Embracing a balanced approach between Online engagement and OFFline alternatives

ONLINE REAL LIFE
PERSONAL COMMUNICATION
BALANCE GAMES
SOCIAL MEDIA OFFLINE
4YOUNGSTERS

MODULE 2

Types of online engagement

DEVELOPED BY: 32 Secondary Language School, Sofia, Bulgaria

DESCRIPTION

Screen Time: Active vs Passive

Passive consumption is when a kid passively consumes digital information. He does it without thinking, without creating any content and no interaction is required to progress. Passive activities can include browsing the internet, scrolling through social media, watching videos on YouTube without any purpose or playing repetitive games and binge-watching shows.

DESCRIPTION

Screen Time: Active vs Passive

Active screen time, on the opposite hand, involves cognitive and/or physical engagement within the process of device usage. This might include activities like making YouTube videos, playing educational games, editing pictures, coding an internet site , designing digital space, etc.
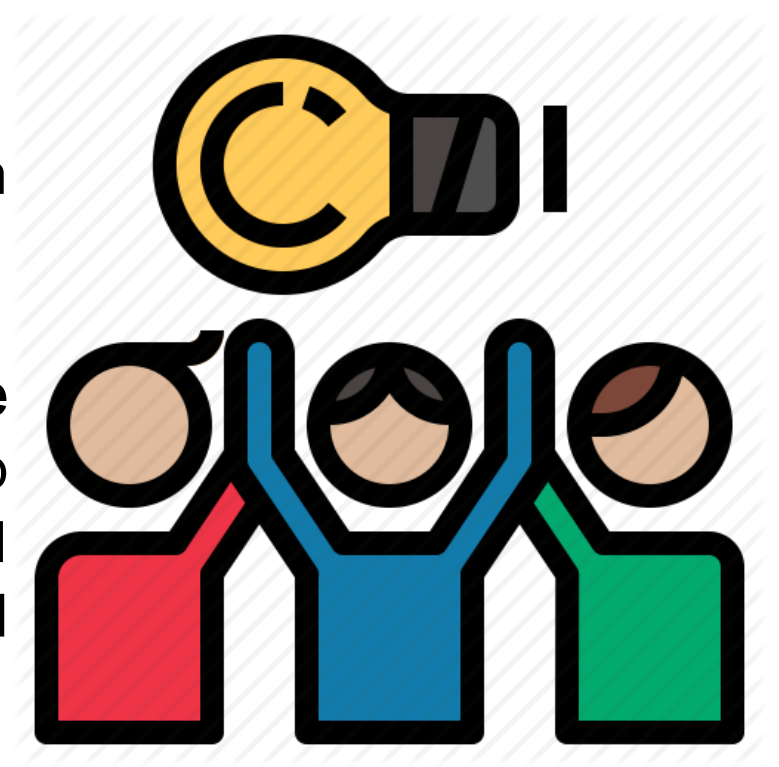
LEARNING OUTCOMES

BENEFITS OF TECHNOLOGY ON CHILDREN

There are **countless benefits** to children's interaction with technology.

For example, computers can be used for **research**, for **online math games**, and for **improving language skills.** Even video games can **encourage developing skills** such as hand coordination. Some active games can also **encourage physical activity**, such as dancing.

LEARNING OUTCOMES

BENEFITS OF SCREEN TIME

- ## Unlocks skills and talents

Interactive media can be used to explore children's talent. When they listen to music, adults can discover children's interests and inclinations. The technology gives opportunities to present various activities in which children can eventually become involved. They get an idea of what gymnastics or skating looks like.

- ## Expands horizons

Technology exposes children to things they can't see every day. Children begin to understand that life is more than the four walls of the home or classroom.

- ## Solving problems

When playing a game, they often wonder what step is coming, or what the effects are if they present a specific action in the game. This is useful for their study, especially in mathematical and logical reasoning.

LEARNING OUTCOMES

BENEFITS OF SCREEN TIME

- ### More dynamic spatial skills

Games and educational content allow children to develop dynamic spatial skills through time in front of the screen.

- ### Increases motivation to complete tasks

Learning games can help create a foundation for children to keep trying and overcoming challenges even off-screen.

