

ALICE



Adapting Learning in Inclusive Communities and Environment

Prosocial Etiquette on the Web

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Risks and Definitions

- **Cyberbullying and Online Hate Speech**, combined with the wide accessibility of content – pose a great risk to children and young people around the world
- No single definition of **cyberbullying** but two features: “(i) a form of psychological and verbal violence that can be carried out by one person or a group of persons through the use of ICTs; (ii) the victim’s inability to defend him/herself.”*
- **Illegal hate speech**: “all conduct publicly inciting to violence or hatred directed against a group of persons or a member of such a group defined by reference to race, colour, religion, descent or national or ethnic origin”***



Data

- 2019 UNICEF survey: **“One in three young people** in 30 countries said they have been a victim of online bullying, with one in five reporting having skipped school due to cyberbullying and violence.”*
- 2014 EU Net Children Go Mobile Report: **12% of the 3,500 children** aged 9-16 years old were cyberbullied**
- 2016 Eurobarometer survey: **75 % of the respondents** “have experienced abuse, hate speech or threats directed at journalists, bloggers or people active on social media.”***



Counter Actions

- Increase **awareness** among young people, parents, teachers and wider society about the dangers posed by these phenomena;
- Devise strategies and take actions to **prevent** cyberbullying and hate speech or **work** with people who have experienced it;
- Develop and teach skills and competences to **avoid, identify, and be resilient** to cyberbullying and online hate speech.

*!!! However, at all times freedom of expression, freedom of thought, conscience and religion **should be respected and promoted***

The Contribution of the ALICE Project

- **Prosocial Manual:** the topics were well covered by several learning activities: 9.2 *Internet...what we want*; 9.3 *Digital footprint*; 9.16 *Cyberbullying-Broken Friendship*; 9.17 *Online Hate Speech*; 9.18 *Split Decisions*
- **Digitalization in the E-portfolio:** 9.3 *Digital footprint*; 9.16 *Cyberbullying-Broken Friendship*; 9.17 *Online Hate Speech*; 9.18 *Split Decisions*
- **Implementation** during the piloting phase: at least one of these learning activities was implemented in all partner countries – **the topic is interesting to young people**

The Contribution of the ALICE Project

- **9.2 Internet...what we want:** **Expected result:** students are able to detect and recognize major risks associated with the use of internet and adopt strategies to prevent them.
- **9.3 Digital footprint:** **Expected result:** Inform and raise awareness of safe and positive use of personal digital data, and the risks of sharing them on internet.

Prosocial focus: Assess/know/motivated to share and Assess/know/motivated to have empathy/to comfort

The Contribution of the ALICE Project

- **9.16 Cyberbullying-Broken Friendship:** **Expected result:** encourage ethical behavior when it comes to students' close relationships;
- **9.17 Online Hate Speech:** **Expect result:** Students identify concrete situations containing online hate speech and react to cases of online hate speech;
- **9.18 Split Decisions:** **Expected results:** Students learn about tactics of dealing with anger online;

Prosocial focus: Assess/know/motivated to share, Assess/know/motivated to have empathy/to comfort

Teachers' Observations

- Overall positive results, with respect to the following:
 - ✓ Enhanced student awareness about digital technologies' benefits and dangers
 - ✓ Increased ability to identify with the protagonists of the shared stories/ implemented activities
 - ✓ Increased sharing of personal experiences related to cyberbullying and online hate crime after the learning activities
 - ✓ Lively discussions following screenings (for example, the films/videos SPOTTED IN INTERNET and Stop Cyberbullying)



Netiquette – the basics

- Digital environment and the need to “keep it clean”
- **Civilized** behaviour at all times when one is online
- **Responsible** behaviour when communicating with others
- **Media literacy** – always check and verify the information, especially when sharing

Netiquette – how to behave online

Core Rules of Netiquette*

- Rule 1: Remember **the human** behind the screen
- Rule 2: Adhere to the **same standards of behavior** online that you follow in real life
- Rule 3: Know where you are in cyberspace: get to know **the environment** before you become active
- Rule 4: Respect other people's time and bandwidth: **you are not the center of cyberspace**, be considerate
- Rule 5: Make yourself look **good online**: be polite, know what you are talking about and make sense



Netiquette – how to behave online

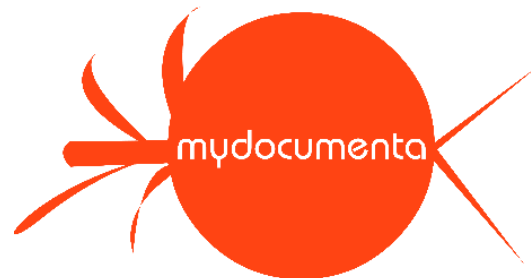
Core Rules of Netiquette*

- Rule 6: Share expert **knowledge**: it makes the world a better place
- Rule 7: Help keep flame wars **under control**: flaming is permitted but there are limits
- Rule 8: Respect other people's **privacy**
- Rule 9: Don't abuse your **power**: especially in relation to other people's privacy
- Rule 10: Be **forgiving** of other people's mistakes: do not judge or make fun of people online.



Thank you!

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