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DIGITAL, RESPONSIBLE, SAFE
IN SCHOOL AND COMMUNITY

THE LEGAL SOCIALIZATION PROGRAM

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Sarajevo, 2018

**DIGITAL, RESPONSIBLE, SAFE
IN SCHOOL AND COMMUNITY**

THE LEGAL SOCIALIZATION PROGRAM

Contents

PREFACE

The "***Digital, Responsible, Safe in School and Community***" Guidebook has been drafted in the framework of the Legal Socialization and Juvenile Delinquency Prevention Program, implemented by the PH International with the assistance of grants awarded by the United States Government - ***Bureau of International Narcotics and Law Enforcement Affairs*** (INL).

The guidebook title itself – "***Digital, Responsible, Safe in School and Community***" points to its essence and purpose, which, being an integral part of the Legal Socialization Program's education package, which also includes "Manual for Trainers" and "Manual for Students", is to encourage the development and strengthening of awareness of social responsibilities, social activism and socially acceptable behavior, all with the aim of juvenile delinquency prevention.

The topics addressed in the "***Digital, Responsible, Safe in School and Community***" publication correspond with the topics of workshops attended by second-grade students from 11 high schools of the Herzegovina-Neretva Canton and the Zenica-Doboj Canton, who are already participating in the Legal Socialization and Juvenile Delinquency Prevention Pilot Program. Workshop participants were students, teachers, senior-grade teachers, professors, police officers, parents.

The publication provides basic information on information and communications technologies, their useful aspects, but also risks related to their use.

Also defined are notions of media and digital literacy, with an emphasis on the need and significance of developing critical thinking and analytical skills as the basic prerequisites for individual and social development in the contemporary connected digital world.

The contents provided in the publication and the illustrative manner of their presentation aim at stimulating the youth to behave in a responsible fashion in the virtual world. The publication is supposed to help the school as an institution, the students and teaching staff, but also the parents, to regard information and communications technologies as a condicio sine qua non of the modern world we live in, which is why it is necessary to become acquainted with all the aspects related to that fact.

The objective of the series of illustrative examples and ideas for including information and communications technologies in the education process is to stress the significance and necessity of introducing changes and adapt the education system with the aim of developing critical thinking and analytical skills, given the fact that young people today, "the digital natives," spend most of their life online, and digital environment is their natural environment.

The Guidebook offers examples of active civil engagement of young people throughout the world, including our country, supported by the use of contemporary technology tools, with a hope that it will encourage the readers to engage in and promote activism and solidarity, which too has the power of preventive effect in the context of online and offline violence.

We believe that the "***Digital, Responsible, Safe in School and Community***" Guidebook will be accepted and put to a good use, and will thus contribute to a successful development and education of young people.

Nedžada Faginović
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GLOSSARY

BLOG	Web log or blog (an Anglicism) is a form of posting information on the Internet, primarily containing periodic articles in the reverse temporal sequence - the latest entries always come on top of the page. Blogs can be individual and collaborative. They can take the form of magazines, and can be thematic, personal. They can be linked into groups, thematically or in relation to the domain in which they operate – *blogosphere*.
SELF-CENSORSHIP	*Self-censorship* is also a form of restriction of freedom of expression, but it is not being imposed from the outside, but from the inside. The most obvious example can be seen in the media which is reflected in the fact that the media and journalists, due to the various pressures they are exposed to (economic, political), do not report on issues that are critical to the political elites they depend upon. Criticizing authorities that is founded on facts and arguments represents the essence of journalism profession in a democratic society.
CENSORSHIP	When a system forbids free expression of views and opinions that differ from those of the ruling structures, that is called *censorship*. It is a characteristic of undemocratic societies.
CYBERBULLYING (CYBER-VIOLENCE; VIRTUAL VIOLENCE; INTERNET VIOLENCE	*Cyberbullying* is a compound that, in today's digital age, unfortunately, signifies a rather widespread phenomenon, globally, including Bosnia and Herzegovina. The notion itself was adopted from the English language, and consists of two words: cyber, meaning the virtual world, and bullying, meaning violence, or violent behavior (or bully, which means a violent, intrusive person). Therefore, cyberbullying is a term used for describing violence in the virtual world, through information and communications technologies, or Internet violence. This Guidebook uses equally all terms used for describing this phenomenon, as listed in the glossary.
DIGITAL LITERACY	*Digital literacy* is a set of knowledge, values and a whole system of skills in the field of critical thinking, communication and information management, which young people are supposed to have in order to be successful in the digital age. The thing is that more and more jobs, services and even democratic processes have been gradually moving to the online sphere. There is an entire plethora of skills that fall within the framework of digital literacy, including: *media literacy, online privacy and safety, online violence, excessive use of the Internet, online ethics, online human rights, online games.*
SOCIAL MEDIA OR SOCIAL NETWORKS	*Social networks or social media* (the coinage adopted from the English language) constitute one of the phenomena that emerged at the time of Web 2.0. According to the definition, social networks represent a set of online communication channels through which to generate the content of a community of users, based on sharing the contents, communication, interaction and collaboration. The networks most frequently used by the young people in BiH are *Facebook, Instagram, Snapchat, and to a somewhat lesser extent Twitter.*

EXTREMISM	*Extremism* is a term that refers to acts or ideologies that come beyond the framework that is considered socially acceptable, whether for pragmatic or ethic reasons. This term is almost always a derogatory term. Its antonym is moderation. In politics, extremist ideologies are usually considered to belong to the far left, the far right or extreme religious fundamentalism. As a rule, the followers of these ideologies or movements never refer to themselves as extremists but are therefore more inclined to call themselves radicals. That is why term radicalism today has become a kind of euphemism for extremism. (Source: https://sh.wikipedia.org/wiki/Ekstremizam)
CITIZEN ACTIVISM	*Citizen activism* is a term that denotes citizens organizing and heavily engaging in the community with the aim to achieve social changes deemed necessary by the civic organization or group.
HATE SPEECH	The most serious form of violation of freedom of expression is *hate speech*. Hate speech is speech that convey hatred or contempt towards any social group on the basis of its attributes (such as ethnic origin, gender, religion, national origin, sexual orientation, etc.), aiming to provoke hatred against members of the group and to incite violence against them. This type of speech, whether transmitted offline or online, constitutes not only a violation but a criminal offence in Bosnia and Herzegovina.
HTML	HTML is an abbreviation for *HyperText Markup Language*, which means a presentational language for creating web pages. Hypertext document is created through HTML language. The HTML language shapes the content and creates hyperlinks, or hypertext of the given document. HTML is easy to use and easy to learn, which is one of the reasons of its general acceptance and popularity. Its widespread use is attributed to its simplicity and to the fact that from the very beginning it was designed to be free-of-charge, which means it is available to everyone.
HTTP	*Hypertext Transfer Protocol* (HTTP) is a standard that uses network request-response transactions for data transfer through the Internet.
INFORMATION AND COMMUNICATIONS TECHNOLOGIES (ICT)	ICT are technologies that enable access to information through telecommunications. These technologies include the Internet, wireless networks, mobile phones and other digital media. Over the past two decades ICT communications have introduced a myriad of novelties in relation to the previous period: real-time video communication, instant texting, video conferences, etc. This includes social networks as well.
INTERNET	*Internet* is defined as a global communications system consisting of technical and software infrastructure, which provides for communication between computers. This means that the Internet is a network that guarantees web functioning (www).
INTERNET PROVIDER	Relates to *the Internet Service Provider - ISP*, which means telecommunication and cable operators providing internet access services.

