 | 25,633 | 0.1927% |

PROHIBITED CONTENT

BitChute prohibits material within a wide range of areas which are broadly considered illegal, dangerous, harmful, or otherwise unsuitable for the platform. Further details of these areas can be found in the <u>Prohibited Content</u> section of our <u>Community Guidelines</u>. A brief overview of this policy is as follows:

- BitChute does not permit the use of its platform by individuals, organisations, or any other entity engaged in the prohibited activities listed below, nor does it allow any endorsing, empowering or otherwise promoting of material produced by such entities. Posting, celebrating, endorsing, glorifying or otherwise promoting material containing the prohibited activities listed below is also not permitted on the platform.
- We acknowledge that showing and/or referencing instances of the following activities may be necessary to hold the perpetrators to account. If this is the objective then the creator must clearly state this within the material, be respectful to victims, and ensure that the material cannot be exploited to endorse, empower or otherwise promote individuals, organisations or any other entity engaging in the prohibited activities.

The activities prohibited on the platform are defined as follows:

Abhorrent Violence - Real-life non-consensual acts of kidnapping, attempted murder, murder, mutilation, rape, or torture.

Animal Cruelty - As defined in the Prevention of Harm section of the UK Animal Welfare Act 2006.

Child Abuse or Endangerment - Abuse, sexualisation, endangerment, or exploitation of children, or any offence defined within the UK Children and Young Persons Act 1933.

Harassment - Any harassment that is determined to be unlawful within the domiciles of either the originator or the target, including unauthorised disclosure of sensitive personal information.

Harmful Activities - Injection / ingestion of dangerous substances, self-harm, suicide and other activities that are intended to lead to someone getting badly hurt or worse.

Incitement to Hatred (UK, EU, EEA & territories) - Material likely to incite hatred against a group of persons or a member of a group of persons based on any of the grounds referred to in Article 21 of the Charter of Fundamental Rights of the European Union.

Sexually Explicit - Real, simulated or otherwise portrayed material containing sexual intercourse, sexual acts or sexual arousal.

Terrorism & Violent Extremism - Any act of violence or intimidation carried out with the intention of furthering a religious, political, or any other ideological objective.

Threats or Incitement to Violence - Material containing threats of violence or which is likely to incite violence.

BitChute accepts prohibited content reports via the <u>built-in flagging feature</u> or by email to <u>report@bitchute.com</u>. At least one person will review each report against the requirements detailed within the policy before taking action.

The volume of unique prohibited content reports represents a tiny percentage of the total volume of content available through the platform, as shown in the following tables:

Table 2 – Abhorrent Violence

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 150 | 68 | 2 | 68 | 0.0009% |
| | Q3 | 306 | 143 | 14 | 1,689 | 0.0201% |
| | Q4 | 227 | 115 | 8 | 127 | 0.0014% |
| 2022 | Q1 | 463 | 321 | 3 | 105 | 0.0010% |
| | Q2 | 608 | 454 | 10 | 129 | 0.0012% |
| | Q3 | 320 | 225 | 12 | 211 | 0.0018% |
| | Q4 | 287 | 207 | 13 | 254 | 0.0020% |
| 2023 | Q1 | 550 | 377 | 6 | 247 | 0.0019% |

Table 3 – Animal Cruelty

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 50 | 17 | 0 | 10 | 0.0001% |
| | Q3 | 48 | 27 | 1 | 16 | 0.0002% |
| | Q4 | 49 | 25 | 2 | 12 | 0.0001% |
| 2022 | Q1 | 56 | 14 | 0 | 5 | < 0.0001% |
| | Q2 | 165 | 42 | 6 | 201 | 0.0019% |
| | Q3 | 47 | 16 | 1 | 9 | 0.0001% |
| | Q4 | 29 | 10 | 2 | 82 | 0.0006% |
| 2023 | Q1 | 45 | 22 | 1 | 17 | 0.0001% |

BITCHUTE – TRANSPARENCY REPORT – JUNE 2023

Table 4 – Child Abuse or Endangerment (including exploitation & CSAM)

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 104 | 24 | 0 | 4 | 0.0001% |
| | Q3 | 145 | 16 | 0 | 9 | 0.0001% |
| | Q4 | 116 | 12 | 2 | 19 | 0.0002% |
| 2022 | Q1 | 81 | 13 | 0 | 5 | < 0.0001% |
| | Q2 | 84 | 12 | 2 | 11 | 0.0001% |
| | Q3 | 85 | 20 | 2 | 19 | 0.0002% |
| | Q4 | 102 | 36 | 2 | 123 | 0.0009% |
| 2023 | Q1 | 133 | 58 | 0 | 42 | 0.0003% |

