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# Digital Citizens of the Future

November 4, 2014 // Sandra Cortesi

Berkman Center for Internet & Society, Harvard University



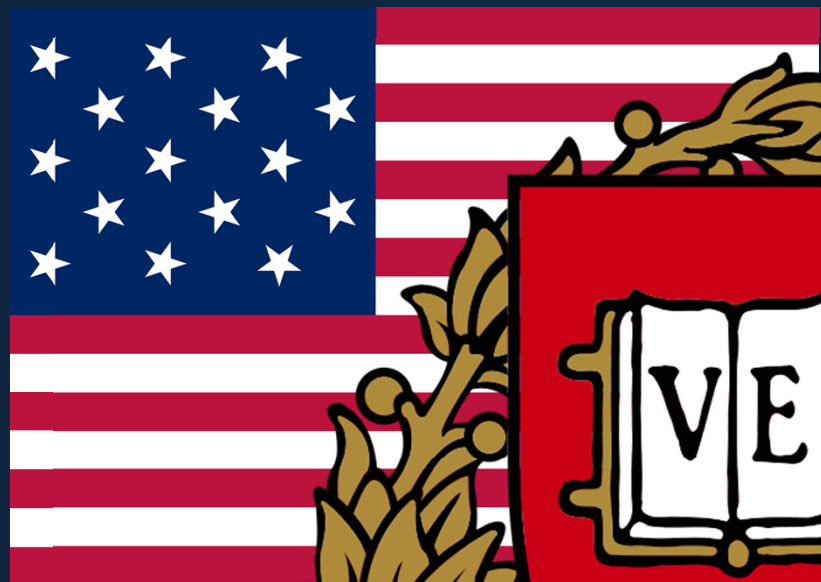
Illustrations by Youth and Media  
Youth Advisor Elsa Brown

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Research

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Policy

Tool  
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information  
quality

