Dropout Prevention in a Digital Society

Doris Settles
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Not since 1440...

Johannes Gutenberg invented the printing press which can be credited not only for a revolution in the production of books, but also for fostering rapid development in the sciences, arts and religion through the transmission of texts.

www.inventors.about.com
The Digital Culture Divide

Youth are native born to this technology-rich world; we are immigrants at best

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ADULTS

TOOLS FOR
- Working
- Shopping
- Evaluating options
- Making contact

Communication
Research
Entertainment

YOUTH

Information-gathering
Self-Promotion
Social Interaction
MMG Gaming
Social Engagement
Role-Playing

Youth are native born to this technology-rich world; we are immigrants at best

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Barriers to building relevance, rigor

Luddite Mentality

- Fear of job loss
- Fear of reduced quality
- Fear of increased costs
- Fear of litigation
- Fear of crime
- Fear of losing the human touch
Web 2.0 Myths

• Feels temporary, really isn’t
• Sense of control and anonymity
• Creative opportunity to self-promote
• Imitation is flattery
• F2F skills don’t always translate
• Unchaperoned
• Populated by F2F world
Consequences are Fatal

• Home is no longer a refuge
• Audience is global
• Online social interaction no longer optional
• Cyberbullying is much harder for parents and teachers to monitor because of how private the bullying can be
• Non-verbal cues are stripped away - meaning can be left to interpretation
• Legal implications of cyberbullying are less clear
The FOREVER Rule

DON’T RISK YOUR COLLEGE SCHOLARSHIPS JOBS FRIENDS FAMILY REPUTATION IDENTITY

FREEDOM

JUSTIN BERRY LAKELAND 8

KATHERINE EVANS

MICHAEL PHELPS

YOUR CHILD HERE?

STACY: DRUNKEN PIRATE
Components of Digital Citizenship

Adapted in part from *Digital Citizenship in Schools*

Passing Notes (1950)

Passing Notes (2009)
#1 Digital Access

Full and Appropriate Electronic Participation in the Digital Society
#2 Digital Commerce

Buying and Selling of online

1. Goods
2. Services
#3 Digital Communication

Electronic Exchange of Communication

1. Visual
2. Auditory
3. Textual
#4 Digital Literacy

The Capability to Use Digital Technology…

And Knowing How and When to Use It
#5 Digital Etiquette

Standards of Conduct Expected by Other Digital Technology Users in Those Environments.
Legal Rights and Restrictions Governing Technology Use and Abuse
#7 Digital Rights and Responsibilities

Privileges and Freedoms Extended to All Digital Technology Users and Behavioral Expectations that Come with Its Use
#8 Digital Health and Wellness

Elements of Well-Being Related to Technology Use:

1. Physical
2. Psychological
#8 Digital Security

Precautions that all technology users must take to guarantee

1. Personal Safety
2. Security of their Network
Acceptable Use - Codes of Conduct

- Requires Faculty/Staff Training
- Establishes Student Guidelines
- Establishes consequences beyond instructional use
- Links online behavior to offline behavior

...no more boundaries
Technology Strategies

Monitoring Online Use

1. Keystroke Capture Devices
2. Proxy Software
3. Filtering Software
4. Human Oversight

Regulate Portable Personal Technology on campus
(Cell phones, etc)

Encrypt wireless (WEP, WPA, WPA2) or no wireless at all
Brave New World!

The new DIGITAL SOCIETY encompasses the social and cultural levels of human interaction in the computer and digital world.
Thank YOU!

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