DEFAMATION	*Defamation* means making false statements in public, most often through different media, about others with the aim to discredit them, to damage their reputation, in order to achieve some personal goals. Online defamation means using the Internet and social networks for spreading information about another person(s) that is false. It includes sharing videos, audio materials and photos of someone for the purpose to ridicule, spreading fake rumors and gossip, as well as altering photos of others and posting it online for the purpose of harming them in any way.
LOGIN	English language noun, which usually means an application, but is in our languages often used as a verb, e.g. to log in. In terms of the use of information and communications technologies, it means to log onto a computer, data base or system (local network or global Internet network).
MEDIA LITERACY	*Media literacy* is a set of skills people today need in order to access, analyze, evaluate, but also create media contents, including all kinds of media, from books, films, music, printed and electronic media, to information and communications technologies and the Internet. Under the definition, in the contemporary world people need media literacy skills to engage in active citizens' participation in modern society. The most important skill from within the group of media literacy skills is the critical analysis of media contents.
ONLINE	*Online* is a term indicating connection to the Internet, while conversely the term offline signifies the state of non-connection to the network.
FREEDOM OF EXPRESSION	*Freedom of expression* is one of the fundamental human rights entitled to every human being in accordance with the democratic principles of the organization of society. It is defined in Article 10 of the European Convention on Human Rights: "Everyone has the right to freedom of expression. This right shall include freedom to hold opinions and to receive and impart information and ideas without interference by public authority and regardless of frontiers." The right to freedom of expression to the citizens of Bosnia and Herzegovina is guaranteed by the Constitution of BiH, which refers to the European Convention on Human Rights as one of the documents of international law which should be directly applied in the judiciary of Bosnia and Herzegovina.
FREEDOM OF MEDIA	*Freedom of media* is also a very important segment of freedom of expression. It is very important to cherish the freedom of media in order to effectively perform their function in a democratic society as being a control mechanism that citizens have over political elites and governing structures in society.
TCP/IP protocol	TCP (engl. *Transmission Control Protocol*) and IP (Eng. *Internet Protocol*) are protocols by which to exchange data between computers via Internet link, without which contemporary Internet would be unimaginable.
VLOG	*Video blog or vlog* is a type of blog which uses video form as its basic medium, and as such represents one of the web TV forms. Vlog contains a video or link to video in combination with other types of content (text, sound, etc.). Vlog is a popular category on You Tube.
WEB OR NETWORK	*Web* is a combination of online sources and mutually connected web pages. It functions by using Internet resources.

Note: The grammatical terminology concerning the use of male or female genders in the text shall imply the inclusion of both genders.

HOW THE INTERNET CHANGED THE WORLD

Several weeks after the first man landed on the Moon in 1969, and several days after the historically famous Woodstock Music Festival, the University of California Los Angeles – UCLA in Los Angeles received a device the size of a fridge which caused huge excitement among Professor Leonard Kleinrock and his colleagues. The device was the Interface Message Processor (IMP), which announced the commencement of a new era at the point when it successfully transferred a simple message from a PC in California to a PC on the other side of the United States of America (USA) at the Stanford Research Institute.

Although the beginning of the Internet is still discussed, Professor Kleinrock believes that October 29, 1969 was the day when the baby Internet uttered its first word - LOGIN. This was the beginning of the network which started as a military project entitled ARPANET. Only later, in 1982, after finding a way to connect all computer networks into a single one through TCP/IP Protocol, it was named the Internet. This invention shrank the world in which we live to the so-called «global village» bringing all positive but also negative things in our lives to the fore. New communication channels that were created to facilitate the exchange of knowledge, the initiation of changes is also utilized for violations of the law, causing new problems for the rule of law across the world.

Very often there is a lot confusion about the differences between the Internet and the Web. There are those who believe that both these terms mean the same thing, which is not true, because there is an obvious and clear distinction between them.

The Web came to life in 1989 when the British scientist, Sir Timothy John «Tim» Barners-Lee created it and named it World Wide Web (WWW). In order to put his idea into practice, he created the HTTP Protocol, the HTML meta-language program to enable hyper textual documents and the first Web browser which enabled the display and navigation through this type of hyper textual document. In 2017, he received a Turing Award for this innovation, which is the Nobel Prize in computer science. Until this discovery, people exchanged information only in form of electronic text messages, chats and other protocols which were not always readily available.

The Internet is defined as a worldwide communication system that consists of technical and software infrastructure. This infrastructure provides for communication between computers. This means that the Internet is a network which provides for the functioning of the Web (World Wide Web www). The **Web** is a combination of online sources and mutually linked Websites. It operates using the Internet based resources.

After the first wave of the Web, known as Web 1.0 or *read-only[1]*, more specifically the Web where one could only read the contents created by someone else, a new version came to life, and it was named Web 2.0. Tim Barnes-Li designed the Web originally as an interactive platform which will allow everyone to participate not only by reading but also by writing contents. But it took nearly 20 years before this idea came into practice. **Web 2.0** is an Internet based technology or computer program. It is a unity of principles. Web 2.0 offers to its clients a platform which they use however they wish. Facebook is a good example of the Web 2.0 technology. One day, if all Facebook users decide to stop posting information, this social network would cease to operate. A social network offers its clients a platform that they can use as it best suits them.

Web 2.0 was a turning point when the Web became a new medium, different than classical media such as newspapers, radio and television, and it has democratized the area of contents creation through various Web services, and through emergence of smartphones, alongside mobile applications. In this regard, the Internet made a huge positive change worldwide, enabled faster and better communication, but it also brought multiple challenges. While on the one hand the Internet has globalized trade and exchange of knowledge through services such as Wikipedia, learning through distant learning systems and recorded lectures from prestigious international

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[1] 'Read-only' capable of being viewed but not of being changed or deleted

universities, at the same time it has enabled all those who do not comply with the law and do not honor the rule of law to better connect and to put at risk all Internet users. These are all indicators of major changes, but it is also the fact that we do not know where this major change will take us. One thing we already know is that new generations of young people grew up with the Internet, and unlike older generations, they did not have to struggle with technological barriers. This generation is called "**digital natives**", and they mostly belong to the generation of so-called *Millennials*[2].

The first definition of the term "digital natives" was provided in 2001 by the US Professor Marc Prensky. He observed students at the university and used this term to define a new group of young persons who grew up playing video games, listening to music on MP3 player, and using digital cameras and mobile phones. It did not take too much effort for this group to learn how to use computers. They were born in families which already had computers and took it for granted.

On the other hand, their parents had to learn how to use computers. They have gone through a difficult process of adaptation to the world full of technologies. This is because they were born in the world where the technology hardly existed. This is why this generation is called "**digital immigrants**". Although they mostly adapted to the new reality, they still use old standards of thinking. "Digital immigrants" still print everything they write on a computer. They used to call recipients of their e-mail messages to enquire whether the message was received. They rather make acquaintances in real world than in virtual locations.

According to Mark Prensky, all this has raised challenges in using technologies in education, law enforcement and led to a paradox that the "digital immigrants" teach "digital natives" how to use modern technologies. One important point made by Prensky is that members of the generation of "digital natives" learn in a different way and that they are able to do several things simultaneously, such as typing messages and listening to a lecture. These assertions have been contested recently and there is an ongoing discussion as to **whether "digital natives" are a myth**. This is because it turned out that, although new generations easily master the use of new technologies in a technical sense, they do not understand all the consequences which the use of such technologies may have on their life and the lives of others.

The new technologies, in fact, constitute a mean for transfer of information, in other words, a medium.

MEDIA - TRADITIONAL VS. SOCIAL

A medium is a mean of communication, everything people use to communicate messages except for direct communication through speech and gesture. Since the earliest times, people used media to express themselves (in the beginning, these were cave wall drawings, map drawing until the humans designed letters and started writing). Today, however, media means mass communication or mass media, such as press, electronic media (radio and TV), movie, photography. Information-communication technology, in other words online media, is the most commonly used media in the 21st century.