civic  
engagement

privacy

spaces for  
participation

inequitable  
access

skills and  
digital  
literacy

safety

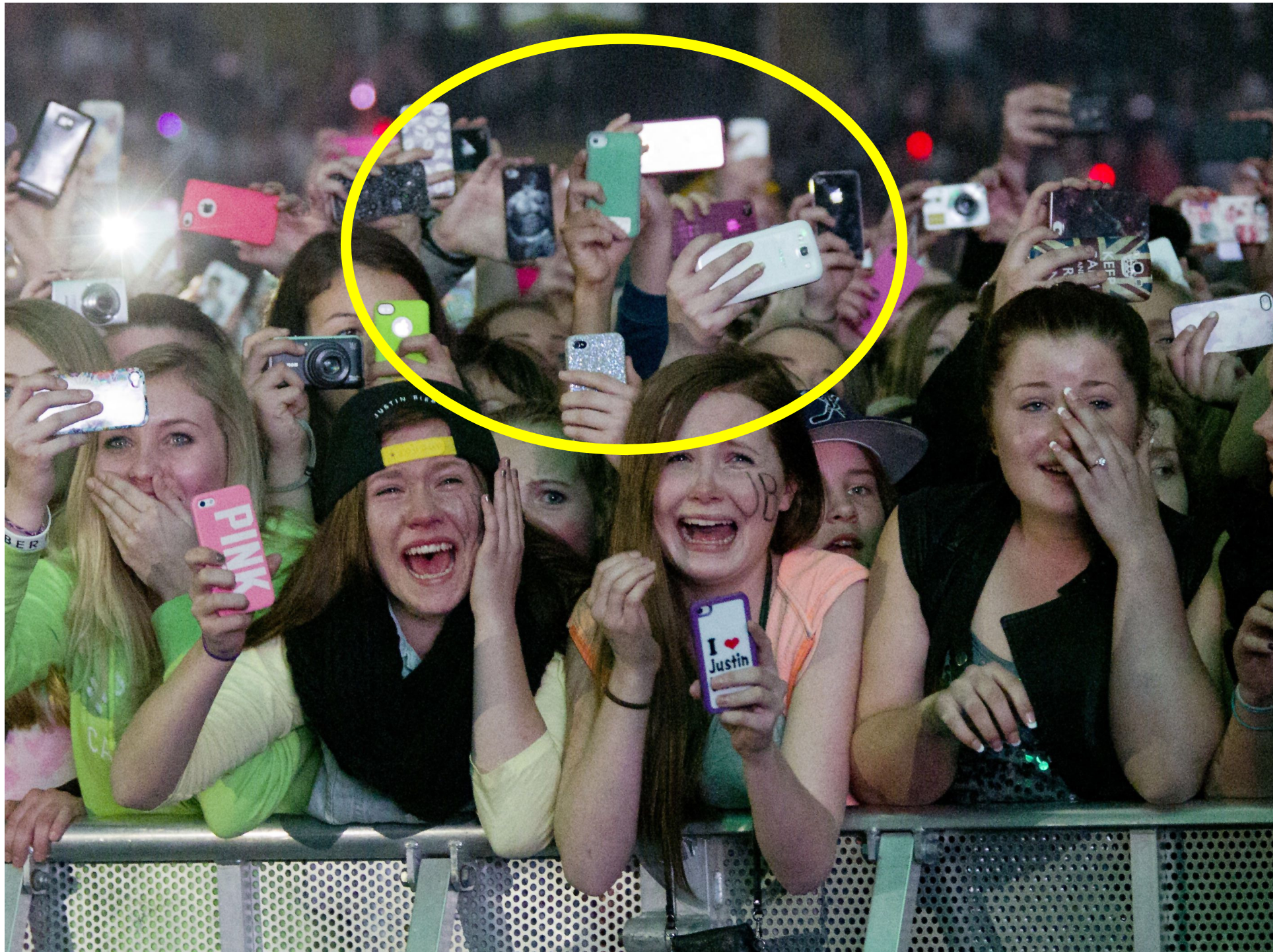
social media



# Today

- What defines a “Digital Citizen”?
  - Underlying is an old and broader question – since Aristotle: What is a “Good Citizen”?
  - Focus here:
    - What are the conditions to become a “digital” citizen?
    - What are the key challenges, but also opportunities
  - Focus on two prerequisites:
    - (1) information literacy skills
    - (2) self-representation and self-management skills
    - (3) participatory skills
- But first: Look at information ecosystem changes



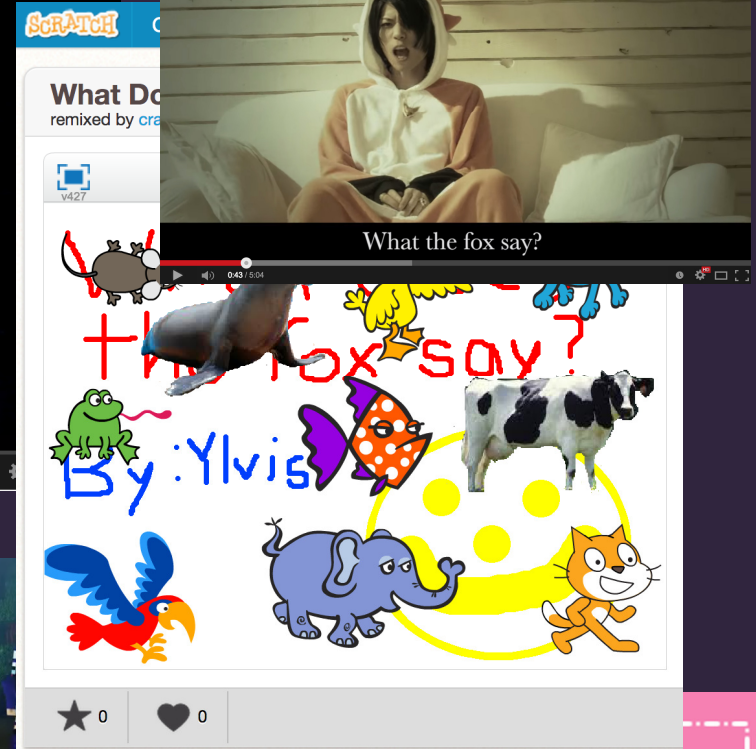








# Ylvis - The Fox



I have just "found" Ylvis fan fiction and I am loving it :)



Before the video...

Firestar opened his eyes. "Where am I?" he asked no one in particular. He definitely wasn't in StarClan. His head hurt. He looked around him, and noticed he was in one of those twoleg enclosures made out of cold, silver bars.

Next to the twoleg thing he was in was another twoleg thing just like his. In it was his old badger friend, Midnight, who was unconscious.

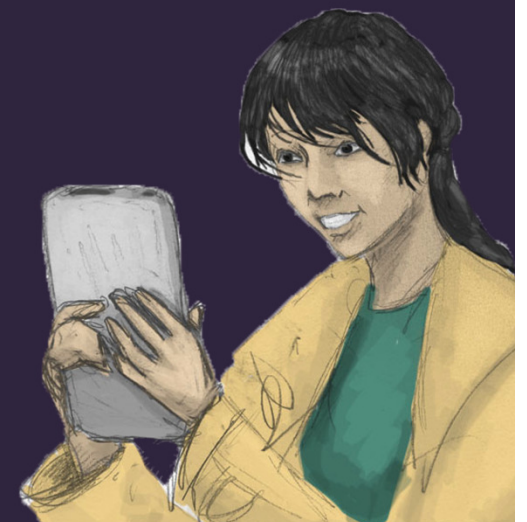
In fact, around him, there were about a hundred twoleg enclosures with various cats, mostly clan cats, StarClan cats, and Dark Forest cats, but some loners, rogues, and kittypets. All were cats that he'd met.

Some were unconscious, but others were looking around curiously. He could see Tigerstar, who was in the enclosure beneath Firestar, with a really weird look on his face that made Firestar laugh out loud. Tigerstar looked up at him, and gave him a glare.

The orange tom then heard a creaking noise coming from behind him, and turned. A grey tabby she-cat, almost green, came through what he remembered from his kittypet days was called a door.

# Implications

- Starting point: The ability to interact with information and knowledge is a key prerequisite to be a citizen – whether “analog” or “digital”
- Shifts show, however, that “digital” has resulted in a series of structural shifts that impact how we relate to information and to each other
- What does that mean for digital citizenship?
- Focus on information literacy, self-representation and self-management skills and participation skills, using 3 examples from our research.



