



DIGITAL CITIZENSHIP

Pr.Nr.: 2019-1-DE04-KA205-017888



DICIPASS
European Digital Citizenship Plan
for Youth Empowerment and Participation



Globalcitizen.it

NATIONAL INDEX – LITHUANIA

The Government of the Republic of Lithuania, on 12 March 2014, approved the Programme for Information Society Development in Lithuania for 2014-2020 “**Lithuania’s Digital Agenda**”. The major focus areas of the programme are the following:



Skills and motivation of the Lithuanian citizens to use the Information and Communication Technology



Development of electronic content



Information and Communication Technology infrastructure

ABOUT THE STUDY

There are at least 20 main stakeholders responsible for Information and Communication Technology skills for youth in Lithuania. They make a visible influence and have the capacity to add more to the positive change of the situation regarding youth ICT skills and unemployment.



TARGET GROUPS

The study is focused on **youth workers** and **young people**.

12

YOUNG PEOPLE

Is the sample size for the young people's survey.

15

YOUTH WORKERS

Is the sample size for the youth workers' survey.

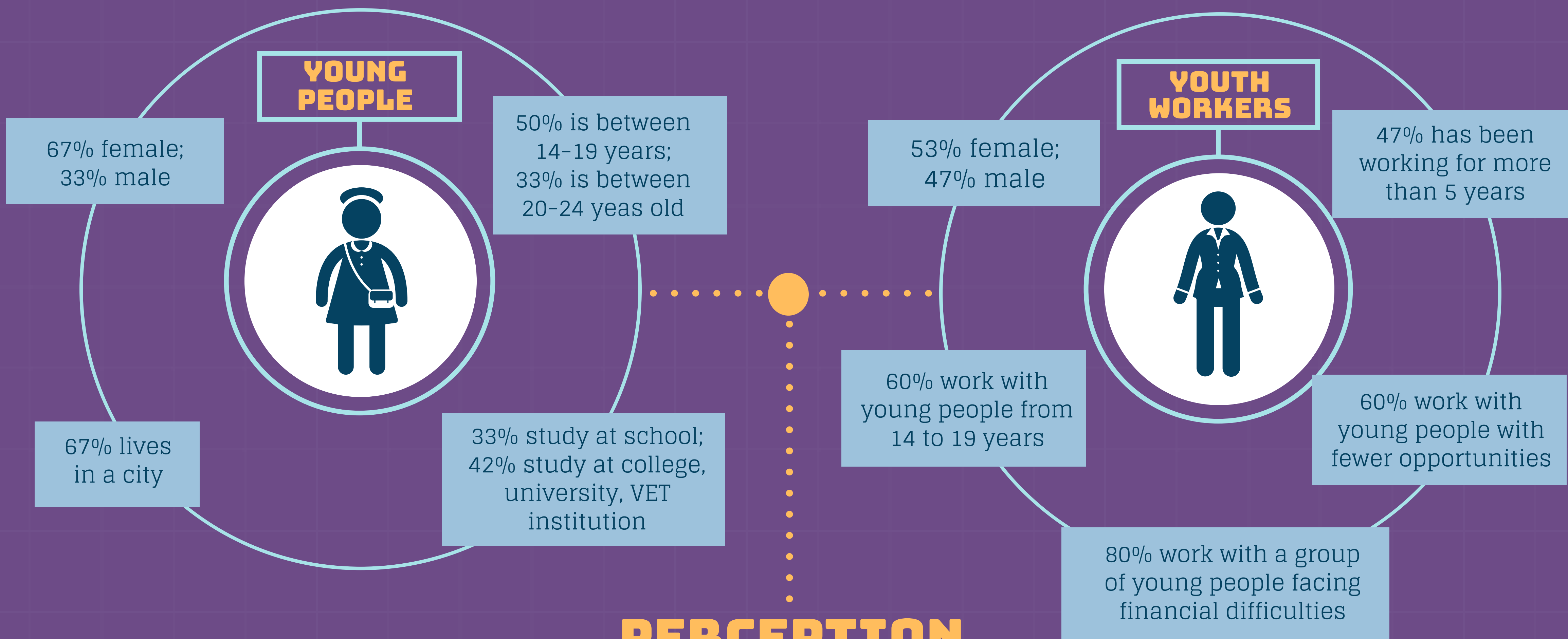
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YOUTH WORKERS AND YOUNG PEOPLE

Participated in the focus group.



THE SURVEY



PERCEPTION

YES (50%)

Half of the participants have already heard about the concept

VARIETY OF CONCEPTS

- Active participation (involvement in virtual actions, social activities) and e-voting
- Virtual safety (virtual protection, identity theft)
- Social dimension (social networks, browsing, global knowledge)

EQUAL DIGITAL ACCESS (59%)

- Digital Security (of hardware and personal data while online)
- Digital Communication (responsible and safe use of digital communication tools)

YES

An online citizen is described as anonymous, a person who can easily change identity. A street citizen has different social contact with others and cannot be hidden behind fake identities.

HAVE YOU EVER HEARD THE TERM "DIGITAL CITIZENSHIP"?

WHAT DOES DIGITAL CITIZENSHIP MEAN TO YOU?

WHICH ARE THE MOST IMPORTANT ELEMENTS OF DIGITAL CITIZENSHIP TO YOUNG PEOPLE?

DO YOU THINK THERE IS A DIFFERENCE BETWEEN BEING A STREET CITIZEN AND ONLINE CITIZEN?