Historically, the appearance of any new media, as a technological invention that improved the previous communication, triggered massive civilizational changes. Upon invention of printing press, literacy became more common among the population. Books and newspapers at a later point became available to more and more people. Radio, movie and television made a revolution when it comes to networking of people who live in different parts of the world and started the process of globalization.

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2   A broad definition reads that the generation of Millennials are people who became adults during the transit from 20th to 21st century. Different authors refer to different age groups, according to some of them, this generation are the people born between 1976 and 1990, while others believe that Millennials are those born between 1982 and 2004.

However, since the appearance and fast development of information-communication technologies, commonly referred to as IT, the world is changing faster than ever before. The perception of the media is changing rapidly, as well as their role and impact on the society. The understanding of privacy, security also changed, the way in which we learn, work, buy things, have fun and so on. Finally, connection, and/or rapid networking of the majority of the population on the Internet, and growing use of the Internet in various spheres changed the role of all of us, of each citizen in the process of public communication.

With the traditional media, the audience is *a passive user/consumer of messages* released through the media. The online media allow users to play an active role through comments, posts[3] on the social networks, blogs, vlogs, photos, video, audio and multimedia. Today, people have a possibility to *participate in the public space as active citizens*, to express their views, opinions, needs and ideas, to be creative, to connect with people from all over the world, to access nearly endless sources of information, to obtain nearly any information they may seek to have, to get education.

Everyone of us who uses the Internet and social media or networks[4], who makes comments to news articles read on a web portal, who posts, likes, shares different contents on the social networks, participates in forums or plays games on the Internet, becomes an active creator in the communication process, the communicator. Given a huge number of the Internet users and how fast information spreads on the Internet, a communicator in this space has enormous influence.

MEDIA LITERACY

Media have a huge influence on our daily life, regardless the age, sex, occupation. We all watch TV, movies, listen to music, many of us play video games, and without exception, we are all exposed to a huge number of advertisements, wherever we go, on billboards, displays. Has it occurred to you that a tram painted with advertisements of a product, is also a medium and has influence on you? Precisely because of this nearly permanent interaction of people with the media, it is necessary to develop media literacy skills.

Media literacy implies a set of skills which enable a person to access, analyze, evaluate, but also produce media contents, including all types of media, from books to movie, music, printed and electronic media, to information-communication technologies and the Internet[5].

Skills of media literacy

- Asking legal questions
- Basic understanding of the way in which media operate
- Critical thinking
- The search for more sources of information
- Creative expression using media
- What has been withheld in this message? By choice? Accidentally?
- Who is the author of this message?
- To whom is the message addressed?

TRADITIONAL MEDIA

NEWS

Vs

NEW SOCIAL MEDIA

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3 The post is a common term for content placed on a social network, in the form of text, photography, symbols, hyperlinks.
4 Social networks or social media are a collection of online communication channels through which the user community content is generated. It is based on content sharing, communication, interaction and collaboration. Most commonly used social networks in BiH are Facebook, Instagram, Snapchat and slightly less Twitter.
5 NAMLE, United States National Association for Media Literacy Education. Available at: https://namle.net/publications/media-literacy-definitions/

By definition, citizens of today need the competencies of media literacy for an active civic participation in the modern society.

The most important of all these skills is **a critical and analytical approach** to watching, listening, reading, and creation of media messages. In order to acquire the skill of critical and analytical judgment, we need to know five core concepts of media production, in other words the production of media contents. In fact, as said, there are several different types of media, including printed, electronic (audio and visual) and digital. Each one of these media is used in specific ways; they use specific techniques and tools for production of contents, such as text, picture, sound, combination of them... The way in which contents are produced determines its meaning.

FIVE CORE CONCEPTS OF MEDIA PRODUCTION:

1. Media messages are *DESIGNED*, they are a **REPRESENTATION OF REALITY**, rather than a real picture of reality. This means that we as the audience, if we look at, read or listen to content through any type of media, we see, hear, understand only what has been used to create the message released to us. It is only a tiny bit of the reality; a lot has been withheld. Any message released to us always has its author.

2. **AUDIENCE** plays an important role in determination of the meaning because **different people will experience one same message in different ways.** People with different beliefs, levels of education, sex, ethnicity, will interpret messages based on their previous knowledge, beliefs and values. The way in which we understand media contents will therefore vary, even when we read, watch or listen to the same content.

3. **COMMERCIAL aspect is an important part of all media and media contents**. Media are companies which must make profit in order to survive on the market. There are several types of the media, which, depending on who owns them, may be commercial or private, and public. But even if they are not commercial media, they always involve advertising, which are different than educational, informative and entertainment contents, but are commonly an integral part of them. Their purpose is profit.

4. The **SOCIAL AND POLITICAL aspect of media** is also important, because all the media promote some values or political and social views, sometimes openly and sometimes in disguise. It is important to recognize views disguised in a message, by identifying what has been withheld.

5. Every media type or genre (*press, video, audio, multimedia, photography, infographic, etc.*) has its specifics, in other words, uses its own **TECHNIQUES AND FORMAT**. In a certain way, this also influences the meaning and contents of messages.

STEP BY STEP GUIDE TO MEDIA SELF-LITERACY

- Media journal
- Media diet
- Verification of information and sources of information

One way to bring awareness into your media habits is to keep your media journal.

Step 1

Choose one day and monitor and note down how long you spent using any type of media (including traditional and digital media, and social networks). You will be very likely surprised how much time you spend with media daily.

Step 2

As the next step, take control and set the limit which you will not exceed and try to honor your decision.

Step 3

Start planning the time and the way you spend it with the media, the choice of contents you watch, listen, read or create through the media (media diet). Start checking information you obtain through the media. What do you believe and why? What do you not believe and why?

> **AS MUCH AS IT IS IMPORTANT TO BE ABLE TO READ AND WRITE, WHICH WAS CONSIDERED TO BE THE BASIC LITERACY LEVEL EARLIER, TODAY IT IS ALSO IMPORTANT TO HAVE MEDIA LITERACY, WHEN WE ARE SURROUNDED BY MEDIA.**

DIGITAL LITERACY

As already mentioned, today we call young people "*digital natives*" because of the ease with which they learn to use IT technologies. However, it would be wise to consider this more carefully. The ease with which young persons and children use the technologies actually has to do with the easy access to information, network navigation and basic use of online tools. Surveys in this area[6] suggest that unless they are systematically trained, digital natives remain at the level of basic use. This level of knowledge is insufficient for an efficient and active participation of youth in today's world overflooded with media if it is based exclusively on technical skills required for the use of ICT. Renne Hobbes maintains that young people must develop knowledge, values and a whole system of skills in the area of critical thinking, communication, and information management, in order to be successful in the digital era, because more and more jobs, services and even democratic processes gradually move to the online sphere.

Skills of digital literacy

- Media literacy
- IT literacy
- Users' skills — network navigation
- Search for more sources of information
- Creativity
- Networking and cooperation
- Cyber security
- Problem solving
- Online games
- Cyberbullying
- Activism
- Online ethics - responsibility

These life skills are covered by one single term **DIGITAL LITERACY**.

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6   Hobbs, Renee (2012). "Hobbs: Info literacy must be a community education movement"
    https://www.knightfoundation.org/media/uploads/ publication_pdfs/Digital_and_Media_Literacy_A_Plan_of_Action.pdf

Digital literacy encompasses a variety of skills, including:

- media literacy,
- privacy and online security,
- cyberbullying,
- excessive use of the Internet,
- online ethics,
- online human rights,
- online games.

Mastering the skills of digital literacy, young people become more creative in expressing their views, more capable of problem solving, better prepared for critical thinking and information management, they are networked and learn cooperation, thus they become active citizens in the digital era.