# Information Literacy Skills

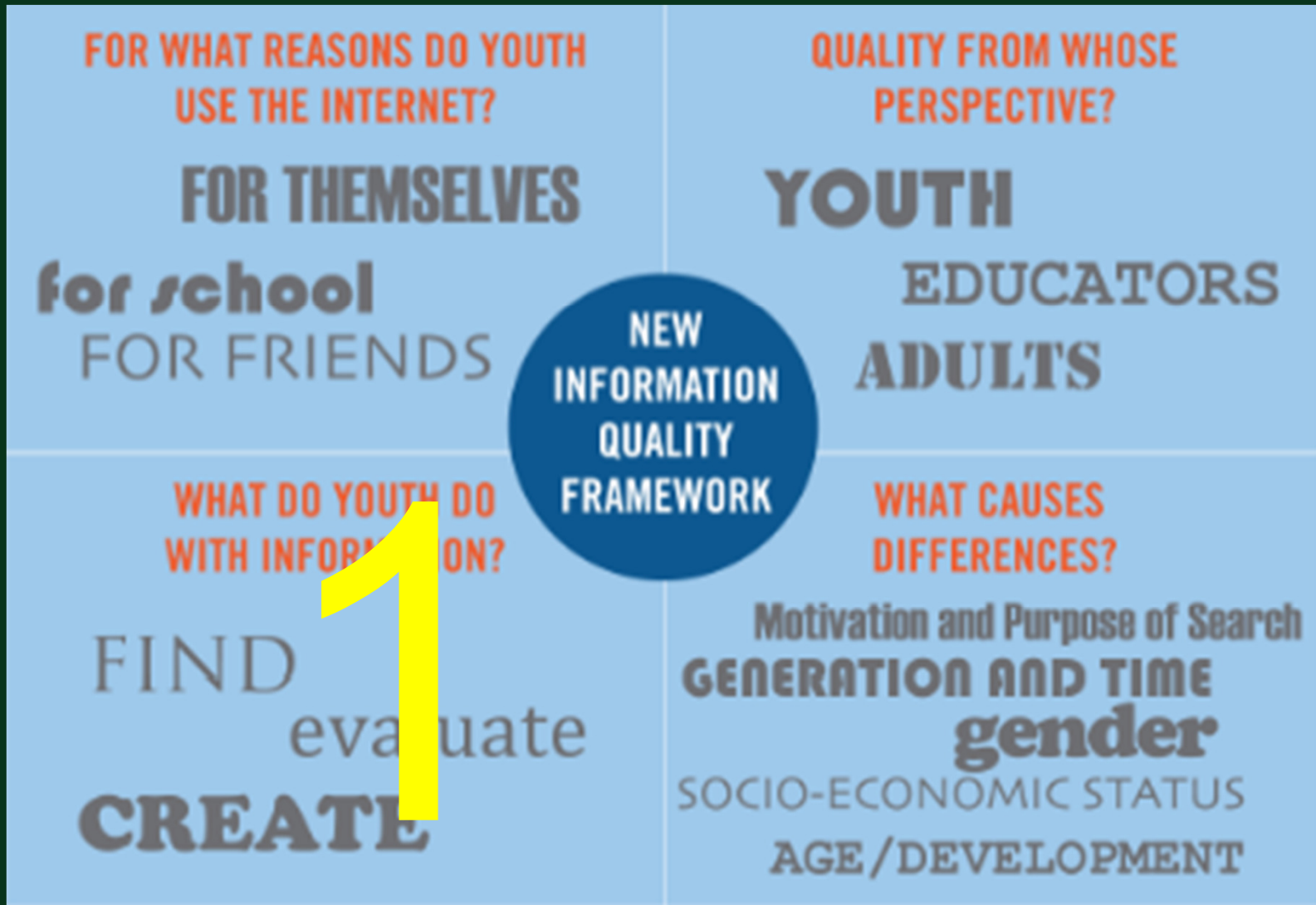
## Example #1: Navigating a Diverse Information Ecosystem



<http://youthandmedia.org/projects/information-quality/>



# A holistic view



# Navigating the New Information Ecosystem

- Search engines
- Social media
- Wikipedia
- Websites
- Emails
- Blogs
- Databases
- ....



