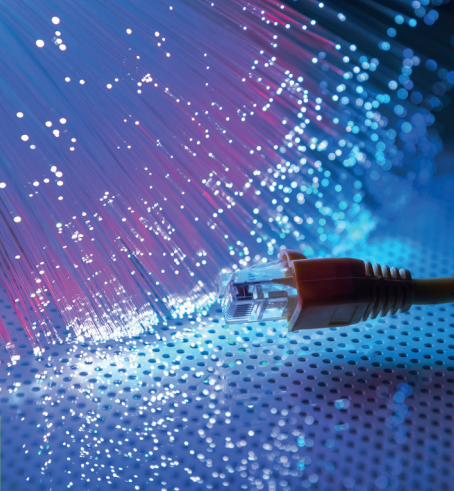


DIGITAL CITIZENSHIP EDUCATION (DCE)



10 DOMAINS

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BEING ONLINE



1 Access and inclusion

This domain concerns access to the digital environment and includes a range of **competences** that relate not only to the overcoming of different forms of digital exclusion but also to the **skills** needed by future citizens to **participate in digital spaces** that are open towards any kind of minority or diversity of opinion.



2 Learning and Creativity

This domain concerns the willingness and the attitude towards learning in digital environments over the life course, both to develop and express different forms of creativity, with different tools, in different contexts. It covers **competences of personal and professional development** to prepare citizens to face the challenges of technology-rich societies with confidence and competence, and in innovative ways.



3 Media and Information Literacy

This domain concerns **the ability to interpret, understand and express creativity through digital media, with critical thinking**. Being media and information literate is something that needs to be developed through education and through a constant exchange with the environment around us: it is essential to go beyond simply “being able to” use one or another media, for example, or simply to “be informed” about something. A digital citizen has to maintain an attitude relying on critical thinking as a basis for meaningful and effective participation in his/her community.

WELLBEING ONLINE



4 Ethics and Empathy

This domain concerns online ethical behaviour and interaction with others based on skills such as **the ability to recognise and understand the feelings and perspectives of others**. Empathy constitutes an essential requirement for positive online interaction and for realising the possibilities that the digital world affords.



5 Health and Wellbeing

Digital citizens inhabit both virtual and real spaces. For this reason, the basic skills of digital competence are not sufficient. Individuals also require a set of **attitudes, skills, values and knowledge that render them more aware of issues of health and wellbeing**. Health and wellbeing in a digitally rich world, implies being aware of the issues and the opportunities that can affect wellness including but not limited to online addiction, ergonomics and posture, and excessive-use of digital and mobile devices.



6 ePresence and Communications

This domain refers to the development of the personal and interpersonal qualities that support digital citizens in building and **maintaining an online presence and identity as well as online interactions that are positive**, coherent and consistent. It covers competences such as online communication and interaction with others in virtual social spaces and also the management of one's data and traces.

RIGHTS ONLINE



7 Active Participation

Active participation relates to the **competences** that citizens need to be fully aware of how they interact within the digital environments they inhabit in order to make **responsible decisions, whilst participating actively and positively** in the democratic cultures in which they live.



8 Rights and Responsibilities

Just as citizens enjoy rights and responsibilities in the physical world, digital citizens in the online world also have certain rights and responsibilities. Digital citizens can enjoy **rights of privacy, security, access and inclusion, freedom of expression and more**. However, with those rights come certain responsibilities, such as ethics and empathy and other responsibilities to ensure safe and responsible digital environment for all.



9 Privacy and Security

This domain includes two different concepts: Privacy concerns mainly **the personal protection of one's own and others' online information**, while Security is related more to one's own awareness of online actions and behaviour. This domain covers **competences like properly managing personal and others' information** shared online or dealing with online safety (like for example the use of navigation filters, passwords, antivirus and firewall software) in order to avoid dangerous or unpleasant situations.



10 Consumer Awareness

The World Wide Web, with all its dimensions like social media or other virtual social spaces, is an environment where often the fact of being a digital citizen also means being a consumer. **Understanding the implications of the commercial reality of much online space** is one of the competences that individuals will need to have in order to maintain their autonomy as digital citizens.



Digital citizenship is:

- ▶ *The competent and positive engagement with digital technologies (creating, working, sharing, socializing, investigating, playing, communicating and learning)*
- ▶ *Participating actively and responsibly (values, skills, attitudes, knowledge) in communities (local, national, global) at all levels (political, economic, social, cultural and intercultural)*
- ▶ *Being involved in a double process of lifelong learning (in formal, informal and non-formal settings)*
- ▶ *And continuously defending human dignity*

The aim of the DCE project launched by the Council of Europe's Education Policy Division is to empower children to participate actively in digital society. This involves providing them with an education that develops a sense of critical analysis and the effective use of digital technologies while fostering a notion of citizenship based on respect for human rights and democratic culture.



www.coe.int/dce



www.coe.int/education

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The Council of Europe is the continent's leading human rights organisation. It comprises 47 member states, 28 of which are members of the European Union. All Council of Europe member states have signed up to the European Convention on Human Rights, a treaty designed to protect human rights, democracy and the rule of law. The European Court of Human Rights oversees the implementation of the Convention in the member states.



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