CITIZEN ACTIVISM

Citizen activism is a term that denotes citizens organizing and heavily engaging in the community with the aim to achieve social changes deemed necessary by the civic organization or group. The most critical issues that bring citizens together into an organization and make them fight in various civil actions are the human rights and just operations of the public institutions (governmental institutions) and equality throughout.

Demonstration is the most common form of citizen activism - when citizens go out on the streets to express their dissatisfaction. However, even the smallest action undertaken to resolve a problem shared with a larger group is considered an activism. Solidarity actions, where you collect funds to help a friend in need, are the examples of the citizens activism in which you most certainly have had participated. Cleaning of the school yard, your block or river bed is also citizens' activism.

New technologies managed to bring the citizens activism to a higher level. By use of social media, people can get organized in much easier and faster way. Therefore, media and digital literacy are considered the main prerequisite for citizens' activism in the digital era.

SOCIAL MEDIA FOR SOCIAL CHANGE

Social networks or social media is one of the phenomena that came about at the time of Web 2.0. emerging. According to definition, social media is the collective of online communications channels dedicated o community-based input, interaction, content-sharing and collaboration[7]. The most popular social media used globally and in BiH are Facebook, Instagram, Snapchat and Twitter.

Besides providing information, games and exchange of opinion with your friends, social media may be also used for making a positive change in the society. There are several significant examples where children, with their parents and teachers, made a huge impact both in their immediate surroundings and globally.

When she was 9, **Martha Payne**, a girl from Scotland, decided to do something regarding unhealthy menu at her school. She started a blog with her father called Never Seconds (http://neverseconds.blogspot.co.uk) in which, with the *approval from the school*, she posted daily photos of the meals she received in the school and graded it. It soon led to changes being introduced in the school menu. When the newspapers published a story about Martha, the school managing board requested that she stopped posting photos of the meals. She complied. However, this caused enormous social media reaction and created a pressure strong enough to make school managing board allow Martha to take photos of the food and post it again. Martha continued to do so until 2014 and then went to publish a book on her experience. She did not stop there, but used her influence to call for donations for healthy meals to her fellow children in Africa, thus expanding her activism beyond her immediate surroundings.

Malala Yousafzai is a girl from Pakistan who always loved to go to school and study. She inherited that love for learning from her father who inspired her with his thoughts and humanitarian work. The Talibans would occasionally forbid the girls to attend schools in her province. Affected by the experience, in 2009, she wrote an anonymous blog for BBC in her native Urdu. Thereafter, a movie about her life was made while the Pakistani army intervened in her province. It made her famous and she was nominated for International Children's Peace Prize for her work. A few years later, on her way to school, Malala survived assassination attempt when she was shot in the head, after which her family moved to Great Britain. Representatives of the Taliban regime in Pakistan tried to kill Malala only because she fought for the girls' right to education, which was contrary to the Taliban's doctrine. After long recuperation period, Malala became a famous education activist, she established her own Malala fund, was a co-author of the book *I am Malala* and received several global awards. The biggest recognition was receiving the Nobel Peace Prize for her fight against the mishandling of children and youth and right to education for all children. She won the Nobel Peace Prize in 2014, when she was 17, which made her the youngest recipient ever. Malala continues with her work.

These two examples could not be possible without the support from the community. One of the examples of the activity for social change in our community may be found at www.popravimiskolu.org where you can get involved and help improve working and learning conditions in BiH schools.

As can be seen from the previous examples, the Internet strengthened the citizens' activism in a way it provided direct communication tools to the citizens. In that way, the media users may form the group of like-minded persons and request changes or provide assistance. Examples thereof are the earthquake in Haiti and floods in Bosnia and Herzegovina when groups of citizens organized themselves through social media to deliver help to those in need as soon as possible. Each one of us may take an active role in our local community in this way and do our job as a citizen in advocating for rights and needs of others. Blog can be an excellent tool for this purpose.

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7 Definition taken and translated from: http://whatis.techtarget.com/definition/social-media

BLOGS

The web we have previously mentioned is powered by the web server in which web pages are expressed through HTML. This basis, in combination with some other software languages, provided for the web as we know it today, including the **blogs**.

Blogs may be considered the first Web 2.0 application which democratized the content creation and enabled everyone with the Internet access to express their opinions. Bloggers express themselves by way of writing short articles, but also discussing other topics of interest through comments left by the blog visitors under the article.

Nowadays, there are more than 4.5 million blogs covering wide range of topics. At the beginning, there was only one system for blog creation, but now there are so many. The most popular amongst them are ***Blogger, Tumblr, WordPress*** and, lately, ***Medium***. Besides being the blog writing systems, they are also social networks where you can join forces with other bloggers, recommend and share their contents. Most blog systems also have mobile application enabling bloggers to write when on the go.

Blogs are also the easiest form to express your opinion, which is one of the fundamental human rights. However, we need to know that these rights also envisage certain obligations that we will tackle in the following chapters. Below is some practical information how to create a blog (independently or in a group) to some of the socially beneficial topics or a module from Legal Socialization Program (see Manual for Students) and thus initiate some positive social changes, and instructions how to avoid Internet traps and so be able to exercise your right to responsible and free expression of opinion.

It is important to note that the freedom of expression, exercised by all of us as one of the fundamental human rights, is not absolute, but limited. Our freedom of expression is limited by the human rights of others. This means that we are able to express our opinion, stances and ideas as long as we do not infringe upon the rights and freedoms of other people.

HOW TO CREATE A BLOG

Medium (www.medium.com) is one of the simplest systems for creating individual or joint blog, but unlike afore-mentioned systems, it offers also an option to sell your stories, which is not preferable in this case.

The steps for creating Medium blog are as follows:

- When you open the page medium.com in your browser, you will see a button Log in/Sign up in the upper right corner. Click on it and the page will open with the options. The first three options are registering with your existing Google, Facebook or Twitter account, while the last option is to register via your e-mail account.

- After you have chosen the registering option, filled the necessary data and selected your profile photo, Medium will then invite you to choose your interest such as education, math, etc.

- System will then show a page with articles relevant to your selected interests.

- In order to start writing your article, you need to click on your profile photo and select option **new story.**

- A simple working space will pop up in which you will enter a title, subtitle and other content. On your left, there will always be a button + which you can use to add multimedia content (photo, sound, video from an on-line service).

www.medium.com

In order to create a publication as a common group space, you need to do the following:

- Click on your **profile photo** and select option **Publications**.

- You will reach a page with the list of all publication you chose to read, and if not, the list will be empty.

- In the upper right corner, in the same line as **Publications**, there will be a button **New publication**. Click on it to create a new publication.

- After that, you need to title the publication, e.g. LSP in the (*school name*), enter brief description of the publication, add photo to publication to serve as an icon, logo, and any social media accounts such as Twitter and Facebook, e-mail. You will also add signs that will closely describe the topics of your publication. The last part pertains to creating the team, which consists of editor and writers. You will there add all users' name of the persons who will cooperate with you in the publication making.

- After creating the new publication process, in the upper right corner, next to your profile photo, a logo of your new publication will appear. Click on that logo and you choose an option to write a New story and thus start a writing process.

- After you have finished your story, click on **Publish** and your story will be published.

There are many other additional options how to tell your story on Medium. Research those additional options, have fun and act in your community. Now that you have learned the basics, start building the team and write articles for your blog.

FREEDOM OF EXPRESSION

Freedom of expression is one of the fundamental human rights entitled to every human being in accordance with the democratic principles of the organization of society. It is defined in Article 19 of the United Nations Universal Declaration of Human Rights, and its practical application is more precisely elaborated by Article 10 of the European Convention on Human Rights. The right to freedom of expression to the citizens of Bosnia and Herzegovina is guaranteed by the Constitution of BiH, which refers to the European Convention on Human Rights as one of the documents of international law.