Table 5 – Harassment

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 291 | 57 | 1 | 18 | 0.0003% |
| | Q3 | 260 | 42 | 8 | 59 | 0.0008% |
| | Q4 | 226 | 18 | 10 | 2,575 | 0.0275% |
| 2022 | Q1 | 298 | 17 | 8 | 598 | 0.0058% |
| | Q2 | 256 | 54 | 7 | 145 | 0.0014% |
| | Q3 | 141 | 11 | 2 | 29 | 0.0003% |
| | Q4 | 142 | 6 | 4 | 27 | 0.0002% |
| 2023 | Q1 | 191 | 47 | 5 | 35 | 0.0003% |

Table 6 – Harmful Activities

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 136 | 36 | 2 | 16 | 0.0002% |
| | Q3 | 252 | 98 | 13 | 515 | 0.0062% |
| | Q4 | 303 | 134 | 8 | 553 | 0.0060% |
| 2022 | Q1 | 373 | 211 | 3 | 44 | 0.0005% |
| | Q2 | 487 | 298 | 1 | 1 | < 0.0001% |
| | Q3 | 276 | 184 | 0 | 5 | < 0.0001% |
| | Q4 | 291 | 174 | 1 | 9 | 0.0001% |
| 2023 | Q1 | 648 | 443 | 0 | 11 | 0.0001% |

Table 7 – Incitement to Hatred (UK, EU, EEA & territories)

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 731 | 272 | 63 | 2,665 | 0.0362% |
| | Q3 | 845 | 329 | 134 | 5,340 | 0.0646% |
| | Q4 | 714 | 305 | 187 | 5,806 | 0.0637% |
| 2022 | Q1 | 662 | 174 | 47 | 18,906 | 0.1829% |
| | Q2 | 756 | 294 | 327 | 6,986 | 0.0656% |
| | Q3 | 884 | 411 | 153 | 5,394 | 0.0455% |
| | Q4 | 1,539 | 971 | 811 | 18,448 | 0.1429% |
| 2023 | Q1 | 2,474 | 1,650 | 182 | 11,231 | 0.0847% |

Table 8 – Sexually Explicit

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 393 | 141 | 15 | 893 | 0.0120% |
| | Q3 | 485 | 196 | 46 | 2,742 | 0.0329% |
| | Q4 | 815 | 312 | 66 | 947 | 0.0108% |
| 2022 | Q1 | 977 | 414 | 54 | 3,301 | 0.0324% |
| | Q2 | 1,103 | 517 | 30 | 381 | 0.0037% |
| | Q3 | 710 | 376 | 39 | 941 | 0.0080% |
| | Q4 | 738 | 366 | 43 | 1,639 | 0.0125% |
| 2023 | Q1 | 1,402 | 600 | 40 | 420 | 0.0034% |

Table 9 – Terrorism & Violent Extremism

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 429 | 299 | 36 | 2,716 | 0.0365% |
| | Q3 | 642 | 352 | 106 | 3,597 | 0.0437% |
| | Q4 | 322 | 230 | 84 | 1,343 | 0.0152% |
| 2022 | Q1 | 272 | 137 | 57 | 5,165 | 0.0504% |
| | Q2 | 315 | 220 | 41 | 2,129 | 0.0195% |
| | Q3 | 163 | 94 | 14 | 359 | 0.0031% |
| | Q4 | 114 | 45 | 9 | 67 | 0.0006% |
| 2023 | Q1 | 251 | 145 | 24 | 399 | 0.0031% |

BITCHUTE – TRANSPARENCY REPORT – JUNE 2023

Table 10 – Threats or Incitement to Violence

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 85 | 19 | 4 | 2,242 | 0.0298% |
| | Q3 | 116 | 12 | 3 | 79 | 0.0010% |
| | Q4 | 70 | 3 | 2 | 1 | < 0.0001% |
| 2022 | Q1 | 68 | 1 | 1 | 0 | < 0.0001% |
| | Q2 | 77 | 0 | 0 | 0 | < 0.0001% |
| | Q3 | 81 | 10 | 0 | 6 | < 0.0001% |
| | Q4 | 55 | 16 | 4 | 18 | 0.0002% |
| 2023 | Q1 | 68 | 8 | 0 | 5 | <0.0001% |

SPECIFIC ILLEGAL CONTENT

BitChute recognises that, due to the nature of the internet, our service may be consumed within a wide range of countries around the world. Therefore, it is necessary to understand that not all countries have the same laws and this may lead to specific material being considered illegal only within specific countries. This is covered by the <u>Compliance with Law</u> objective within our <u>Community Guidelines</u>.

To help meet this objective, we allow the appropriate recognised authorities to request the blocking of specific material within their jurisdiction. Such authorities should contact BitChute by email to legal@bitchute.com to start the process of getting set up to submit requests.

