Digital citizenship

Typology of digital citizenship and education

Topic 1

What does it mean to be a good digital citizen?

- Use technology responsibly, appropriately and competently
- Understand, be able to evaluate the credibility and interpret digital content appropriately
- Be able to create, explore and communicate through appropriate tools
- Think critically about the various ethical opportunities and challenges that the digital space brings
- Behave decently in the online space and make safe, responsible and respectful decisions towards everyone else
- Help and guide others in building their positive digital experiences
- Realize that our actions usually have consequences for others
- Participate in a way that leads to the common good

Nine elements of digital citizenship:

1. **Digital access**

- Not everyone has the same access to technology

- Some families or individuals don't have any devices (laptop/tablet/cell phone)

- If we work with a community and we have certain demands in the use of digital technologies, we must firstly get familiar with their situation at home or at school.

Nine elements of digital citizenship:

2. **Digital commerce**

- It's about understanding how e-commerce works
- It's essential for both potential sellers and customers.
- This is directly related to the solution of security when using money in the digital space.

3. **Digital communication**

- People forget to follow the same rules as during offline communication
- There is much more bullying online, mainly between children and teenagers
- Many adults who started using online communication at an older age and no one prepared them for it also don't behave apprecietly

Nine elements of digital citizenship:

4. **Digital literacy**

- Ability to understand technologies and their uses.
- The more people are digitally literate, the more they are able to make good decisions and use digital technologies for personal or societal growth.
- It is closely linked to media literacy

5. **Digital ethics**

- Behavior in the online space should have its own rules
- There are many conflicts online, people spread anger and hatred through false profiles
- Systematic learning and public discussion on this topic is needed

Nine elements of digital citizenship:

6. **Digital law**

- It is related to the responsibility for our actions performed in the online space.
- There are also legal rules in the online space that everyone should follow.
- Never before has crime been committed more easily than in online space.
- Digital law deals with the rights and responsibilities governing the use of technology.
- The most common offenses : identity theft, account hacking, cyberbullying and downloading and publicly using copyrighted content (music, movies, pictures).

Nine elements of digital citizenship:

7. Digital rights and obligations

- Digital low is directly linked to the rights and obligations of internet users
- Responsibilities and rights that apply to everyone in the digital world
- People must be led to be aware of the possible consequences of their actions online.

8. Digital health and care

- It concerns the physical and mental health of people related to their presence in digital world
- Technology can cause us negative emotions, even depression or various types of loss
- People should be aware of the dangers and seek the right balance between the online and offline world. People should treat others online nicely and not to harm their physical or mental health.

Nine elements of digital citizenship:

9. **Digital security**

- Preventive digital measures to ensure safety for all users.
- Every day on the Internet, we are threatened by various viruses that can cause irreparable damage to our devices.

- Everyone should be able to take preventive measures to eliminate this possibility People need to be aware of the consequences of possible attacks and protect themselves and their relatives of friends who are less technically skilled

The role of media and youth workers in digital citizenship education

- A large sample of society is not sufficiently educated in the field of digital competences

- Not all school curricula educate young people sufficiently on how to use information and communication technologies

- Responsibility for digital education is also up to journalists and youth workers

- It is possible to contribute to the increase of digital competencies through social media campaigns.

- It is necessary to realize that only a minimum of people from the target group of some offline educational activity join the event in person.

Journalists and youth workers as educator

As journalists and youth workers have an impact on a wider audience, they must first educate themselves in this area and get familiar with the digital citizenship concept. Although it may seem like an extra work to do for journalists, but it is in their interest to help increase digital and media literacy and thus prevent the outflow of support from traditional relevant media towards misinformation and conspiracy webs.

How to reach the specific target groups?

Ways to reach the specific target group and increase awareness about the necessity of digital competences:

- Online campaign published by relevant media
- Online campaign on social networks
- Competition on social networks (especially Instagram)
- Regular sharing of educational content
- Addressing influencers to support the campaign
- A series of educational offline workshops in schools
- Webinar with interesting guests
- Online discussion

Online participation

A digital citizen who is aware of his rights and responsibilities and is sufficiently digital literate can also use the potential of digital tools to participate in a positive change in society in various ways.