Freedom of expression implies the freedom of every person to think and to freely express his/her opinions and views. This particularly applies to opinions and views that differ from the views of the ruling elite, group or class. George Orwell said: "If liberty means anything at all, it means the right to tell people what they do not want to hear." It is important, however, to emphasize that the freedom of expression is not an absolute right, as is, for example, the right to life. Freedom of expression is limited by the rights and freedoms of other people. This means that everyone has the right to freedom of opinion and expression of that opinion as long as this does not jeopardize the rights and freedoms of other people. Therefore, the right to freedom of expression should be viewed in balance with other rights and freedoms, particularly the right to privacy or the right to protection from defamation.

Freedom of media is also a very important segment of freedom of expression. It is very important to cherish the freedom of media in order to effectively perform their function in a democratic society as being a control mechanism that citizens have over political elites and governing structures in society.

Defamation is one of the most common violations of the right to freedom of expression. Defamation means making false statements in public, most often through different media, about others with the aim to discredit them, to damage their reputation, in order to achieve some personal goals. Invasion of privacy is also one of the forms of abuse of freedom of expression and, as well as defamation, constitutes a violation. Courts take decisions whether some forms of expression of opinions and views has violated the rights or freedoms of others, considering all the circumstances under which this expression occurred.

When a social and political system forbids the expression of views and opinions that differ from the majority and those of the ruling structures, that is called **censorship**. It is a characteristic of undemocratic societies. **Self-censorship** is also a form of restriction of freedom of expression, but it is not being imposed from the outside, but from the inside. This form of restriction of freedom of expression is a characteristic of Bosnia and Herzegovina where there is a legal framework that should ensure the freedom of expression, but it is not fully complied with. The most obvious example can be seen in the media which is reflected in the fact that the media and journalists, due to the various pressures they are exposed to (economic, political), do not report on issues that are critical to the political elites they depend upon. Criticizing authorities that is founded on facts and arguments represents the essence of journalism profession in a democratic society.

The most serious form of violation of freedom of expression is **hate speech**. In Bosnia and Herzegovina, it is not only a violation but a criminal offence that is defined by the Criminal Code. Hate speech is speech that convey hatred or contempt towards any social group on the basis of its attributes (such as ethnic origin, gender, religion, national origin, sexual orientation, etc.), aiming to provoke hatred against members of the group and to incite

violence against them. The emergence of digital technologies enabled rapid expansion of such content through the Internet and social media, so nowadays it is often referred to as **online defamation** offence, which in fact means using the Internet and social networks for spreading information about another person(s) that is false. Studies have shown that online defamation is one of the most widespread form of cyberbullying, which will be mentioned in the following chapters of this Guidebook, and that is also present among the youth in Bosnia and Herzegovina. Therefore, it is very important to emphasize the significance of responsible online behavior, including nonproliferation of false information about another person(s). Online defamation is a serious offence and implies:

- sending and posting information about another person(s) that is fake, with intent to humiliate, degrade or damage such person(s);
- sharing photos of someone for the purpose to ridicule, spreading fake rumors and gossip;
- altering photos of others and posting it online for the purpose of harming them in any way.

Violation of online privacy is also often a widespread phenomenon among youth. Young people are often unaware that by publishing private information and photographs of their friends, even if there is no bad intention behind that act, they are still violating the rights of others. Therefore, responsible online behavior implies non-disclosure of information about others without their consent. It is also important to consider protecting your own privacy.

Spreading hate speech online is very dangerous and can have devastating consequences. One of the impacts is the emergence of youth radicalization on a global scale which occurs due to incitement to hatred and fear of other and different through social networks and the Internet. Therefore, it is very important to develop media literacy skills that enable everyone to check and critically reflect and question all the information attained through the Internet. In doing so, young people will be less vulnerable to these negative media impacts obtained through the network.

IDEAS FOR USING SOCIAL MEDIA IN EDUCATION

Besides citizens activism, the Internet may be used as a learning and educational tool. The Internet and the opportunities it offers are not only areas being learned about and being skillful in, which is the goal of this very document, but it became a part of the educational practice as a broadly accepted tool for knowledge and skill production and expansion. It is a myth that social media should serve only for fun. The Internet is an inexhaustible source of information and knowledge, and a favorable tool for nowadays school generation. After we learn how to use it in a safe and ethical manner and develop skills for media and digital literacy, we can successfully use it for educational purposes.

Although "digital natives" spend most of their online time communicating with peers, playing games, watching and listening to entertainment, modern educational researchers underline the benefits of using the ICT in the learning and educational process.

Ongoing social and technological changes affect all aspects of life, including the education development and improvement. Therefore, in the spirit of modern times, educational systems must adapt in content and methods to its users, the "digital natives".

CARTOON STRIP IN EDUCATION

Many children enjoy the activities that entail lesson transformation, for example – lesson transformed into cartoon strip. The Internet offers tools that may facilitate making of a cartoon strip. Topic of the cartoon strip could be, for example, Rights and obligation of children and youth, Addictions, Culture of behavior, Violence Online, i.e. any teaching **may be depicted in the form of cartoon strip - it is only important not to omit crucial information**. You can find pages online for **free making of cartoon strips**, such as MarvelKids.comor ToonDoo.com.

BLOGGING

Blogging can also be an interesting method of learning for those who love to write. **You can write of lessons in an interesting, even humorous way**, and the blog content can help the learning process. Several topics that can be researched and included in the blog are: addiction problems with youth (where you can discuss addiction to the Internet, playing games and similar), culture of behavior, rights and obligation of children and youth. Blog may be also used to promote activism in the local community. Open (free of charge) platform where you can register and publish blog is Medium.

HOW TO USE NEW MEDIA TO STIMULATE STUDENTS TO READ

1. BOOK REPORT
After the children have read the book, let them find online some additional information about the author, about the place of action (for example, if they are reading Duh u močvari (Swamp ghost) by Ante Gardaš, we can explore Kopački rit and its rich flora and fauna with them) and similar.

2. LOOK FOR ANOTHER GENRE
Some books can be found in the form of cartoon strip, animated or feature film, or even computer game. After the children have read the book, search for these adaptions and discuss similarities and differences between the media.

3. PLOT IN SMS
Invite children to write a plot (gist) of the book in one SMS (ability to select basic information is one of the main indicators how well a reader understood the story).

4. E-MAIL TO AUTHOR
Invite children to write an e-mail to a character from the book or to the author. If it is contemporary author, he/she will surely appreciate a letter from the readers.

5. FUN PAGE: BOOK ENTHUSIASTS
If the children are older than 13, let them open a Facebook page. Invite them and their friends to create a group of book enthusiasts where they can share opinions and experiences about the school reading (top list of school reading and similar).

Source: https://www.medijskapismenost.hr/7-nacina-kako-pomocu-interneta-zainteresirati-djecu-za-citanje/

FACEBOOK LEARNING

This method entails making a Facebook profile of a subject. For example**, notes on a subject may be kept as Facebook posts, including information from the teaching unit (topic) but on "Facebook language".** Children (friends) often add comments (also including information from **the teaching unit**) and, likes, of course. In case of younger children from younger classes, Facebook profile can be made on paper, imitating structure of the social network. However, if children are older than 13[8] and have access to Internet at school, they can open a real profile and learn through posts.

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8   According to the Facebook rules, this is the lowest age limit for opening a Facebook account.

Another example for Facebook learning is creation of closed Facebook groups, whose members are students, teacher and a school pedagogue (counsel). Teacher may give research tasks to the children in the group, post links to materials he/she wants the children to look at, listen to or read, may initiate discussions on certain topics (and grade activity during the "class") because children will eagerly accept this form of sharing information and opinions.

