Global Digital Citizenship: Awareness and Practice of Youngsters

S. Jaffer Basha*
Research Scholar, Bharathiar University, Coimbatore, Tamil Nadu, India

Abstract
This study analyses the awareness of digital citizenship of our youngsters. For this data collected from degree students (sample 900) from “Ballari Institute of Technology and Management, Ballari”. From the study, it is revealed that it has become necessary to make awareness for our generation about digital citizenship. People must get ability to use information and communication technologies to find, evaluate, create and communicate information and technical skills. Technologies are neither bad nor dangerous, however it is our responsibility to investigate and learn how to be good digital citizens in order to use technology in a responsible manner. Educate and empower teachers so that they can understand and teach how to be good Global Digital Citizens.

Keywords: digital, communication, technology, global

*Author for Correspondence E-mail: library_jaffer@yahoo.in

INTRODUCTION
Sir Tim Berners-Lee invented the World Wide Web in 1989 as an open platform that would allow everyone, everywhere to share information, access opportunities, and collaborate across geographic and cultural boundaries [1]. In many ways, the web has lived up to this vision, though it has been recurring battle to keep it open. In this digital era people are living much of their lives on the internet, interacting with other people around the world. Besides your passport what really defines your nationality these days? It is where you live, where you work. Language, currency and residency are rapidly being disrupted and dematerialized by technology. With the creation of virtual reality technologies and 360 degree camera technology, we will be able to slide on pair of Goggles and “go” anywhere in the real and virtual world [2].

It is difficult for users to keep up with what is new and important in the world of digital technology. The meaning of literacy has changed. It used to be enough to teach students how to read and write, speak and listen. Today, they also communicate through a variety of media, each of which presents unique advantages and challenges. It includes the knowledge, skill and behaviors involving the effective use of electronic devices, such as smartphones, laptops, tablets, kindle, and desktop PCs, for purpose of communication, expression, collaboration and advocacy [3]. “Digital competence is both a requirement and right of citizens, if they are to be functional in today’s society” (Ferrari, 2012). According to Henry Jenkins, digital literacy is the ability to effectively and critically navigate, evaluate and create information using a range of digital technologies. Digital technologies require adequate process of teaching and learning about information technology and its use [4].

CHARACTERISTICS OF DIGITAL CITIZENSHIP
Digital citizenship is about action. It is about the way one treats and respects other people. In a way digital literacy leads to digital citizenship. Digital literacy is the essential skills required to consume, synthesis and create. The characteristics of a digital citizenship are follows [5].
1. Digital access: Full electronic participation in Society
2. Digital commerce: Electronic buying and selling of goods
3. Digital communication: Electronic exchange of information
4. Digital literacy: Ability to find, evaluate, organize understand, and create content using technology.
5. **Digital etiquette**: Electronic standards of conduct or procedure.

6. **Digital law**: Electronic responsibility for actions and deeds. It encompasses legal topics such as intellectual property and copyright law, as well as issues regarding appropriate use (e.g. plagiarism).

7. **Digital rights and responsibilities**: Those freedoms extended to everyone in digital world.

8. **Digital Health and wellness**: Physical and psychological well-being in digital technology world.

9. **Digital security (self-protection)**: Electronic precautions to guarantee safety.

It has become necessary to make awareness for our generation about different cultures, traditions, and perspectives around the world as a part of global citizenship. Internet has greatly accelerated the explosion of Information as publication is digitized and made available online. Many laws and federal regulations apply to youth and online social technology. People must get ability to use information and communication technologies to find, evaluate, create and communicate information and technical skills [6].

**OBJECTIVES**

- To know about the use of digital technology by the degree students.
- To analyze how students enjoy the digital citizenship.

**METHODOLOGY**

The data collected from a sample of 900 (30.27%) degree students from different courses of “Ballari Institute of Technology and Management, Ballari”. Only 525 students respond to the questionnaire distributed via email (Table 1).

**Table 1: Use of Electronic and Internet Resources.**

<table>
<thead>
<tr>
<th>Internet resource</th>
<th>Use</th>
<th>Not use</th>
</tr>
</thead>
<tbody>
<tr>
<td>No. of respondents</td>
<td>525 (100%)</td>
<td>0</td>
</tr>
</tbody>
</table>

In this digital era people are living much of their lives on the internet, interacting with other people around the world. Table 1 show that all students use internet or electronic media for their various needs.

