



European Council for Digital Good

For creating a better, safer, healthier Internet



ins!ght
Educating to Empower



The **European Council for Digital Good** Members, along with their adult mentors, Janice Richardson and Veronica Samara, at Microsoft Brussels

Everybody knows that today's children and teens are more active in the online space than most other sectors of the population. The Internet plays a big role in their daily lives, and interactive technologies are an integral part of their activities from earliest childhood.

It is therefore vital that they have the opportunity to publicly air their views, concerns and expectations of the online world.

The *European Council for Digital Good* (CDG) has been created to empower young people to express their opinion on how we can, all together, create a better, safer and healthier Internet, and how we can become proactive digital citizens.

The *European CDG* is constituted by 15 young people between the ages of 13 and 20. They come from seven European countries: Croatia, Cyprus, France, Germany, Greece, Italy and Slovakia.

The following pages showcase the objectives *European CDG* members have set themselves, as well as the tools and means through which they intend to promote and realise these objectives. They present highlights from the Council's first official meeting (in Brussels in July 2018), after a successful kick-off meeting on Safer Internet Day in Prague in February 2018. Along the way, readers will discover some very interesting views put forward by members of the Council about issues that should concern all of us online.

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Seven areas of focus

The *European CDG* has outlined seven areas of work, with clear objectives for each area. Council members have brainstormed to define the means and tools that will enable them to achieve their objectives.



OBJECTIVE

Educate young people about their rights, about using the Internet responsibly, and respecting each other's privacy and safety.

HOW

- ❗ Conduct workshops.
- Create education platforms (e.g. websites and social media channels).
- Raise awareness through engaging productions (including videos, cartoons...).



OBJECTIVE

Inform people about the data policies of companies, what data they hold, and the risks and dangers of uploading too much information.

HOW

- ❗ Conduct research on how much data companies have on users, especially children.
- ❗ Make privacy a focus for Safer Internet Day.
- Run a campaign on social media.



OBJECTIVE

Make sure everyone understands how to identify, report, deal with, and prevent cyberbullying.

HOW

- ❗ Get every school to appoint and train one staff member to deal with cyberbullying issues.
- ❗ Raise parents' awareness of cyberbullying.
- Promote existing websites which provide help in cases of cyberbullying.



OBJECTIVE

Promote user rights and responsibilities on the Internet.

HOW

- ❗ Train ambassadors in schools across all EU countries to conduct workshops for their peers on their rights on the Internet, and the responsibilities that accompany those rights.
- Run competitions about rights and responsibilities on social media.
- Promote the work of the Council through local and school social media pages.



OBJECTIVE

Get cooperation from companies to regularly update ambassadors in schools on relevant tech evolutions and cascade this information on to peers at national level.

HOW

- ❗ Establish a growing "Digital Good" community.
- Identify partners from companies and NGOs, and their different roles.
- Promote the work of CDG to potential partner organisations.



OBJECTIVE

Identify the role of social media in today's society, and strive to keep their platforms fun places where people can exchange ideas, communicate and express themselves freely.

HOW

- ❗ Create a hashtag for the *European CDG* as well as dedicated channels on YouTube, Twitter, Instagram and Facebook.
- Get the support of social media providers to help CDG councillors become successful administrators of dedicated social media channels.
- Provide help and advice to all young people through social media.



OBJECTIVE

Express the opinions of peers, and carry information back to them in the national environment.

HOW

- Listen to and gather the opinions, concerns and special needs of peers nationally through surveys, focus groups and social media channels.
- Express these opinions and ideas effectively and realistically.
- Learn to advocate for the needs and expectations of peers.



The *European CDG* team brainstorms...