RISKS IN USING SOCIAL NETWORKS

The new digital era brought many positive things, but it also created an environment that made it easier to break the law, infringe on someone else's privacy, and increased a sense of insecurity with some to such extent that they are afraid to use the net.

The risks of using social media are manifold and are hard to evade sometimes, but if we learn how to safely use digital technologies and social networks, we can then minimize those risks.

The biggest risk is the one of possible *endangering personal safety* in a way that we accidentally reveal more than our name to unknown persons, for example, city and our address, school we go to and our daily habits. This can have profound consequences, starting from *identity theft* to negative consequences against our health. This is the reasons why we have to, first and foremost, learn how to manage information and settings on social media and web in general.

The other type of risk is related to *stealing financial data, overexposure online*, through written work, photos and video clips, when we are not ready for it. This is how we can meet so called *trolls*. Trolls are people who like to wander on the web and leave insulting comments which can cause various psychological reactions. General opinion is that they do it just to uplift themselves or raise their own confidence, but there is also a belief that these persons have high self-esteem and simple like to bully others online. The best way to lower the risk of being negatively affected by the trolls is to simply ignore them. They will then, most probably, stop.

The third type of risk is meeting a person who can *hide their true identity*, which can also result in serious consequences.

The last substantial risk is our extensive curiosity. We all like to explore, but sometimes we are not aware that such exploring may be breaking the law, especially in the digital world. Any type of intrusion in the protected portions of the web with the aim to cause damages is illegal. Persons who do so are commonly called **hackers**, but the correct term is **crackers**.

Hackers sometimes use illegal ways, which is unacceptable, except when it is their job. They are the persons who change the system to improve it and make it better for the wellbeing of the entire community. **Hackers** detect potential system errors and inform their owners thereof.

Crackers are persons who deliberately cause damage to online systems for the glory or personal benefit and almost always end up in jail, except in very rare cases when they are allowed to continue using their skills for the greater good.

When minors perform such acts, they are called **cyber delinquents** and such actions have serious repercussions.

TRAFFICKING IN PEOPLE

It has already been mentioned that the Internet has, on the one hand, globalized the dissemination of knowledge, but at the same time it also created an environment that made it easier for all those who do not respect the laws and the rule of law to connect and further endanger all Internet users.

Trafficking in human beings is the sad reality of the 21st Century and in addition to trafficking in drugs represents the most severe and ominous phenomenon on a global scale. Although not a new phenomenon and its traditional methods are still being applied, modern network technologies are enabling criminals to attract a large number of victims disregarding state borders. As far as concerns the online world, the most common method the human traffickers use modern technologies to attract their victims is via online social networks and digital advertisements. This means that the Internet is used primarily to facilitate recruitment of the victims for, amongst others, forced prostitution, forced labor, panhandling, etc.

Bosnia and Herzegovina defined trafficking in humans as a criminal offence through several articles of the Criminal Code. One of these articles that can be applied to online sphere is Article 187 concerning recruitment for the purpose of prostitution. It is important to be aware of this risk and not accept any offer for a job abroad without previously checking whether the job offer is legitimate. This means that regardless whether you are a male or a female, you need to do everything to:

- check if the person offering you the job is real,
- determine that the company that offers you the job really exists and does not have any legal issues and
- establish that the offeror, if for example operating in the construction sector, is known as reliable employer?

Therefore, it is important that you are not deceived by various potential job offers from everyone, nor to allow just anyone the access into your circles on online social networks. This primarily means that you need to protect your Instagram profile, Facebook profile, etc. The guiding rule in this case is – if it sounds too good to be true, it probably is. At the very most, it is an alarm for additional check that you must conduct. If in doubt, seek help from someone close to you before deciding to take further steps.

WHAT IS PEER VIOLENCE (BULLYING)?

Peer violence is a physical or psychological violent behavior directed against children by children. This means that the victims and perpetrators are children. It includes hurting the peers by repeating the same behavioral pattern. . The two most common types of bullying are: violence by stronger over the weaker, and violence by group over individual. This very and constant repetition and intent to inflict injuries and damages against the victim is what is makes a difference between bullying and regular children quarrel.

Cyberbullying is increasingly common form of peer violence.

In most cases, cyberbullies are teenagers.

It is very important to recognize and differentiate between systematic bullying and incident. Along with the verbal, social (including ignoring, rumors, intrigues, avoidance), psychological, violence (theft, taking and/or extorting money, threatening looks, stalking, property damage), and physical violence, cyberbullying is also a form of peer violence.

CYBERBULLYING

Cyberbullying is a compound word which denotes a widely present phenomenon in today's digital era, both globally and in Bosnia and Herzegovina. It is an English term made of two words: cyber which denotes virtual world and *bullying* which denotes violence, i.e. violent behavior (or bully). Cyberbullying is, therefore, a term, which denotes violence in a virtual world, by way of information-communication technologies, i.e. online violence.

Every fourth child in BiH had their picture posted online without permission.

Every fourth child from this group had this experience three or more times.

WHAT IS CYBERBULLYING?

Cyberbullying or virtual violence means any form of communication by way of available information-communication technologies **with intent to harm someone else**. In order to classify a behavior as **cyberbullying**, such behavior must be deliberate, harmful to other person, must be repetitive and must be performed trough use of technology. It is most common amongst youth, i.e. pupils and students; therefore, it is also called school violence. Therefore, when we talk about the cyberbullying, it is important to point to another phenomenon - peer violence.

17,3% of children in BiH was a target of insulting comments, and 29% of them had this experience three or more times.

13,6% of children were threatened on the Internet, and 28% of them had this experience three or more times.

The worst part of bullying by means of spreading rumors and gossiping on social networks means that such content will very quickly reach wide audience. According to the statements from the largest number of victims of such online harassment[9], one can conclude that the initiators of most vicious rumors were the persons once close to the victims. Therefore, one of the advices for being safe online and in general is to protect your own privacy, think carefully which private information you will share exclusively with close friends and which with no one.

WHAT TYPES OF BEHAVIOR ARE CYBERBULLYING?

Cyberbullying means various types of communication by means of the Internet or mobile technologies, whose goal and purpose is to intentionally harm or damage another person, and which is periodically executed and systematically repeated. Therefore, any form of online bullying, via smart phone or tablet, social media, messaging application, gaming page or chat rooms is the cyberbullying.

Total of 70% of children in BiH would tell their parents about the cyberbullying, while 60% of them would tell that to their siblings.

Therefore, any form of online bullying, via smart phone or tablet, social media, messaging application, *gaming* page or *chat rooms* is the cyberbullying.

Harassment = sending offensive, rude and insulting messages, and posting spiteful or humiliating comments and photos on social media and gaming pages.

Denigration = sending and posting information about another person(s) that is fake, with intent to humiliate, degrade or damage such person(s). It includes sharing photos of someone for the purpose to ridicule, spreading fake rumors and gossip, regardless of the web tools used, as well as altering photos of others and posting it online for the purpose of harming them in any way.

Flaming = purposely using extreme and offensive language when messaging and getting into online arguments and fights.

Impersonation = hacking into someone's email or social networking account and use the person's online identity to send or post vicious or embarrassing material about others. The making up of fake profiles on social network sites, apps and online with same purpose also falls under this type of cyberbullying and is common. It is important to note that once created it can be difficult to get them closed down.

Cyber stalking = act of repeatedly sending messages that include threats of harm, harassment, intimidating messages, or engaging in other online activities that make a person afraid for his or her safety. Some of these actions are illegal.

Exclusion = is another form of cyberbullying. This is when others intentionally leave someone out of a group, regardless of the type of the online group. This is also a very common form of cyberbullying.

Sexting = is exchange of sexually explicit messages that might include photographs, video or audio media. When minors are involved, especially if an adult is trying to communicate in such way with a minor, it represents a criminal offense of sexual abuse.

