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# DIGITAL CITIZENSHIP

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ENCOURAGING ACTIVE CITIZENSHIP AND CRITICAL  
THINKING IN THE DIGITAL AGE



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# WHAT IS ERASMUS+ ?

Erasmus+ is a program of the European Union, fostering mobility and cooperation in the fields of education, training, youth, and sports.

It has evolved into a comprehensive initiative, promoting cross-border collaboration and the exchange of ideas. The program enables individuals to pursue higher education or engage in vocational training across European countries, contributing to cultural enrichment and a deeper understanding of diverse perspectives. It extends beyond traditional academic settings to embrace non-formal and informal learning experiences, emphasizing skills development and personal growth.





## INTRODUCTION TO THE PROJECT



The project "Digital Citizenship" emphasizes the need for continued efforts to promote responsible and ethical use of technology. One of the aims of the project is also to create a safer and more inclusive online environment.

Various activities and workshops help the participants to realise advantages but also disadvantages of the digital space which is omnipresent in the current world.





## OBJECTIVES OF THE PROJECT

- 1** To increase the knowledge and the understanding of the participants about the digital citizenship including issues related to safety, security, privacy, ethics and human rights.
- 2** To involve the participants digital skills and competencies similarly to the digital literacy, media production or data analysis through forcing on workshops and projects.
- 3** To promote the participants creativity and innovation in using digital technology for social media and environment purposes by encouraging by supporting them to design and figer out some digital solutions to either local or global challenges .
- 4** To inspire the participants to became active digital citizens by promoting digital inclusion, participation and advocacy and by cheering them up to take leadership roles in promoting responsible and innovative digital use in their communities.
- 5** To assist on the culture diversity, tolerance, cooperation ,the team work and mutual understanding among the participants and to reflect on the role of digital responsabilites in sharpening cultural identities and social interactions.
- 6** To further the Erasmus+ program as a platform for non formal education on digital citizenship and youth pass as a certification and self assessment tool.

# METHODOLOGY

The methodology for the Erasmus+ project on "Digital Citizenship" emphasizes the integration of non-formal education methods to foster a comprehensive understanding of the subject.

The project employs a participatory approach, engaging participants in interactive workshops, activities, and group discussions. Non-formal education techniques, such as experiential learning, games, and collaborative projects, are central to promoting critical thinking and active involvement in the digital realm.



# OVERVIEW OF ACTIVITIES

- **Discrimination and online hate speech**

The presentation covers discrimination, hate speech, and digital discrimination, emphasizing the need for collective action to address online hate speech and proposing steps like reporting and removing such content.



- **Formal, Informal and Non-formal education**

The presentation explains Formal, Informal, and Non-formal Education with concise descriptions of their characteristics and learning methods, engaging participants through interactive activities to grasp the diverse paths of learning.



- **Responsible use of social media**

The presentation emphasizes responsible social media usage, highlighting considerations like personal reputation, privacy, misinformation, and positive influence. It provides tips on being a good digital citizen.



# OVERVIEW OF ACTIVITIES

- **Digital Art Exhibition (Georgia)**

The presentation introduces Digital Art Exhibitions (DAE), featuring virtual reality, online galleries, and interactive installations. It highlights benefits like global accessibility and innovation while noting drawbacks.



- **Digital Citizenship and human rights (Armenia)**

The presentation focuses on the aim to enhance digital citizenship and protect human rights online. They include programs for digital literacy, online safety, and ethical technology use, while also affirming individuals' rights.



- **Online activism (Spain)**

The presentation highlights tools like social networks, showcasing success stories, and providing steps for effective activism. It underlines technology's role in global connections, risks involved, and encourages individuals to launch their own digital activism campaigns.





# OVERVIEW OF ACTIVITIES

- **Fake news detection**

The presentation defines fake news as misleading information presented as real news online, outlining its types and ways to avoid it. It also mentions Moldova's organizations like STOPFALS MD, API, and EUVSDISINFO combatting fake news.



- **Online Privacy and Security**

The presentation discusses online privacy's significance, covering its control over shared information and essential security measures like software updates and encryption. It also outlines privacy actions, focusing on safeguarding against common threats such as identity theft.