The volume of unique reports processed in accordance with this objective is shown in the following table:

Table 11 – Specific Illegal Content

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 110 | 75 | 54 | 3,946 | 0.0533% |
| | Q3 | 194 | 135 | 85 | 14,170 | 0.1688% |
| | Q4 | 133 | 78 | 53 | 7,423 | 0.0795% |
| 2022 | Q1 | 95 | 43 | 27 | 887 | 0.0088% |
| | Q2 | 648 | 613 | 144 | 6,316 | 0.0580% |
| | Q3 | 204 | 147 | 32 | 2,621 | 0.0218% |
| | Q4 | 316 | 269 | 71 | 4,019 | 0.0303% |
| 2023 | Q1 | 957 | 942 | 70 | 2,385 | 0.0182% |

PLATFORM MISUSE

In addition to the previously covered legal compliance-based justifications for invoking the content review process, there are a number of other types of content that constitute misuse of the BitChute platform. These are grouped under this section. Examples include spamming, misleading metadata, incorrect categorisation, and incorrect sensitivity.

BitChute accepts platform misuse reports via the <u>built-in flagging feature</u> or by email to <u>report@bitchute.com</u>. At least one person will review each report against the requirements detailed within the policy before taking action.

The vast majority of reports in this grouping are generated by internal spam detection processes.

The volume of unique platform misuse reports represents a much larger percentage of the total volume of reports than those related to legal compliance, as is shown in the following table:

Table 12 – Platform Misuse

| | | Total Reports | Valid Reports | Channels Impacted | Videos Impacted | Prevalence |
|------|----|---------------|---------------|-------------------|-----------------|------------|
| 2021 | Q2 | 819 | 221 | 112 | 7,441 | 0.1001% |
| | Q3 | 2,906 | 1,844 | 1,822 | 151,808 | 1.8127% |
| | Q4 | 2,822 | 2,066 | 2,059 | 102,978 | 1.1163% |
| 2022 | Q1 | 3,445 | 2,751 | 2,743 | 150,249 | 1.4767% |
| | Q2 | 3,721 | 1,978 | 1,890 | 77,486 | 0.7123% |
| | Q3 | 7,819 | 2,866 | 2,723 | 233,453 | 1.9389% |
| | Q4 | 4,872 | 2,450 | 2,351 | 81,311 | 0.6208% |
| 2023 | Q1 | 2,838 | 1,992 | 1,866 | 75,399 | 0.5733% |

APPEALS

BitChute is aware that sometimes the result of the content review process may not always be satisfactory, and that new evidence may have become available which might alter the outcome of our content analysis. For such circumstances, an appeal process has been put in place and is defined under our <u>Guidelines Enforcement Process</u>.

BitChute accepts appeals via the <u>built-in flagging feature</u> or by email to <u>appeal@bitchute.com</u>.

All appeals are reviewed by at least one person who was not involved in making the original determination.

The volume of valid appeals is shown in the following table:

Table 13 – Appeals Requests

| | | Total Appeals | Valid Appeals | Valid Appeals / Total Reports | Total Reports |
|------|----|---------------|---------------|-------------------------------|---------------|
| 2021 | Q2 | 106 | 11 | 0.2841% | 3,872 |
| | Q3 | 775 | 47 | 0.6672% | 7,044 |
| | Q4 | 797 | 56 | 0.8245% | 6,792 |
| 2022 | Q1 | 605 | 40 | 0.5242% | 7,630 |
| | Q2 | 546 | 25 | 0.2638% | 9,477 |
| | Q3 | 822 | 34 | 0.2335% | 14,564 |
| | Q4 | 759 | 15 | 0.1423% | 10,542 |
| 2023 | Q1 | 619 | 28 | 0.2646% | 10,581 |

DATA DISCLOSURE REQUESTS

BitChute is a legal business based in the United Kingdom and only discloses data in specific legal circumstances, limited to:

- United Kingdom Court Order.
- United Kingdom Investigatory Powers Act (IPA) 2016.
- German Netzwerkdurchsetzungsgesetz (Network Enforcement Act, "NetzDG") 2017.
- United Kingdom Data Access Agreement (DAA) 2022 for the United States of America Clarifying Lawful Overseas Use of Data (CLOUD) Act 2018.

Any requests made from other countries must be sent via the appropriate authorities in the United Kingdom utilising Mutual Legal Assistance Treaties (MLAT) or similar mechanisms.

Table 14 – Legal Orders

| | | UK Court Orders | UK IPA | German NetzDG | UK DAA CLOUD |
|------|----|-----------------|--------|---------------|--------------|
| 2021 | Q2 | 0 | 22 | 0 | 0 |
| | Q3 | 1 | 9 | 0 | 0 |
| | Q4 | 0 | 7 | 6 | 0 |
| 2022 | Q1 | 0 | 10 | 1 | 0 |
| | Q2 | 0 | 2 | 5 | 0 |
| | Q3 | 0 | 5 | 5 | 0 |
| | Q4 | 2 | 0 | 6 | 0 |
| 2023 | Q1 | 0 | 2 | 6 | 1 |

THANK YOU

