

## Summary Page

The **purpose** of the project was to bring awareness to the consequences your actions have on other people through the internet. Another purpose was to explain the different rules of the internet in a way that made it simpler and easier to understand for teenagers. I wanted to help teenagers understand the importance and impact of this topic by using real life stories of teenagers who have been impacted by negative digital citizenship. This can be a very heavy topic that turns people off quickly, so I tried to balance that with a fun game using real teenagers and real situations we encounter that challenge our digital citizenship.

Digital citizenship is a topic that impacts everyone and relates to many aspects of life, whether it be personal, professional, family, or friendships. One of the **National Standards for Family and Consumer Sciences** is that strongly relates to is 13.2.5: Explain the effects of personal standards and behaviors on interpersonal relationships. When people use negative digital citizenship behaviors, it endangers their reputation and makes their character look questionable. When one is the subject of cyberbullying, the situation creates emotional stress that can have an immense negative impact on emotional, physical, and social health, getting in the way of accomplishing our goals, growing as a person, and maintaining positive social relationships. This topic has a ripple effect and can be devastating to many people with the simple tap of the key.

My initial **research** on the topic found the same thing being said from many sources. While researching, I tried to use college published papers about effective and responsible technology use, along with the Nonprofit Times and Cleveland.com. Other important sources included many colleges and school districts acceptable use policies. The works cited slide near the end of the digital story also includes sources for the graphics used in the project.

For **background information** I looked to a real-life incident caused by cyberbullying that happened near the town I live in now. It ended in a girl taking her own life. Using the Megan Meier website helped to illustrate the importance of this topic. I wanted others to learn from the story of what she endured due to cyberbullying.

My main **goal** for this project was to inform and bring awareness to the consequences and effect your words have on others as well as what may come from your words in the real world and the technological one, while making a digital story that was relevant and interesting to teenagers. To explain my goal in more detail, I will use the SMART goal format:

S: Specific: I wanted to create a digital story that met the STAR Events requirements and helped my peers to better understand the importance of being a good digital citizen

M: Measurable: The video needed to meet all project requirements, and all components posted on the webpage

A: Attainable: I broke the project down into smaller steps, including research, script, storyboard & video design, game & filming, required documentation, editing, and uploading of project components

R: Realistic: I scheduled time after school to work on the project and meet deadlines, in cooperation with my adviser

T: Timebound: My project deadline was January 30

While I learned a lot about being a good digital citizen, how to create a digital story, and how to edit the final project, one other thing I learned was the importance of licensing digital work. Although it is quick, my work is licensed at the very end with an Attribution 4.0 license through Creative Commons.