



## The Youth for a democratic cybercitizenship

The Youth for a democratic cybercitizenship project, funded by the Citizen Participation Unit, Cabildo de Gran Canaria aims to:

***To promote democratic digital citizenship and the social and political participation of young people on the internet in order to achieve cyber coexistence from the perspective of rights, diversity, interculturality and gender.***

To achieve this, between January and February 2021, it will involve 30 young people from Gran Canaria who will receive participatory and experiential training on cybercitizenship and the digital sphere as a space for social and political participation and will support the design of an awareness-raising campaign on the importance of democratic cybercoexistence and the fight against cybercrime.

Once the campaign is designed, it will be widely disseminated between March and April 2021 in order to achieve maximum visibility and participation, they will be able to support this initiative: Difundiendo toda la información y recursos de la campaña

- Viewing and forwarding the awareness-raising video.
- Responding to the online form to obtain the cyberpassport.
- Uploading the cyberpassport image to your social media profile on 10 April (International Science and Technology Day).
- Sharing ideas, testimonies, denunciations, resources and audiovisual creations on cybercitizenship and democratic cybercoexistence.



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### Project actions

Creation of the project image and WEB space that will host all the resources generated during the project and where the young people will be able to exchange ideas, testimonies, complaints, initiatives and audiovisual creations.

**IDENTIFICATION OF KEY STAKEHOLDERS:** 30 young people from 16 to 18 years old from Gran Canaria and 4-8 teachers, professionals working with young people distributed in 3 - 4 groups who want to collaborate with the project in raising awareness and promoting democratic cybercitizenship by participating in the training and design of the campaign.

**ARTICIPATORY AND VIVIENCIAL TRAINING** for reflection-action-participation on democratic e-citizenship: Online 6 hours of theoretical and practical training in February and March.

### **AWARENESS-RAISING CAMPAIGN**

- Definition of the campaign slogan and hashtag.
- Creation of online form with criteria to obtain a digital Cyberpassport.
- Design of downloadable digital Cyberpassport image.
- Reception and visibility of videos created by young people through the project's website.
- Creation of a campaign video with the participation of key agents.
- Dissemination of the campaign to organisations, professionals and young people.
- Collective action on 10 April (International Science and Technology Day): upload image of cyberpassport to social networks and disseminate the campaign.



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**PARTICIPATORY AND VIVIENCIAL TRAINING** for reflection-action-participation on democratic cybercitizenship from a gender and rights approach: 6 theoretical-practical hours aimed at young people, organisations and key professionals.

### CONTENTS:

**SESSION 1.** Introduction to the project and digital cybercitizenship.

**SESSION 2.** Regulations and policies for cybercoexistence and main cybercrimes and perceptions, good and bad practices on the Internet.

**SESSION 3.** Instruments for dialogue, debate, influence, participation and social intervention in the digital space.

**SESSION 4. GAMERGATE:** responses to cyberbullying in the world of video games.

**SESSION 5.** Criteria of cybercitizenship for the development of an online survey with answers to obtain a symbolic cyberpassport as a form of online accreditation as a cybercitizen.

**SESSION 6.** Design of an awareness-raising campaign.

- Definition of the campaign slogan
- Key ideas for an awareness-raising video aimed at other young people.
- They will also be asked to:
- Participate in the web forum with their ideas, testimonies, denouncements...
- Create their own audiovisual materials on the subject: Tik Tok, videos...
- Disseminate the campaign and the video during March and April.
- in online mobilising actions on 10 April (International Science and Technology Day) so that as many people as possible enter the website, fill in the form, obtain the cyberpassport and post the image of the cyberpassport on their social networks 😊.



## The Youth for a democratic cybercitizenship

### Teachers:



**Ana Lidia Fernández-Layos Fernández.** Teacher, Researcher and Social Consultant. Expert in Emotional Intelligence and Gender Equity.

Gestalt Therapist, Degree in International Relations at the University of Sussex and Master in International Cooperation, she has more than 20 years of experience in the Canary Islands, nationally and internationally in the promotion of emotional and social intelligence from gender equity through social action, awareness, education for development, training, research, and advocacy with participatory and experiential methodologies. I have worked in more than 25 countries in Europe, America, Asia and Africa.



**Nira Santana Rodríguez.** Artist, teacher and researcher. Expert in Art, Gender and Video Games.

With a degree in Fine Arts and a Masters in Feminist Studies, Equality Policies and Gender Violence from the University of La Laguna, as well as an Expert in Video Game Design from the University of Las Palmas de Gran Canaria, the activist and visual artist, Nira Santana Rodríguez, raises current debates from a gender perspective, investigating the relationships between art, video games and digital culture.



**Armando Ojeda.** Professional in the field of online and offline communication. Expert in Digital Education.

Law graduate, teacher and journalist with extensive experience in the media. Professional in the management of online and offline corporate communication. Specialist in Digital Education, with experience in the design and delivery of educational projects aimed at young people, families and teachers. Author of the didactic manual *La Educación Digital. Your identity in the networks.* (Mercurio Editorial, 2015). Trainer in the appropriate use of digital spaces: internet, social networks and the video game environment. Projects developed for the Government of the Canary Islands, Cabildo de Gran Canaria, Cabildo de La Palma or Ayuntamiento de Las Palmas de Gran Canaria, among other institutions and entities.



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### How can you collaborate? 😊

Visit the project website:

- [https://opcionate.com/jovenes\\_por\\_una\\_ciberciudadania\\_democratica/](https://opcionate.com/jovenes_por_una_ciberciudadania_democratica/)
- Create your own materials or videos on this topic and send them to us.
- Upload the image of the cyberpassport to your social media profiles on 10 April (International Science and Technology Day).
- Spread the campaign.

### If you work with young people:

- ✓ Work on this issue with them and encourage them to participate in the campaign.
- ✓ Let us know if they would be interested in receiving online training on this topic for the 2021/2022 course. Contact us at [info@opcionate.com](mailto:info@opcionate.com).