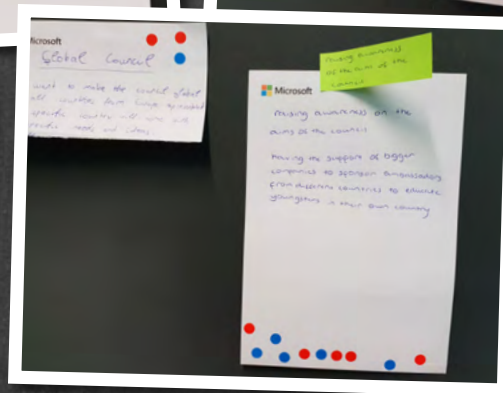
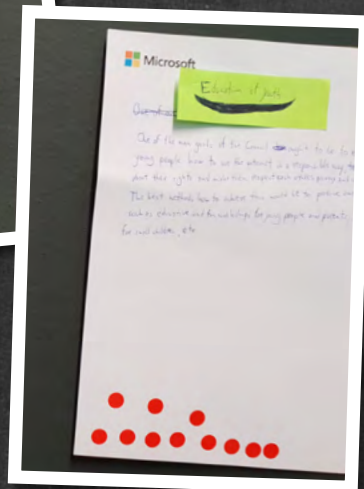
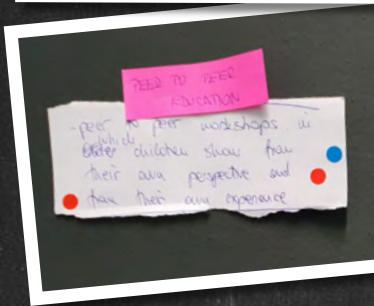
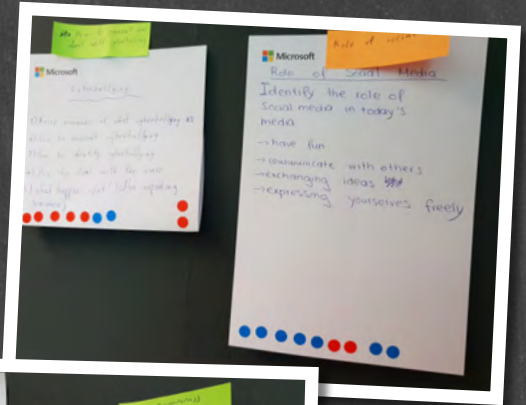
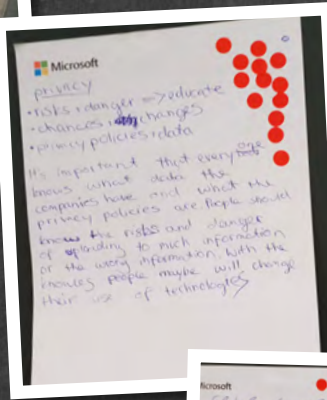
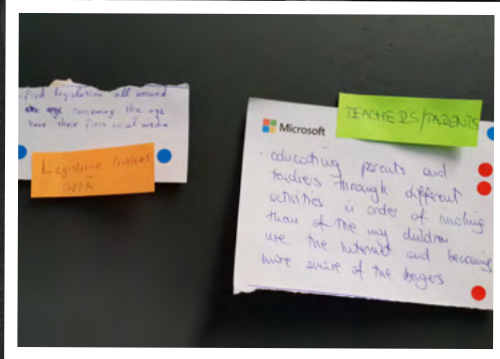
...to define how they will implement
the objectives they've set themselves



Highlights of European CDG's July meeting in Brussels



The *European Council for Digital Good's* 3-day meeting in Brussels in early July 2018 provided a unique opportunity for Council members to get to know each other, define their goals and agree on the most appropriate means of implementing them. It proved a fun occasion for everyone to “learn by doing”, applying the decision-making methodologies used by businesses and practicing citizenship skills through negotiation and voting at every step.