# Subjectivity





# Subjectivity – planning a vacation online

Travel agency website

Expedia

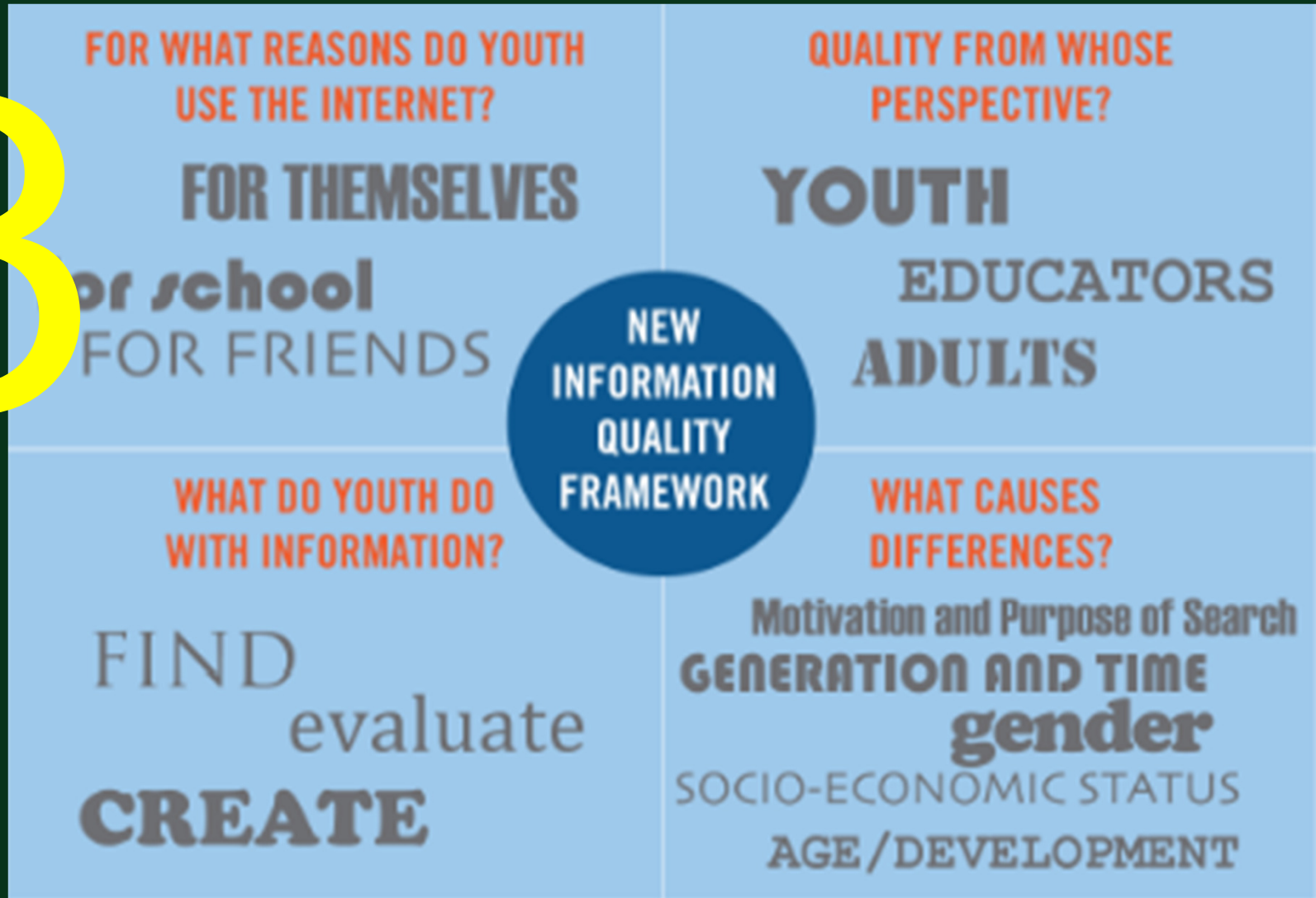
Facebook



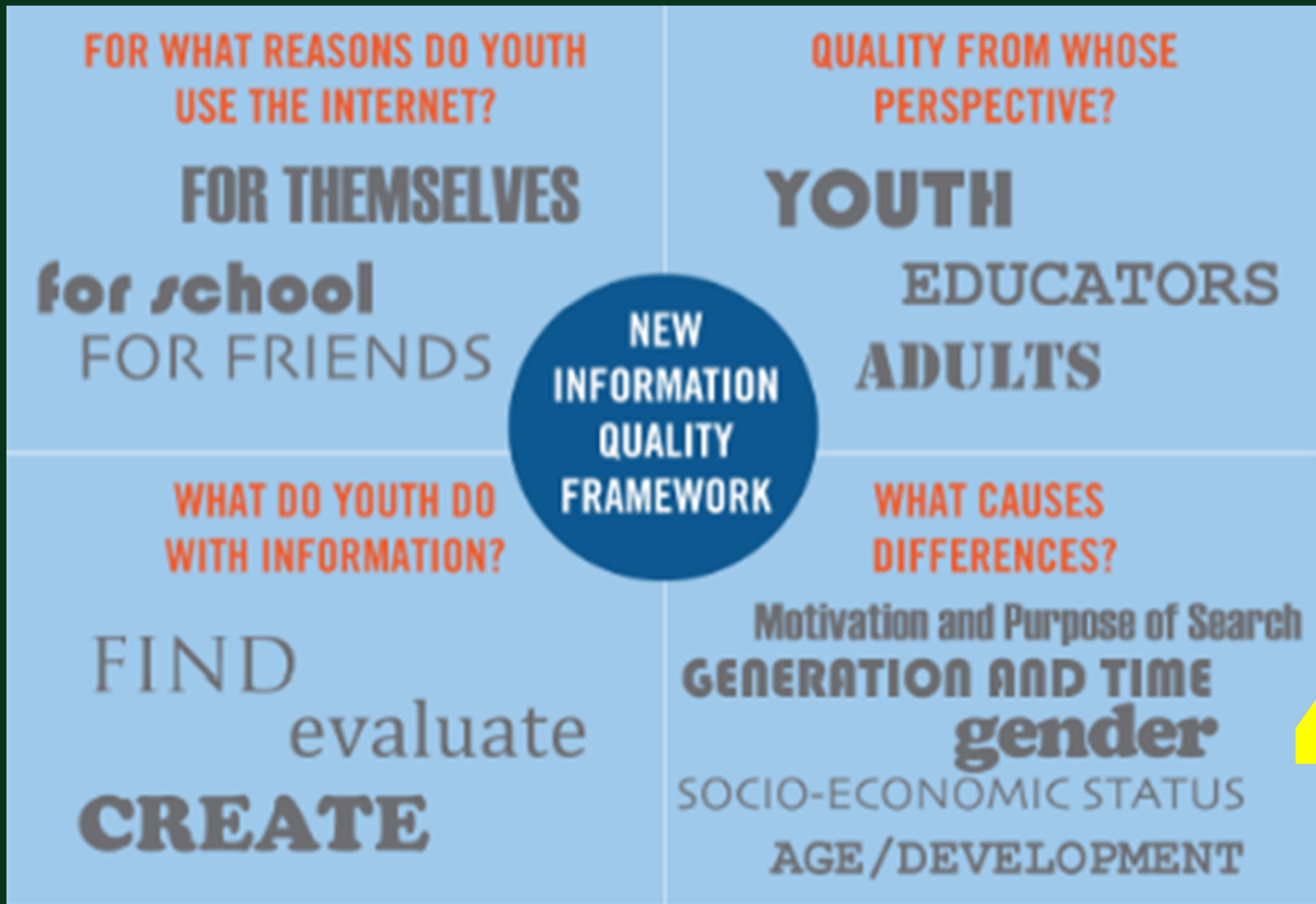
Travel blogs

# Context and Perspective

3



# Variables



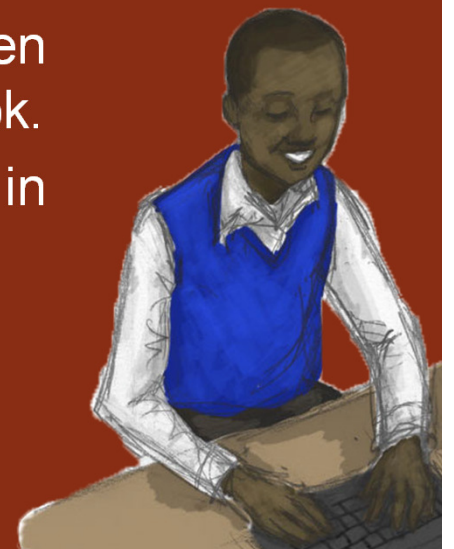
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## Self-Representation and Self-Management Skills

### Example #2: Protecting Online Privacy and Safety

**Some data points from Malaysia that illustrate both the popularity of online participation, but also