

The Right to Informed and Conscious Use

Introduce the Scenario

This scenario is based on the Right to Informed and Conscious Use which is the right to access creative social spaces online, but also feel empowered to disconnect.

Play the video clip

Found at <http://oer.horizon.ac.uk/5rights-youth-juries/>

About the video clip

This clip shows a person posting a status on social media saying she is going to bed because she has a lot of studying to do and needs her rest. After setting her phone down to go to sleep, notifications start to come through from different apps demanding her attention to message a friend, see a Snapchat, moments on Facebook and so on. The notifications come thick and fast. Although frustrated and wanting to go to sleep, the protagonist gives in to the notifications and re-engages with her online world.

Host a discussion

Q: Is this familiar for any of you?

Q: How do you feel when you get a notification?

Q: Do you ever take time 'off'? What kind of things do you do to help?

Q: How many things do you have 'push' notifications for?

Q: Do you know how to stop them?

Group Design

Formulate smaller groups to design recommendations for government/internet companies; awareness campaigns of issues/solutions to peers etc. This can be done using flipchart paper to scatter ideas

Ask them to think about:

1. What they want to say
2. Who they are speaking to
3. How best to reach that person/group

Stakeholders can include:

- Local Government
- National Government
- Teachers
- Parents
- Friends
- Children's charities

Communication Methods can include:

- Letter
- Social Media Campaign
- Infographic/poster
- Video

Group Feedback

Each group should share their best/favourite idea with the rest of the group.

Push Notification support:

- <https://www.facebook.com/help/103859036372845> The same advice applies to most applications. Some applications may have settings within the app.



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