Defining the 7 work areas of the European CDG

Democracy counts

Through brainstorming, negotiation and voting, the *European CDG* chose the means and tools they will use to implement each area of focus

EDUCATION:

- workshop
- create education platforms (websites + social media)
- raise awareness through videos (cartoons)

TACKLE CYBERBULLYING:

- promote existing websites
- specific person in every school about cyberbullying
- raise awareness to ~~parent~~ parents

PRIVACY

- Research on how much data companies have on us
- Talk to classmates about privacy by playing games and presenting PowerPoint
- Visualization: break down key information
- Run a campaign on Social Media
- Do something for Safer Internet Day

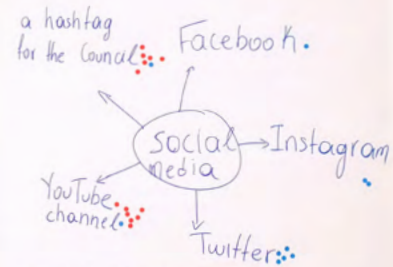
Partnerships

- Introduction letter → support from influencers
- Identify different partners to build a network
- Partners can have different roles: what are they willing to give?
- goal: growing community

Raising Awareness

- create posters/memes/comics/short videos in many languages that will explain the R+R. (in fun ways :))
- Ambassadors from all EU countries around schools to give workshops
- competitions on social media (hashtag)
- get volunteers from schools

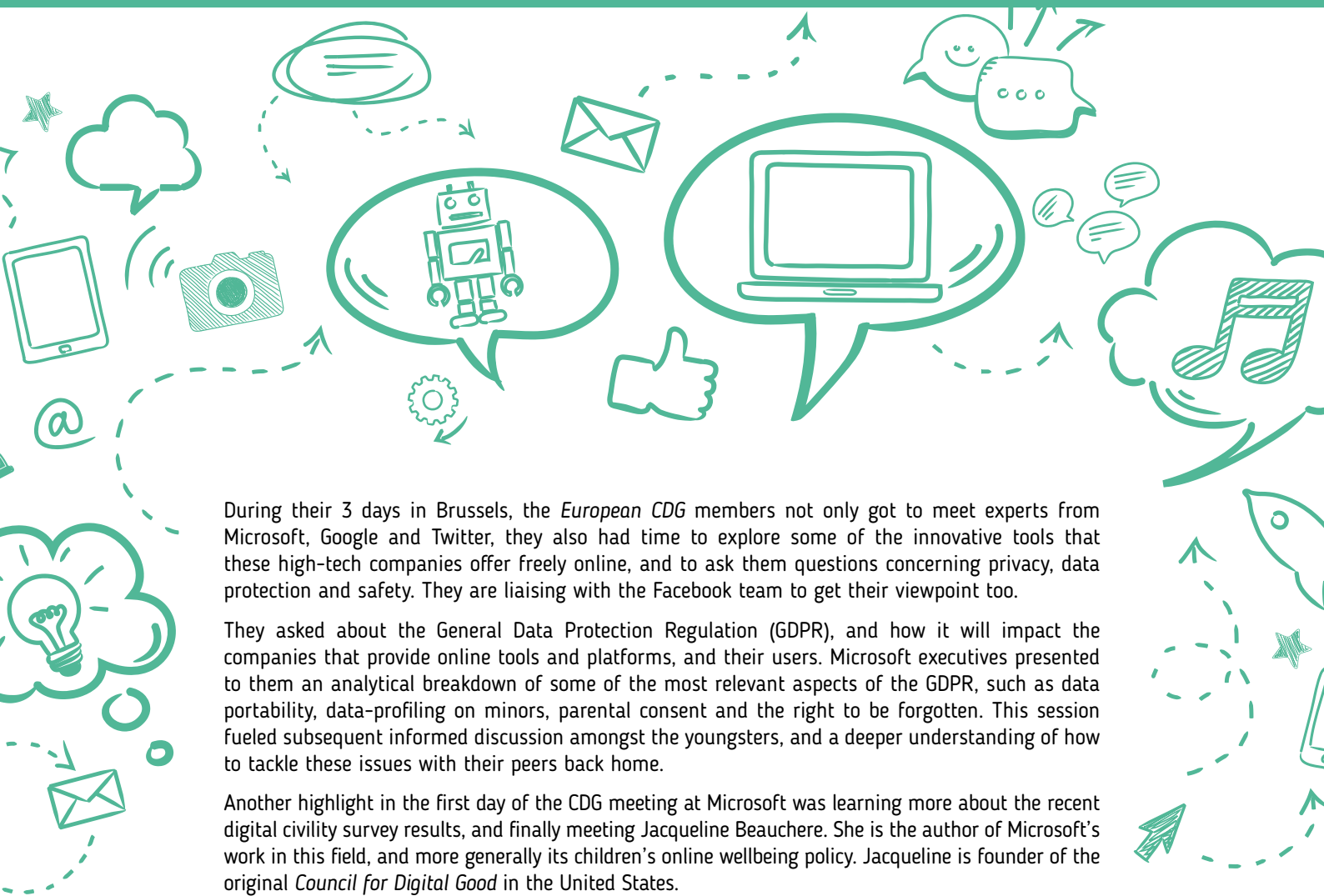
Administrators: members of CDG.