privacy and other concerns:**

- 38.5% of 18-22 year old Malaysian students 'sometimes' share photos, videos and links on Facebook, while 16% do so 'often' and 12.3 per cent do so 'always'.
- 45% agreed or strongly agreed that they feel upset when their contacts misrepresent what they post on Facebook.
- 67.8% agreed or strongly agreed that sensitive issues in Malaysia cannot be discussed on Facebook.



# Self-Representation and Self-Management Skills

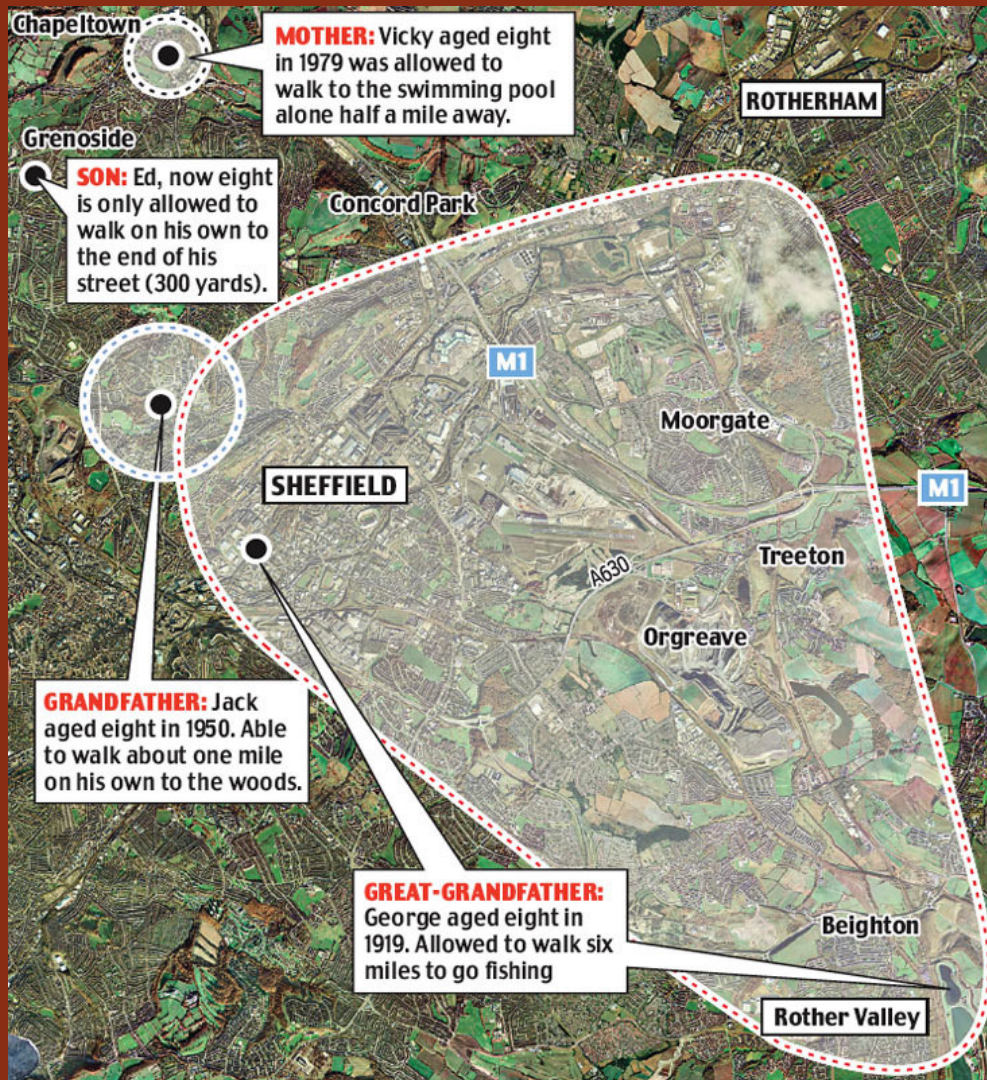
## Example #2: Protecting Online Privacy and Safety