NO (48%)

Most of the participants never heard the term

3 MAIN CLUSTERS OF IDEAS

- Active participation (involvement in virtual actions, social activities) and e-voting
- Virtual safety (virtual protection, identity theft)
- Social dimension (social networks, browsing, global knowledge)

DIGITAL COMMUNICATION (67%)

Responsible and safe use of digital communication tools;
Digital Access: equal access to digital technologies and online resources;
Digital Rights and Responsibilities

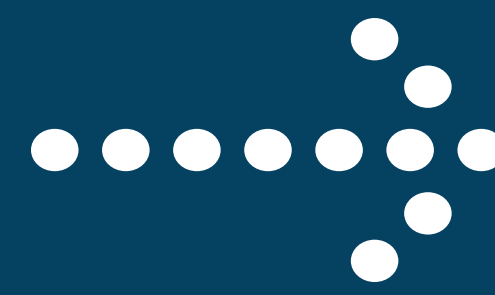
YES

An online citizen is less devoted to society and less inclusive. A street citizen has more responsibilities and experiences different social contact than the one on the web.

FURTHER LEARNING

100%

of all the respondents have never participated in a training course, workshop or event related to Digital Citizenship



58%

of young people would be interested in participating in a course about digital citizenship. All youth workers showed interest to learn more.

FOCUS GROUP

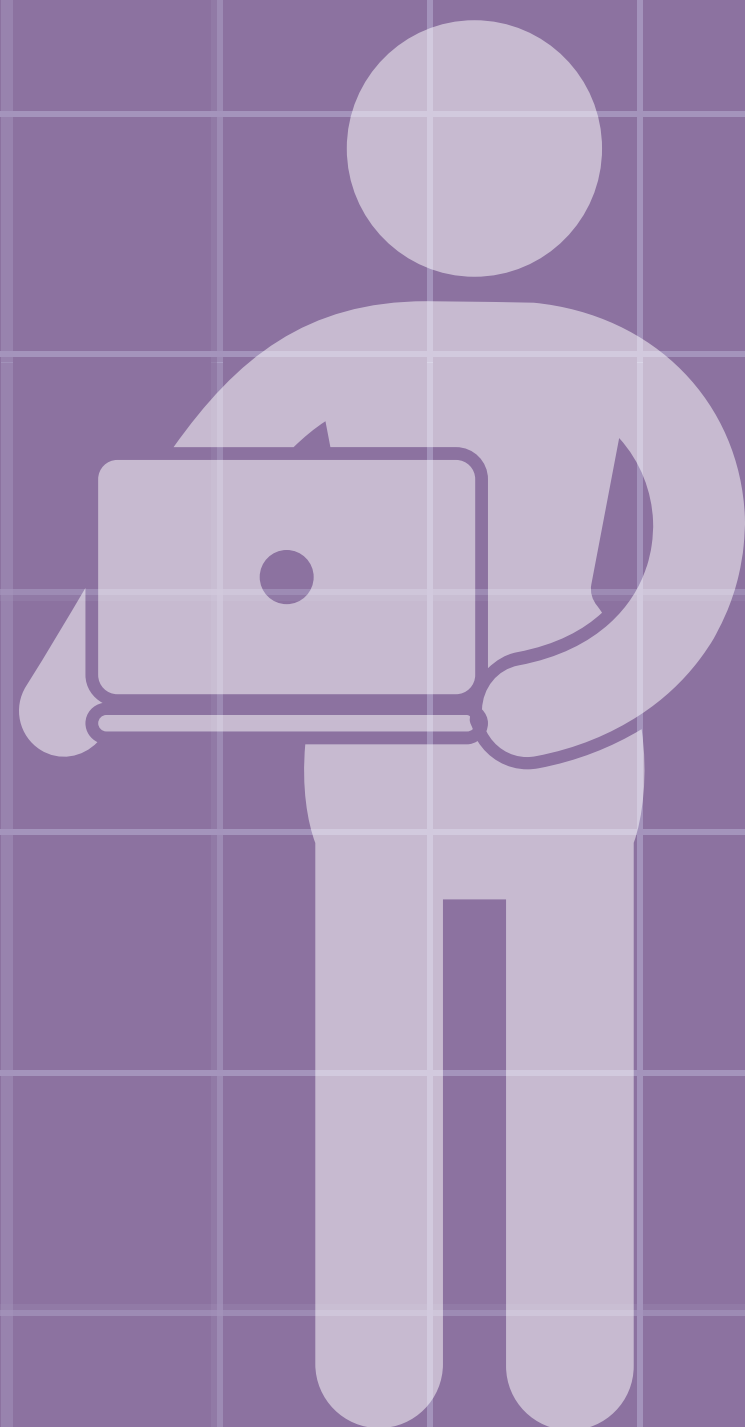
PERCEPTIONS OF DIGITAL CITIZENSHIP

Digital citizenship can be understood as:

- ✓ INTEREST ON DIGITAL SPACE AND ONLINE WORLD
- ✓ VIRTUAL CREATION OF YOURSELF
- ✓ RESPONSIBILITY
- ✓ SECURITY
- ✓ SOCIAL MEDIA
- ✓ VIRTUAL COMMUNITY



"A good digital citizen could use the internet to create opportunities and take immediate action. It's easier to share content, react to a comment, respond to an opinion or support something."



CITIZENSHIP AND DIGITAL CITIZENSHIP

The concept of digital citizenship could be integrated through non-formal education methods, using tools like simulations, role-play games or board games. Also using pop culture elements like memes, short videos, social campaigns to catch the attention and motivation.



LEARNING NEEDS

Promotion of digital values and digital citizenship could come up and be presented by public leaders and politicians.