- promote the Council
- promote Rights and Responsibilities
- promote our competitions
- share content related to the Council
- provide help to all youngsters
- ⇒ Council to be promoted through school/town pages

The broad age range of Council members has been designed with a specific purpose in mind. While the older members initially take the lead in some discussions, younger members rapidly learn from their older mentors and soon hold their own when decisions are to be made. Diversity of national backgrounds, languages and approaches are an added advantage. Between them, Council members speak almost a dozen languages! Although CDG meetings are held in English, members share the outcomes of their meeting with peers back home in their national language.

Meeting with Microsoft, Google and Twitter



During their 3 days in Brussels, the *European CDG* members not only got to meet experts from Microsoft, Google and Twitter, they also had time to explore some of the innovative tools that these high-tech companies offer freely online, and to ask them questions concerning privacy, data protection and safety. They are liaising with the Facebook team to get their viewpoint too.

They asked about the General Data Protection Regulation (GDPR), and how it will impact the companies that provide online tools and platforms, and their users. Microsoft executives presented to them an analytical breakdown of some of the most relevant aspects of the GDPR, such as data portability, data-profiling on minors, parental consent and the right to be forgotten. This session fueled subsequent informed discussion amongst the youngsters, and a deeper understanding of how to tackle these issues with their peers back home.

Another highlight in the first day of the CDG meeting at Microsoft was learning more about the recent digital civility survey results, and finally meeting Jacqueline Beauchere. She is the author of Microsoft's work in this field, and more generally its children's online wellbeing policy. Jacqueline is founder of the original *Council for Digital Good* in the United States.



**What is Microsoft doing
to protect children?**

(Philippine, France)

**How can Microsoft stimulate
creativity by exploiting its
programs (such as Powerpoint)?**

(Christos, Greece)

**Do the free version and the full
version of the Microsoft products
affect the kind of information
collected from users?**

(Amanda, Germany)



Hearing about Microsoft's four
Digital Civility Challenge Ideals

Jacqueline Beauchere, Microsoft Chief
Online Safety Officer answers questions
put to her by *European CDG* members



Which are the actions from the time a report is sent to Google, until the company decides to block the user? How is this decision taken?

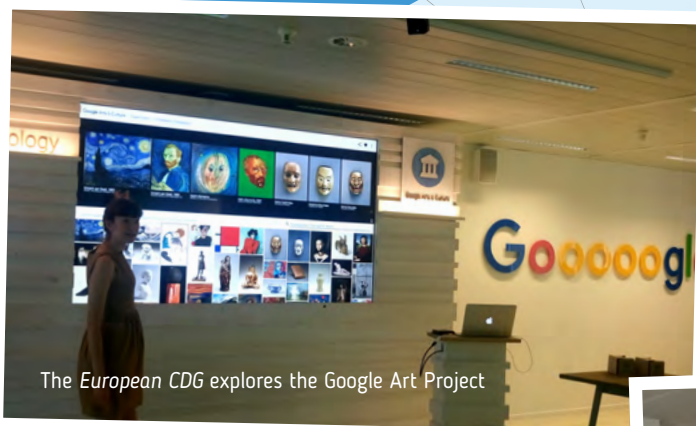
(Dimitris, Greece)



Exploring Google Earth at Google's premises

What happens if a kid opens an incognito window? Can the parents track the search history of their kid?