Research from other parts of the world also underscore the importance of safety and privacy – and the need to build skills that allow to minimize risks and maximize participation. For example:

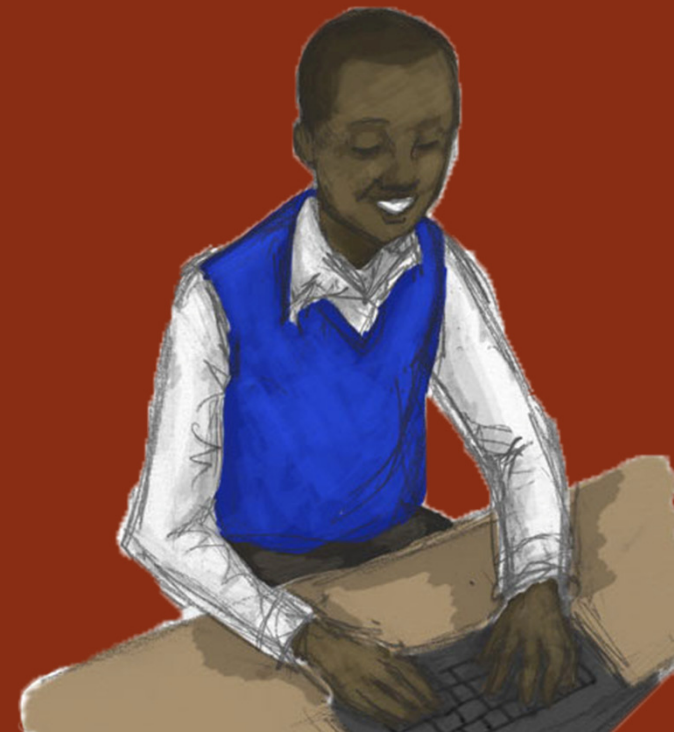
- **Teens’ “social privacy” online is paramount.**
  - Lots of time + energy is devoted to reputation and network management.
- **Teens (like adults) are sharing more about themselves on social media profiles.**
  - Increases between 2006-2012 in photos, school name, city/town, email address and cell phone number.
- **Teens are diversifying their social media portfolios.**
  - Facebook is still dominant, but other platforms like Twitter and Instagram supplement FB for many youth.



# Giving youth some “space”



David Derbyshire, “How Children Lost the Right to Roam in Four Generations,” *Daily Mail* (15 June 15 2007). <http://www.dailymail.co.uk/news/article-462091/How-children-lost-right-roam-generations.html>. See also: Ben Shaw, Ben Watson, Björn Frauendienst, Andreas Redecker, Tim Jones, and Mayer Hillman, “Children’s Independent Mobility: A Comparative Study in England and Germany (1971-2010),” (London: Policy Studies Institute, 2012). [http://web.policystudiesinstitute.org.uk/images/uploads/CIM\\_Final\\_report\\_v9\\_3\\_FINAL.PDF](http://web.policystudiesinstitute.org.uk/images/uploads/CIM_Final_report_v9_3_FINAL.PDF)



# Participation Skills

## Example #3: Knowing how to stay informed

1. New forms of media have blurred the boundaries of what counts as news
    - blogs, aggregators, citizen-journalism, and eyewitness testimony delivered directly through social media
    - long-established professional outlets have been changing, with the newspaper industry in crisis
  2. Youth sometimes associate the word 'news' with boring adult concerns that have no relevance for their lives
  3. They follow celebrity gossip, updates about games and movies and sports scores. → These activities may not relate directly to civic engagement, but they involve skills that can potentially generalize to other domains.
- People will follow the news that matter to them; and, conversely, they will not follow news that does not matter to them



# Participation Skills

## Mememes are an example of how youth participate online

- Memes are humorous, contagious pieces of social information that are spread widely.
- Memes demonstrate the participation, collaboration, and distribution of ideas of individuals.
- In order to create a successful memes, youth must
  - understand the social context surrounding the ideas in the meme
  - develop the technical skills to create the meme
  - have the creativity to make something humorous and relatable.
- Memes also reflect the norms of the community for whom they are created. They are sometimes understandable across communities, while other times they are confusing, nonsensical, and (at worst) offensive to other communities.