- **Digital Citizenship and Cultural Diversity**

The presentation explores digital citizenship and cultural diversity through various apps and platforms, including travel, language learning, accommodation, art, entertainment, and social media.



# OVERVIEW OF ACTIVITIES

- **Digital identity workshop**

The presentation focuses on safeguarding digital identity from threats like phishing, advocating for strong passwords and Two-Factor Authentication. Activities involve paper-based Tinder profiles and guessing individuals from their online profiles.



- **Online safety game**

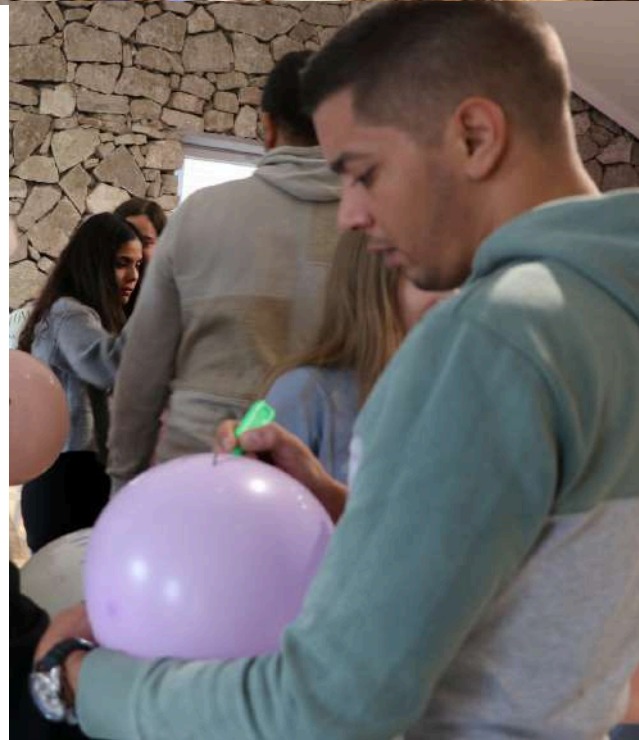
The presentation delivers key online safety tips: protect passwords, avoid malware, safeguard personal information, ensure internet safety for kids, guard seniors against financial abuse, and recognize dating scams, stressing their importance for online safety.





# ENERGIZERS

Thanks to the energisers we started to be more active and the interest appeared towards the activities. By doing energisers we got out of our comfort zone and got more attentive to the process of the programme.



# CULTURAL NIGHTS

We enjoyed memorable and vibrant intercultural nights. Armenia stood out with its delectable cuisine, and Inga's mesmerizing dance which added a special touch. Spain impressed with a bull fight simulation, while the Czech Republic's night delighted with tasty drinks. Moldova left a lasting impression with an amazing scenario and captivating dances.

Georgia's flavorful khachapuri was a highlight, and Tunisia brought an exotic flair with spicy dishes. Portugal's Kuduro dance and delightful dessert cake sealed the night with joy. These cultural exchanges not only celebrated diversity but created lasting memories through unique traditions and flavors.





# TESTIMONIALS OF THE PARTICIPANTS

***"Erasmus+ project gave me a new perspective on other cultures."***

***"The project let me overcome my own boundaries and discover myself."***

***"Made me realize my worth more than ever before."***

***"I loved to socialize with so many different cultures and learn from them"***

***"The most enjoyable thing for me is getting to know mixed cultures."***

***"Connecting with amazing people."***

***"I found myself here as a leader "Undescribable."***

***"There should be more projects like this!"***

***"Cultural enriching journey."***

***"Experience and relationships I'll never ever forget!"***

***"Sergo I will miss you, waiting for you in my country."***

***"Amazing experience to gain knowledge and make lifelong relationships with some cool people."***

***"out of my comfort zone"***

***"Spanish team is half czech"***

***"Gut experiens." - Angel***

***"❤️😄😂🤔👍"***

***"I will have saudade"***

***" Huge motivation to explore the world!!"***



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