(Peter, Slovakia)



The European CDG explores the Google Art Project

What kind of information does Google collect from its users, how long does Google keep it, and how does it use this information?

(Eric, Germany)



Catherine Williams, Communications and Public Affairs Manager at Google, presents Google's privacy and online safety policy, and answers the questions of European CDG members and accompanying mentors

Does Twitter have a different policy for adults and kids when collecting data?

(Kostas, Greece)

How does Twitter process reports it receives regarding hate speech / harassment / illegal content?

(Christos, Greece)

What kind of information does Twitter collect from its users, how long does it hold this data, and how is this information used?

(Eric, Germany)

Stephen Turner, Head of Public Policy at Twitter, presents his company's privacy and online safety policies, and answers questions posed by the *European CDG*



Visiting the European Parliament Hemicycle and the House of European History in Brussels

The Council members, as conscientious European citizens, were happy to visit the European Parliament Hemicycle and visitors centre, where they met Mr. Henry Wasung from the European Commission Directorate-General for Communication. They were delighted with the very entertaining and easily understandable way Mr. Wasung explained the path towards European integration, how the European Parliament works and what EU Member States are doing to meet today's challenges.

The young people had the chance to visit the Hemicycle, used for plenary sessions for the European Parliament's largest and most important debates, and scene of some historical EU voting sessions. They also discovered during their visit that their national MEPs have a little-used budget to help school children everywhere visit the Parliament and learn about European citizenship, voting rights and more.

The day continued with *European CDG* members enjoying a multimedia tour in their national language at the House of European History, where they were taken on a journey way back, long before the birth of the European Union. In their own words, "that was really cool!"... and it helped them understand why the European Union is so important for citizens everywhere.



Mr. Henry Wasung welcomes the *European CDG* Members at the European Parliament



European CDG Members at the European Parliament



Top Rights and Responsibilities online according to the European CDG members

Online rights and responsibilities are important challenges for all young people and a special area of focus for the *European Council for Digital Good*. During monthly online meetings in the lead up to their face-to-face session in Brussels, discussions and written interactions often centred on these topics.

European CDG members generally rank the **Right to privacy and to personal data protection** to be their top right in the online world, and **Respect towards others** their top responsibility.