- ### Improves social communication skills

As children develop their language skills, they can adopt ideas that give them the necessary skills to connect with other people. Children should be encouraged to use technological tools to create projects. and share ideas in groups.

- ### Increased visual attention

Game and learning applications allow children to pay more attention to detail to complete these activities.

LEARNING OUTCOMES

BENEFITS OF SCREEN TIME

- ## Supports cognitive development

Technology can provide basic skills in which children must have competence to be successful in school; critical skills to engage successfully in thinking at a higher level, etc.

- ## Improving language skills

Many types of language development technologies offer multisensory engagement that helps in the learning process. Modern children have an intuitive ability to understand computer systems.

- ## Better hand and eye coordination

By connecting with applications, children further develop their hand and eye coordination. This happens when children visually follow an object on the screen and participate in the activity of the application.

MODULE 2 Types of online engagement

LIST OF TOPICS

TOPIC 1 Passive consumption

TOPIC 2 Interactive consumption

TOPIC 3 Communication

TOPIC 4 Content creation

LEARNING OUTCOMES

Passive consumption is when a kid passively consumes digital information. He does it without thinking, without creating any content and no interaction is required to progress. Passive activities can include browsing the internet, scrolling through social media, watching videos on YouTube without any purpose or playing repetitive games and binge-watching shows.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Build modern skills to be prepared for college and careers in the future
- Become digital citizens, using information from technology in order to be active and engaged members of your communities and society
- Become positively exposed to new ideas and knowledge
- Acquire hard and soft skills learned about or through digital media

TV watching is correlated with poor language development. Two or more hours per day of screen time before the primary birthday is related to a six-fold increase in language delay. (Aamodt & Wang, 2011)

Live interactions between a child and an adult conducted over a digital device such as a tablet or smartphone enable children to learn new words (Roseberry, 2013)

Violent content and evening media use were associated with increased sleep problems for kids aged 3 to 5 years. (Garrison, 2011)

Interactivity and adult modeling help children to find out a task better than passive viewing of an equivalent material. (Lauricella, A. R., et. al. 2010)

Some of the potential risks of too much screen time, where "too much" is a very disputable term and is not clearly understood:

- Increasing rates of childhood obesity

- Engaging in risky or aggressive behaviour

- Screen addiction, sleep disorders, language and developmental delays, developing attention problems

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QUIZ

1. Passive consumption is when a child passively consumes digital content
    a. True
    b. False

2. Playing repetitive games help children acquire knowledge.
    a. True
    b. False

3. Children spend most of their online time studying.
    a. True
    b. False

QUIZ

4. Match the concepts with their definitions:

1. Passive consumption	A. It involves cognitive and/or physical engagement in the process of device usage.
2. Active screen time	B. When a kid consumes digital content and no thought, creativity or interaction is required to progress.

Correct answers: 1-B, 2-A,

LEARNING OUTCOMES

Active consumption involves cognitive and/or physical engagement in the process of device usage. This might include activities like making YouTube videos, playing educational games, editing pictures, coding an internet site, designing digital space, etc.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Improve Cognitive Skills
- Acquire hard and soft skills learned about or through digital media, including creativity and personal expression
- Play video games and thereby improve motor skills and coordination
- Deliver educational value and school-related homework and research

Improves Cognitive Skills

When playing any online games, a player has to pass several stages. These stages are not the same, and therefore if the student plays well, he/ she has to find the best solutions for every scene. When they are thinking to pass every step, they need to think further and know the strategies they should use.

Games lead to the development of mental ability which is beneficial in student's daily activities such as solving academic tasks.
Enhances Imagination and Creativity

Most online games help the players and even the students to see the world in a different perspective. When playing some of these games, they will help you in increasing your thinking capacity. In addition, these kinds of games need a player to be focused and creative. Therefore, the more you play, the more creative you become.

Entertainment

There are various types of online games out there that can address the universal human need for entertainment. Students can also play these games from anywhere, on any internet-enabled device and at any time.
Many players can now express their attitude towards online games based on the benefits they enjoy.