Most students prefer the electronic media or internet for communication. Second preference goes to entertainment. Only 3rd preference they gave for education. From this we know that almost students use media used only for communication or entertainment. This may leads to internet addiction and health and social problems if they not know live as a digital citizen with awareness of characteristics of digital citizenship (Table 2).

**Table 2: The Use of Electronic Media and Internet in Daily Life.**

<table>
<thead>
<tr>
<th>Order of Preference</th>
<th>Media used for</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Education</td>
<td>27 (5.14%)</td>
<td>48 (9.14%)</td>
<td>445 (84.76%)</td>
<td>4 (0.76%)</td>
<td>1 (0.19%)</td>
<td>525</td>
<td></td>
</tr>
<tr>
<td>Communication</td>
<td>465 (88.57%)</td>
<td>27 (5.14%)</td>
<td>28 (5.33%)</td>
<td>4 (0.76%)</td>
<td>1 (0.19%)</td>
<td>525</td>
<td></td>
</tr>
<tr>
<td>Entertainment</td>
<td>30 (5.71%)</td>
<td>435 (82.86%)</td>
<td>35 (6.67%)</td>
<td>23 (4.38%)</td>
<td>2 (0.38%)</td>
<td>525</td>
<td></td>
</tr>
<tr>
<td>Commercial</td>
<td>3 (0.57%)</td>
<td>5 (0.95%)</td>
<td>12 (2.29%)</td>
<td>478 (91.05%)</td>
<td>27 (5.14%)</td>
<td>525</td>
<td></td>
</tr>
<tr>
<td>Others</td>
<td>0</td>
<td>10 (1.90%)</td>
<td>5 (0.95%)</td>
<td>16 (3.05%)</td>
<td>494 (94.10%)</td>
<td>525</td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>525</td>
<td>525</td>
<td>525</td>
<td>525</td>
<td>525</td>
<td>525</td>
<td></td>
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</tbody>
</table>

**Table 3: Evaluation of Characteristics of Digital Citizenship.**

<table>
<thead>
<tr>
<th>Characteristics</th>
<th>Not aware</th>
<th>Aware</th>
<th>Aware and practicing</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital rights and responsibility</td>
<td>315 63.00%</td>
<td>112 21.33%</td>
<td>98 18.67%</td>
<td>525</td>
</tr>
<tr>
<td>social ethics</td>
<td>52 10.40%</td>
<td>425 80.95%</td>
<td>48 9.14%</td>
<td>525</td>
</tr>
<tr>
<td>Digital health</td>
<td>112 22.40%</td>
<td>352 67.05%</td>
<td>61 11.62%</td>
<td>525</td>
</tr>
<tr>
<td>Digital Etiquette</td>
<td>398 79.60%</td>
<td>115 21.90%</td>
<td>12 2.29%</td>
<td>525</td>
</tr>
<tr>
<td>Digital Law</td>
<td>435 87.00%</td>
<td>80 15.24%</td>
<td>10 1.90%</td>
<td>525</td>
</tr>
<tr>
<td>Digital Security</td>
<td>315 63.00%</td>
<td>198 37.71%</td>
<td>12 2.29%</td>
<td>525</td>
</tr>
</tbody>
</table>
From the Table 3, it is clear that many students do not aware about the digital harmony and characteristics of digital citizenship. Some students aware about this but practicing people are very less. This may lead to the negative impact of internet use like violation of law, internet addiction, cheating, etc.

SUGGESTIONS

1. Technologies are neither bad nor dangerous, however it is our responsibility to investigate and learn how to be good digital citizens in order to use technology in a responsible manner. Educate and empower teachers so that they can understand and teach how to be a good Global Digital Citizens.

2. In order to practice the youngsters to use internet and media with appropriate knowledge, make awareness class for them about digital citizenship.

3. Make awareness about usefulness of positive and negatives of Electronic media and internet and empowering students and staff to take control of their personal digital information.

CONCLUSION

One of the challenges and important priorities for institutions today has to be broadening our understanding of what it means to be a digital citizen. Digital media is bringing significant changes to the ways that people live and learn and those changes can create opportunities or pose potential danger. Technology leader, professionals and students must “sort of a day-to-day skill set.”

REFERENCES