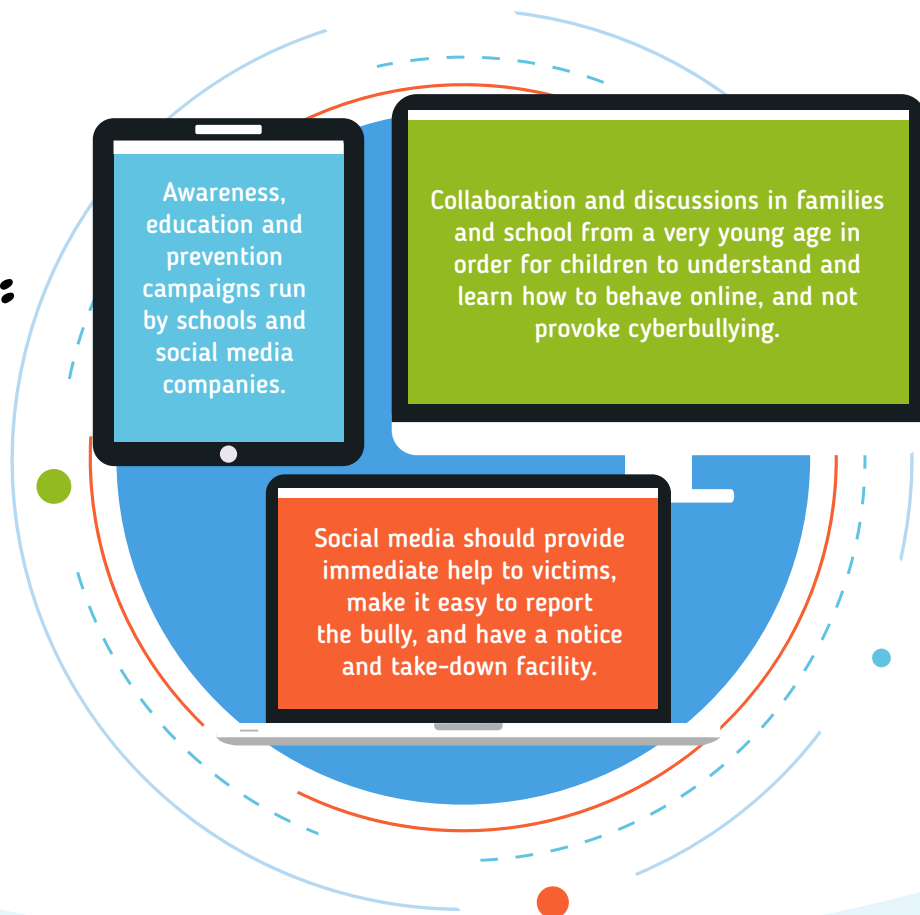


They agree that **Access to information**, **Freedom of speech**, the **Right to be forgotten** and the **Right to be respected**, are also very important rights.

They point out that when we are online we are all responsible for our personal image, and that we should be careful and not believe everything that people say. They underline how important it is to preserve our right to **Freedom of speech**, be aware of the online dangers and not be afraid to report suspicious actions. They claim that it is everyone's responsibility to know what they can and can't do online.

Investigating online responsibility further, *European CDG* members suggest that there are **three main means** of tackling and preventing cyberbullying, which is a top priority for them:

Tackling bullying: Education, Information, Reporting



They also suggested ways to avoid that young people upload pictures, videos, or basically any information that could lead to cyberbullying...



Raising awareness about the consequences of posting or sending private information online (e.g. videos, images).

Cultivate more responsible use from a very young age, via education programmes which target the whole family.



Present real incidents of cyberbullying to the youngsters, and not just facts and rules.





What the input from the *European CDG* could mean for social media

Taking into account the GDPR, personal data should always be protected, and social media platforms – as any other online platform – should request only the minimum amount of data absolutely necessary to run their services. It is then the responsibility of each user to manage how much of his/her privacy they decide to give away on such platforms.

Social media could provide means of teaching youngsters (adults too!) how such platforms can be used in a creative way, and not just as technology consumers. It is always great to see young people who, for example, have their own YouTube channel where they share their hobby with others, publish 'how-to' videos, etc.

Social media should become stricter as to the posts, images, videos etc. which are uploaded just for bullying, defamation, or making fun of others. Social media platforms should put more effort into using technological means to detect and take down such content, beyond simply enabling the reporting of such activities.

All websites should provide some kind of support, and systematically respond to requests. It is therefore vital that all social media platforms provide very clear mechanisms that youngsters can turn to, and where they can get immediate help, for example via a chat facility.



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The *European CDG* will continue its work to disseminate advice and information to other young people through Facebook, Instagram, Youtube and Twitter. Most of the Council members have already contributed to the **GDPR – young Europeans have their say** publication.

Watch out for the work of the *European Council for Digital Good* online, and follow/like their social media pages!

 <https://www.facebook.com/CDGEurope/>  [cdg.europe](https://www.instagram.com/cdg.europe)

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