9   What is cyberbullying? Available at: http://www.bullying.co.uk/cyberbullying/what-is-cyberbullying/

Grooming = attempt to pressure another person through defrauding action, blackmailing or threatening to send their sexually explicit photographs or video to a perpetrator of such form of cyberbullying. Perpetrator is, as a rule, a "new friend" on social media, when in fact, he is a predator looking for new victims and intentionally make online contact for such abuse.

CYBERBULLYING IN BOSNIA AND HERZEGOVINA

Both global and BiH research show that many young people were somehow linked to virtual violence, whether they knew someone who was bullied, or they were victims themselves or they were themselves online bullies.

The survey published in BiH in 2016 on the behavior and habits of the children online shows that the cyberbullying is also present in the country. The survey included, amongst others, the experiences of children regarding different elements that indicate cyberbullying[10]. The results were the following:

- Every third child has been unfriended at least once. Such children were unfriended mostly once or twice (67% of cases). The third of children were unfriended three or more times. Their peers were the ones who unfriended them (85%).

Report violence both online and offline!

- Every fourth child was removed from a group on some of the social networks. More than a third of children experienced it three or more times.
- Every fourth child had their picture posted online without permission. Every fourth child from this group had this experience three or more times.
- Almost every fifth child was a target of insulting comments, and 37% of them had this experience three or more times.
- Total of 12% of children was in situation where a video taken against their will had been distributed to others. Half of those 12% had this experience two or more times.

HOW TO PROTECT YOURSELF FROM CYBERBULLYING

The best protection from cyberbullying is learning and improving digital and media literacy. With these skills, you should also acknowledge and develop responsible behavior toward yourself and others, both in the real and the virtual world. Responsible behavior towards others includes reporting the cyberbullying, regardless whether it is about the victim or a witness of bullying.

Children in BiH ignored this type of behavior in most cases, while some responded the same way.

Only small number of children decided to tell about their experience to someone.

Although young people who were the targets of cyberbullying are more open to talk about their experiences with the best friend, the smartest choice would be to talk to an adult: a parent, teacher, school counsel, community police officer. It can also be an adult relative, a friend or other trust worthy adult. In case the victim still decides to talk about the cyberbullying with a peer, the peer should show a responsible behavior and encourage the victim to seek help from someone who can provide such help in a safe manner.

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10 Muratbegović, E. and Vujović, S. Ponašanje i navike djece na internetu: Stavovi djece, roditelja i nastavnika informatike (Behavior and habits of children online: Stances of children, parents and IT teachers), Save the Children and CPRC. 2016. Sarajevo. Available at: https://nwb. savethechildren.net/sites/nwb.savethechildren.net/files/library/Izvjestaj-ponasanje-djece-na-internetu.pdf

However, victims often keep silent. Therefore, it is very important that friends who notice or find out that their friend is bullied online, or any other way, should know that it is their moral obligation to report the violence.

BiH survey showed that every second child would simply ignore the cyberbullying, even if they know about it, which is definitely very significant information for future school activities. Such activities should show just how dangerous it is to ignore such problems. Also, surveys show that a large number of children participated in some form of online bullying.

Thus, step back and think carefully every time you are about to share a content on social media that might be insulting to others. Ask yourself what kind of damage or consequences it may entail for the person involved and whether it is ok to hurt someone in such way.

Digital reputation:
- Posts on social media
- Comments on other people's profiles
- Behavior in online groups and games
- Posts of others on your

It is important to note that no one is anonymous online, i.e. everyone can be identified. Namely, if you had sent a malicious content or threats to someone, the police can easily trace you. Every time you visit a web page or post something, your Internet provider records your activities and your IP address. Even if you create anonymous e-mail account, you can still be identified.

THERE IS NO SUCH THING AS COMPLETE ANONYMITY ONLINE!

One of the important advices for youth is to **take care of your digital reputation.** In that way, you develop responsibility for both your online and offline behavior, which is the best way to prevent violence in both worlds.

GAMES AND CYBERBULLYING

Most modern online games require us to be online, which in return create new opportunities for the *cyberbullying*. Whether cyberbullying can or cannot take place in the game depends on the game itself. If the game played provides no opportunities for communication with other players, the possibility for violence is much less than in games offering audio communication, sending private messages or other similar settings. When the players are able to communicate, it increases the risk of cyberbullying. Therefore, it is very important that you learn how to communicate online and to learn how to recognize unacceptable behavior, and how to report it, regardless if this happens to you or someone else.

Many games nowadays are based on avatars. These games often include violence and other negative behavior that is part of the game and often attract children younger than 12. When we play such games, we often take on a game persona and can start cyberbullying even if we are not aware of it. On the other hand, these games can be addictive and increase chances of us becoming an online victim or a bully.

Griefer is the term given to persons who use online games to target children, and sometimes adults, while playing the game themselves. These players intentionally target other players. They will not only harass a player during the game, but will also be aggressive outside it, including sending threatening messages. Some griefers will say that they are only playing the game when in fact they are using the game for cyberbullying. Their goal is to deliberately irritate and anger other players and thus destroy all their efforts put into the game.

The biggest danger regarding cyberbullying and game playing is the fact that children get to know each other through the game and communicate with people they do not know, often involving predators. They lurk and use the games to try to contact with minors and misuse them in various ways. It is therefore very important to be cautious and follow online safety advice as underlined in this manual.

Many abusers get their power by grouping with others against their target. This has become very easy in the gaming world. A group of bullies can quickly organize and plan attack via private messages, picking a victim that appears to be a noob or is otherwise exposed. Messages are not the only way. Games mean interaction with other players, which means that online violence may mimic physical violence in the real world. It results in the victim withdrawing from the game or applying the same violent patterns against others, which only makes the problem multiply.

It all can lead to stealing the game password and completely chase the player away, but also ruin their reputation before the gamer friends in case someone starts sending insulting messages on their behalf.

Viruses are also a huge risk. A bully may send a link in written communication that may infect the victim's computer. It is important to note that these actions are law violations and in case a minor is the perpetrator, they represent the juvenile delinquency. It is also important to note that such cases are sometimes really hard to prove. Be careful with whom you play online games and communicate since this is the only way to avoid turning into a victim. Restrain yourself from using foul language because it ruins the game for everyone.

More common form of peer online violence (bullying) is the sending of threatening messages. Such messages have identical impact as if they were spoken in the real world.

EXTREME VIOLENCE

Modern technologies have contracted the globe into the so called *global village* and decentralized tools of influence. Any event occurring in one part of the world affects changes of events in other parts – immediately and intensively. Ideas today move at the speed of media and that can strain our capacities to anticipate, comprehend and manage the whole process.

Whilst the new media introduced decentralized access to information and knowledge, they have also enabled the decentralized dissemination of extreme ideas that could be classified under the notion of extremism.

Extremism is a term that refers to acts or **ideologies** that come beyond the framework that is considered socially acceptable, whether for pragmatic or ethic reasons. This term is almost always a derogatory term. Its antonym is moderation.

In politics, extremist ideologies are usually considered to belong to the **far left, the far right or extreme religious fundamentalism**. As a rule, the followers of these ideologies or movements never refer to themselves as extremists but are therefore more inclined to call themselves **radicals**. That is why term radicalism today has become a kind of **euphemism** for extremism[11].

However, it should be kept in mind that extremism may be perceived as a complete absence of dialogue and appreciation of others' ideas.

The link between the web and extremism are mostly social media that, whilst contributing to better understanding among people, can also be used for disruption, promotion of extremist opinions and incitement to violence.

All young people are curious, and it is possible that you will meet people online or visit web sites that might make you think of extreme views and to become radicalized. Curiosity could lead to look for these persons or they could send a friendship request through some of the social networks in order to encourage you to adopt their views or to persuade you to join their group whose views and actions are often considered extreme.