## DO THE HARLEM SHAKE (ORIGINAL)



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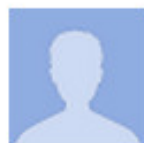
44,562,217

👍 134,793

👎 25,044



## Harlem Shake Hits Egypt Protest in Cairo



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# Moving Forward – 4 Highlights and 4 New Publications worth Highlighting

## 1) The Importance of Research

Exploring the Digital Landscape in Malaysia. Access and use of digital technologies by children and adolescents

## 2) Including the Youth Perspective

“Children’s Rights in the Digital Age. A download from children around the world”

## 3) Taking Young People Seriously

“Taking Children Seriously: A call for the enhanced engagement of children in the discourse on digital rights

## 4) Empower “Digital Citizens”

“Stories of Digital Champions”

# Moving Forward – The Importance of Research



[http://www.unicef.org/malaysia/UNICEF\\_Digital\\_Landscape\\_in\\_Malaysia-FINAL-lowres.pdf](http://www.unicef.org/malaysia/UNICEF_Digital_Landscape_in_Malaysia-FINAL-lowres.pdf)

# Moving Forward – Including the Youth Perspective



[http://www.unicef.org/publications/files/Childrens\\_Rights\\_in\\_the\\_Digital\\_Age\\_A\\_Download\\_from\\_Children\\_Around\\_the\\_World\\_FINAL.pdf](http://www.unicef.org/publications/files/Childrens_Rights_in_the_Digital_Age_A_Download_from_Children_Around_the_World_FINAL.pdf)

# Moving Forward – Taking Young People Seriously

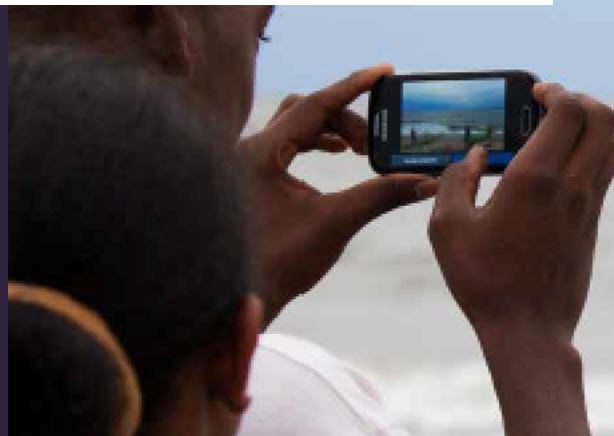
## **TAKING CHILDREN SERIOUSLY:**

A call for the enhanced engagement of children in the discourse on digital rights

by **URS GASSER**



**Urs Gasser**<sup>1</sup>  
is the Executive  
Director of the  
Berkman Center for  
Internet & Society at  
Harvard University



# 25 YEARS

OF THE CONVENTION ON  
THE RIGHTS OF THE CHILD

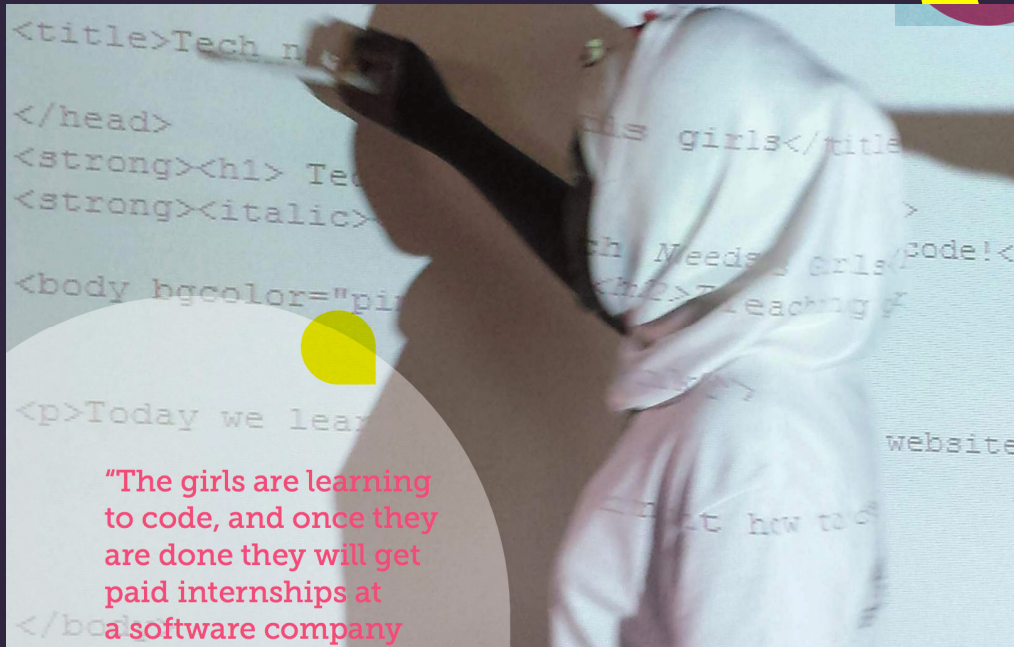


A call for the enhanced  
engagement of children  
in the digital rights  
discourse

by Urs Gasser

[http://www.unicef.org/publications/files/CRC\\_at\\_25\\_Urs\\_Gasser\\_13Oct2014.pdf](http://www.unicef.org/publications/files/CRC_at_25_Urs_Gasser_13Oct2014.pdf)