One of the important rights of digital users is active online participation. However, it requires participatory skills, which depend on a range of cognitive and practical skills. It mostly ability to conduct a conversation and recognize a situation when it is appropriate to speak and when not. These skills also include empathy, cultural understanding, critical thinking, as well as oral and written expression skills.

The aim of digital civic education is to provide everyone with equal opportunities to acquire a whole range of civic competences.

Participatory skills

Values		Attitudes
	Valuing democracy, justice, fairness, equality and the rule of law	Civil mindedness
	Valuing cultural diversity	Openness to cultural otherness, other beliefs, world views and practices Self-efficacy Tolerance of ambiguity
	Valuing human dignity and human rights	Responsibility Respect
	Skills of listening and observing Empathy and co-operation skills	Knowledge and critical understanding of self
	Flexibility and adaptability Linguistic, communication, plurilingual skills Autonomous learning	Knowledge and critical understanding Language and communication
	Analytical and critical thinking skills Conflict resolution	Knowledge and critical understanding of the world, politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability
Skills		Knowledge and critical understanding

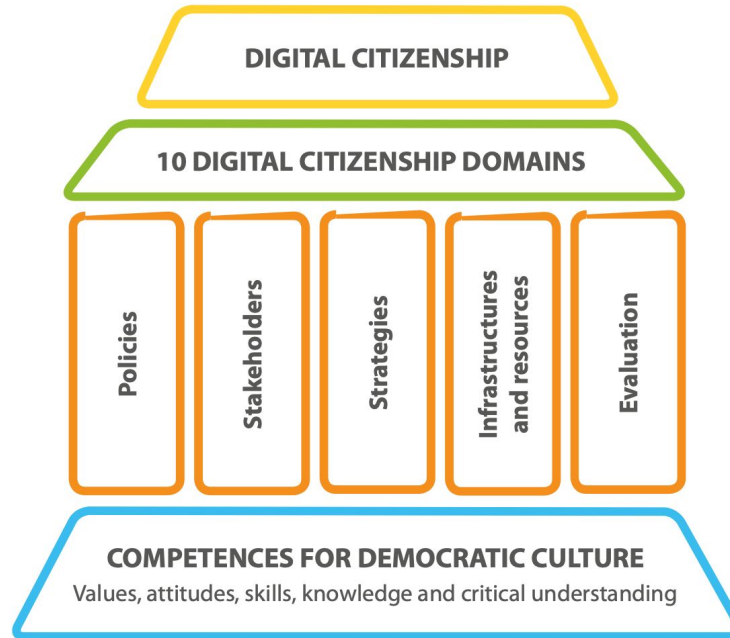Source: Council of Europe, *Digital Citizenship Educational Book*

Digital competences domains

In addition to all the necessary competencies forming the basis of digital citizenship, the Council of Europe has defined 10 domains, which stand on five pillars and together form the so-called **temple of digital citizenship** (See the picture on next slide)

The 10 digital citizenship domains include:

1. Access and inclusion
2. Learning and creativity
3. Media and information literacy
4. Ethics and empathy
5. Health and well-being
6. Presence and communication
7. Active participation
8. Rights and responsibilities
9. Privacy and security
10. Consumer awareness

Temple of digital citizenship

Source: Council of Europe, *Digital Citizenship Educational Book*

Five pillars of digital citizenship

An important support of the **temple is the five pillars** of the digital competencies-they are a key to the development of digital citizenship procedures:

- The most important of these are **policies** and **evaluations**. Positive change and progress are directly linked to policies whose effectiveness must be monitored and evaluated.
- The path to success leads through the **stakeholders** involved.
- The plan implementation requires a suitable **strategy**, which needs the necessary resources and **infrastructure**.

Types of participation

1) Activities related to **interaction with democratic institutions** - participation in elections, communication with elected representatives or bodies at various levels, joining a political party or its youth organization, participation in a government survey, etc.

2) **Campaign-related activities** - for example, signing a petition, joining a group or organization that is campaigning for something, individual advocacy for change, or participating in a protest or demonstration

3) **Activities related to community involvement** - for example, volunteering or unpaid work

Our digital future

State and public administration are gradually being digitized in each developed country, and most of these types of participation are now accessible online, moreover its rapid growth is expected. **The positive future of democracy can thus be measured to some extent by the digital skills of its citizens**, who will be increasingly involved in the online environment.