It is therefore very important that you are able to detect these extreme activities and attempts and decline friendship requests from unknown persons or persons you are acquainted with but who do not respect your views but instead impose their own and, in the worst case, try to incite you to violent actions.

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11   Extremism (2014), Source: https://sh.wikipedia.org/wiki/Ekstremizam
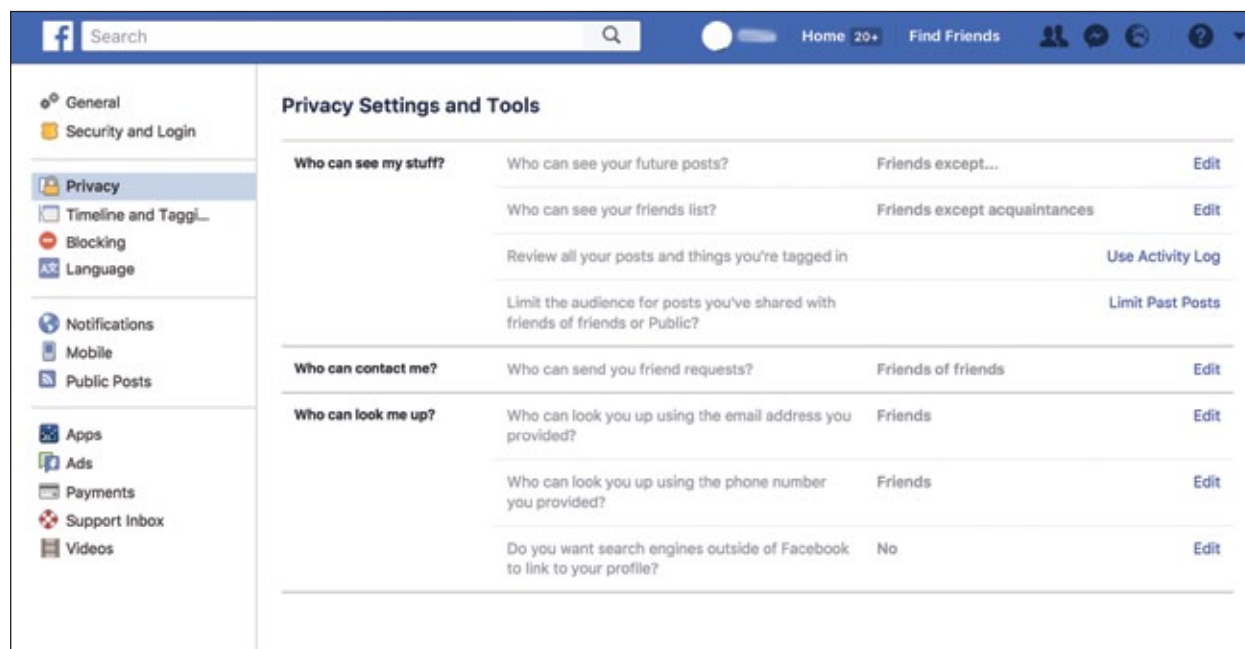
HOW TO PROTECT PERSONAL INFORMATION

Nowadays, if you want to make something done very quickly, you have to use at least one online service. Although there are many risks online, there are many benefits as well. With good online safety knowledge, you can avoid most risks. Surveys showed that most online problems were caused by the lack of knowledge. This chapter briefly instructs you how to protect yourself online and how to protect your personal information, which, by default, is your property. Otherwise, you are at risk of suffering damages.

Having in mind that almost all young people are active on some of the social media, mostly Snapchat, Facebook and Instagram, this chapter will briefly instruct you what you need to pay attention to and how to protect yourself by protecting personal information on the social media, especially on Facebook.

Online communities have existed since the beginning of the Internet. Nowadays, social networks offer various possibilities in sharing messages, photos, documents and even real-time information on what you are doing and your whereabouts. These functions are not new or unique. Any of these actions may be done on the Internet without joining a social media. Although the basic idea behind the social media is to connect in the global world and share knowledge and positive experiences in all social domains, they are, at the same time, a space where information, including private ones, may be misused. Think of these web pages as a huge party. There will be many people you know, but also many you don't. Now imagine you are passing right next to all these people with information about you that are clearly visible to all. Do you want everyone to know everything about you?

What you need to remember is that these pages are owned by private companies which make profit by collecting information about individuals and sell them to other interested parties. When you browse their pages (for example, Google or Facebook), you enter the area guided by the rules as set forth by the page owner.

Privacy settings are there to protect you from other members of social media but cannot protect your information from the owner of the service. That means that you give the owners all your private information for keeping. In order to be safe on social media and the Internet in general, before you give away any piece of information, always ask yourself the following:

- Who can access information I post on social media?

- Who controls and owns information I post on social media?

- Which private information my contacts forward to others?

- Will my contacts bother if I share their private information with others?

- Do I trust all my contacts?

All these questions pertain to all social media you use or intend to use. Be careful and select more rigorous settings, i.e. limit access to your information to people you actually know in the real world as well, not only online. Information you should never share with unknown persons (unknown persons are those you do not know in the real world) are: address, phone number, or any information that may lead to identification thereof.

Also, undertake the following measures to better protect yourself:

Responsible behavior towards yourself:

- Do not reveal private information such as birth date, address, phone number or your whereabouts.

- Do not share intimate photos or passwords.

Strong passwords

- Frequently change passwords
- Strict privacy settings
- Delete passwords and history if using public computer
- Access the Internet from safe connection: https://

- Always use strong passwords to access social media. Use two-factor authentication with additional numbers. Change passwords often.

- Make sure you understand basic privacy settings offered by a social media and how you can change it.

- If you access social media on public computer, delete your passwords and history.

- Always access pages online via secure connection shown as **https://** so you can protect your user name, password and other information you post.

Recommended

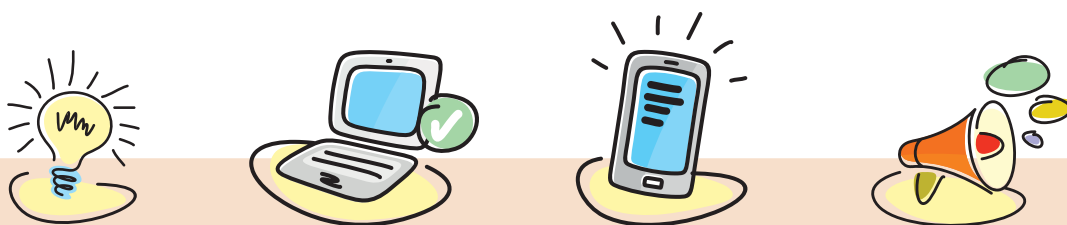**Set up two-factor authentication**
Because Analiziraj.ba is a popular page, we recommend that you add an extra layer of security to keep your account even more secure.

Edit

Online social media require a lot of private information so as to enable other users to find you easier. This carries a big risk that someone might pose as you or get to information that might physically endanger you. Therefore, ask yourself if it is necessary to give away following information:

- full date of birth,
- phone number,
- address,
- details about the family members.

Information and pieces of advice in this document are not here to discourage you from using ICT. On the contrary, it is our intent to encourage you to be digitally aware and literate by way of becoming familiar with all the ICT's aspects, especially online tools. It will boost your confidence and skills necessary for individual and social development in the digital era. Try to apply everything you read and learn from this document in the school and community on daily basis through citizens' activism.

REMEMBER

The Internet can help you learn, do projects, share content, do a good deed, get to know the world around you, find what is happening in the world and close to you, relax and have fun, but remember to keep informed of all possible dangers lurking from the Internet.

BE SAFE, CAREFUL AND RESPONSIBLE ONLINE!