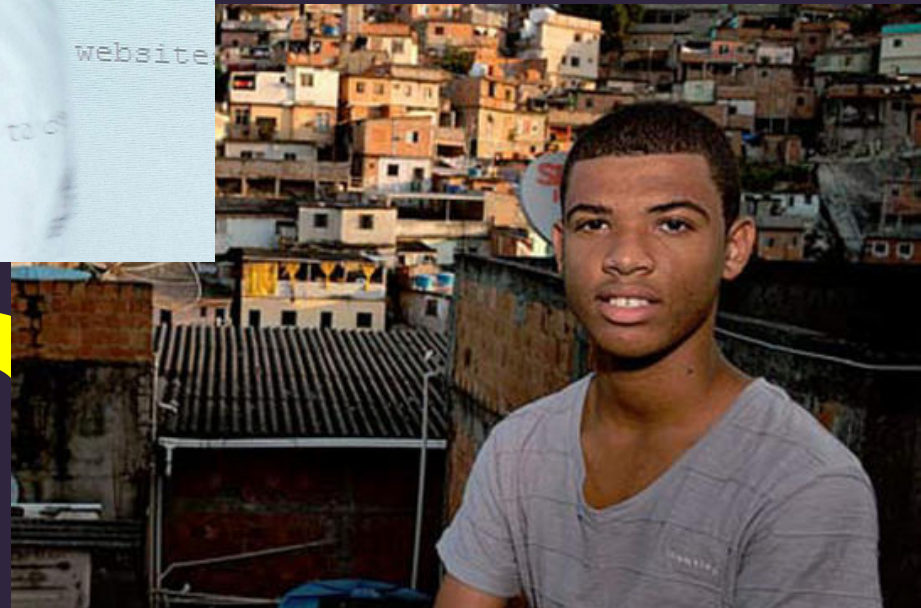
# Moving Forward – Empower “Digital Citizens”



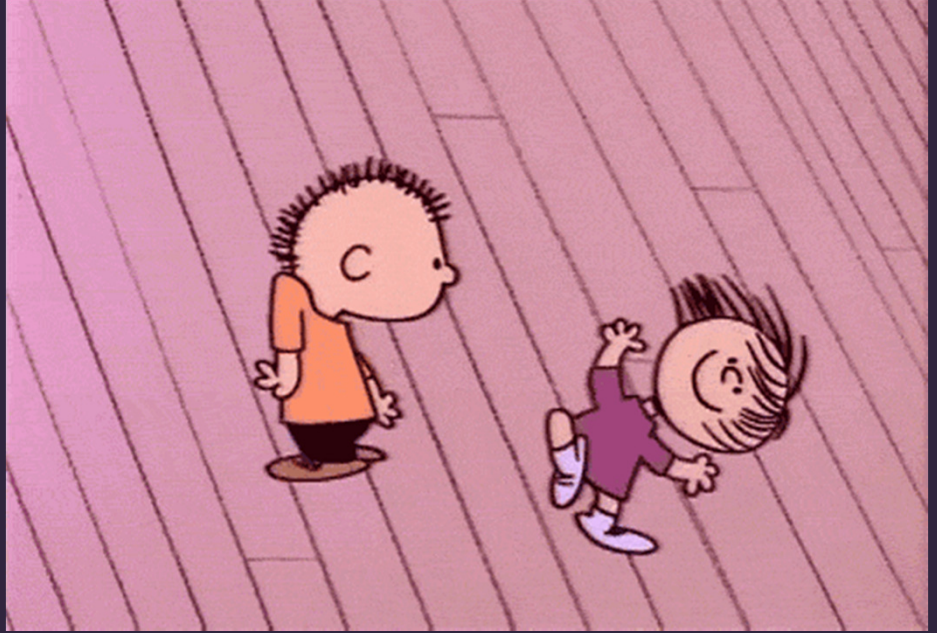
“The girls are learning to code, and once they are done they will get paid internships at a software company”

Regina Agyare –  
Soronko Solutions  
(Ghana)

Rene Silva –  
Voz das  
Comunidades (Brazil)







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Niccolo Perotti to Francesco Guarnerio written in 1471,  
(i.e. two decades after Gutenberg):

"My dear Francesco, I have lately kept praising the age in which we live, because of the great, indeed divine gift of the new kind of writing which was recently brought to us from Germany. In fact, I saw a single man printing in a single month as much as could be written by hand by several persons in a year. ... It was for this reason that I was led to hope that within a short time we would have such a large quantity of books that there wouldn't be a single work which could not be procured ... Yet—oh false and all too human thoughts—I see that things turned out quite differently [...] now that everyone is free to print whatever they wish, they often disregard that which best and instead write, merely for the sake of entertainment, what would best be forgotten, or, better still, be *erased* from all books. and even when they write something worthwhile they twist and corrupt it to the point where it would be much better to do without such books [...]"