Practical** Strategies to Empower Positive Digital Citizenship

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Road map for the next 40 mins

PART 1:

explore some of the nuances when it comes to **understanding** and interpreting the science and research on technology use and mental health

PART 2:

- a) Introduce digital citizenship, literacy and intelligence models
- b) a range of innovative strategies for fostering digital wellbeing and for helping young people all humans maintain a happy, healthy relationship with their online world.





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Would you like moral panic with that?



Giving your child a smartphone is like giving them a gram of cocaine, says top addiction expert

It's 'digital heroin': How screens turn kids into psychotic junkies

Banning children as young as four from using the internet is like 'child abuse', claims controversial professor

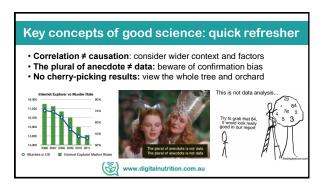




Here's a critical media literacy example





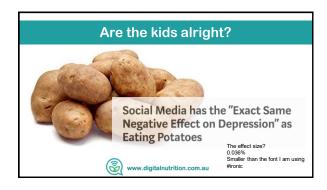


Additional ways to spot good reporting

- The article refers to the original (peer-reviewed) journal article
- The research might be **pre-registered** (intro, hypotheses, methods are published prior to data collection)
- · Conflicts of interest are declared
- Commentary is by an actual subject matter expert
- Sensational, emotional, provocative language is avoided
- Wild extrapolation and speculation is avoided

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What does the evidence *really* say?

- UNICEF Innocenti discussion paper by Daniel Kardefelt-Winther (2017)
- TL;DR It's complicated, but effect size is minimal, we need to proceed with excellence in research methodology (preregistration) and
- multidisciplinary approaches.

How does the time children spend using digital technology impact their mental well-being, social relationships and physical activity? An evidence-focused literature review

centi Discussion Paper 2017-02

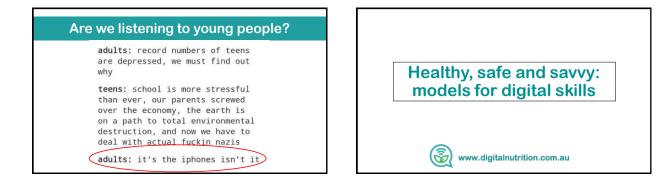
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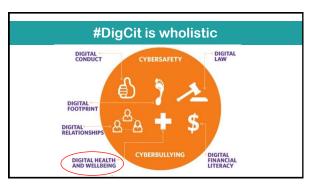


























Embed #digcit in a meaningful way

- Meaningful = Relevant and useful, practical to young people (NOW)
- The problem of BYOD contracts, anti-bullying policies and wellbeing strategies being separate, isolated and static.
- Need to move beyond the occasional guest speaker to address one-off topics towards having whole-school/organisation commitment to embedding the values of excellent digital citizenry (its more than just being 'good').
- Include positive ways of **framing goal behaviour** rather than a long list of misdemeanors, that have no scaffolding or support to achieve.
- · Develop a culture of 'choose to use' rather than 'ban'.











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Champion social-emotional learning #SEL

- Embedded in the curriculum as the social-personal capability (aka Emotional Intelligence - EQ), increasingly recognised as important in parenting. Emotion coaching helps regulate feelings and responses, improves
- ability to cope using adaptive strategies. The goal is not 'happiness' but being skillful in managing the proverbial bumps in the road (building resilience, distress tolerance and problem solving).
- Understanding the nature of adolescence, identity formation and need to Bean through experiences (not theory).
 Willingness to 'be there' and hold the space as they learn (and
- sometimes fail).

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HOW???

Leading a Digitally Intelligent School

- 12 hour/ 2 day course, NESA endorsed at Lead teacher Level - Brings together resources and research on digital citizenship/literacy and helps schools develop a process of

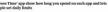
implementing change to address their specific needs. - Collaborative across schools, includes small action research

- project, coached to implement change.
- Email me to find out more.

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Demand more from developers & big tech

Apple's new 'digital wellbeing' tools aim to help reduce screen time







Consider #VirtualVitamins

· Consider the need to evaluate the ingredients of online activities to credential them better.

• EXAMPLES:

Vitamin E = Empathy → an important social-emotional skill, opportunity to enhance connection through exploring stories and perspectives

Vitamin C = Creativity → digital creation is more valuable than mindless consumption.







The role of parents as digital mentors

- This is a 90 minute presentation in itself!
- Setting guidelines and expectations early and consistently.
- Understanding the **risks and benefits** of the online activities and **cognitions** that accompany them.
- Appreciating online worlds as valid and meaningful for young people.
- Willingness to participate in and/or play games and understand the attraction/passion (fake it til you make it).



Remember the power of role modelling

The Dangers of Distracted Parenting When it comes to children's development, parents should worry less about kidd' screen time—and more about their own.





Ask these Q's about media use instead

Time online is just one (outdated, simplistic) way to consider the impacts of digital devices. Here are some other ways to think about the issues relating to technology use/overuse. What information is being consumed or activities engaged in? CONTENT Are they developmentally appropriate? What is the situation the tech use is occurring in? CONTEXT Is it the classroom, bedroom, alone or with others? What thoughts, motivations & intentions are present? COGNITIONS Are they adaptive, maladaptive, helpful or negative? FUNCTION What is the reason for the tech use Is it to avoid social interaction, to study etc? (Z) www.digitalnutrition.com.au



Apply the 3M's Digital Nutrition		
Want to have a healthier, more considered relationship with technology? Keep these 3 principles in mind and apply them to your online activities.		
// MINDFUL	Be present to your actions, have awareness of, and responsibility over your activities online. Try pausing & thinking more broadly about how what you do, say, click on & scroll through impacts your overall wellbeing.	
// MEANINGFUL	Have a sense of purpose and clarity in regard to what you're reading, commenting on or participating in. When you're 'screen facing' are you aligned to your goals and values?	~~~
// MODERATE	Consider both using technology in moderated amounts of time , but also your ability to moderate or temper what you say and how you react to things that show up in your online world.	(
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TL;DR Any change and introduction of new technology can feel threatening and contusing. We tend to focus on the digital catastrophes (retrospectively) more than we capitalize on the possibilities (proactively). The machines that drive science, journalism and media publication are complex – we need digital literacy skills to navigate them and maintain our matter your devices and platforms. Digital citizenship and literacy need to be meaningfully embedded in school and home values and modelled authentically (not perfectly by adults). There is no playbook/rulebook for this, we need to be considered, responsive/adaptive and creative!