Better Decision-Making Ability

Online gaming improves decision-making skills more especially when players are challenging each other in various situations without losing the accuracy. When taking chances or decisions instantly, this enhances the ability of the player to make good choices.
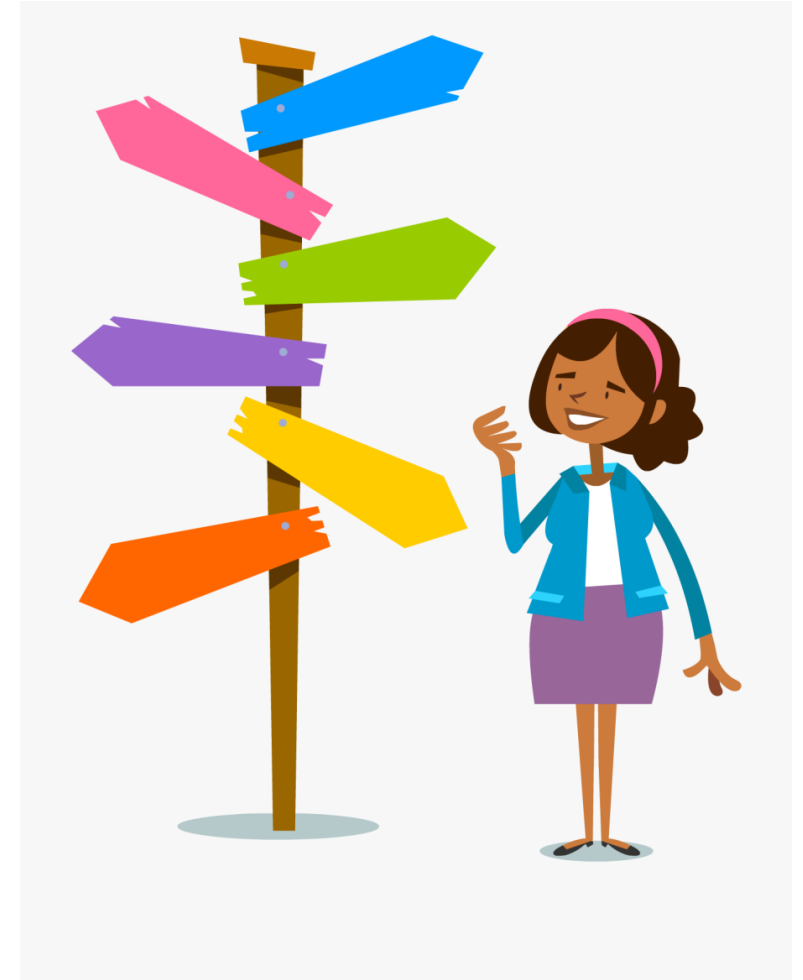
Few disadvantages of online gaming for kids are:

■Internet is an open place where everyone can access a vast amount of information. Kids may download games from less reputed sites. As a result, they might download spam, viruses, malicious software etc.

■Some people out there are always trying to find ways to take undue advantage of kids. Kids are fooled and cheated and can also be abused and harassed online.

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QUIZ

1. Kids are fooled and cheated and can also be abused and harassed online.
   a. True
   b. False

2. Games don't lead to the development of mental ability .
   a. True
   b. False

3. Children spend most of their online time studying.
   a. True
   b. False

LEARNING OUTCOMES

The term Social Media refers to the utilization of web-based and mobile technologies to show communication into an interactive dialogue.
With the planet in the midst of a social media revolution, it is quite obvious that social media like Facebook, twitter, orkut, MySpace, Skype etc., are used extensively for the purpose of communication.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Offer Internet tools, texting, video conferencing, and shared video games — easy and fun ways to socialize, communicate with others, build community engagement and collaborate
- Encouraging joint engagement across family members and educators to further learning

One among the foremost important **advantages** of the utilization of social media is that of online sharing of knowledge and information among the different groups of people.

This online sharing of data also promotes the rise within the communication skills among the people especially among the learners/students of educational institutions.

Our social life, both on an interpersonal and a community level, can be changed fundamentally by the use of social media.

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QUIZ

1. Social media have the potential to change our social lives totally
    a. **True**
    b. False
2. Social Media cannot be used as a means of communication tool
    a. True
    b. **False**
3. Slang terminology should always be used in order for the public to understand the message being conveyed
    a. True
    b. **False**

LEARNING OUTCOMES

Content creation is the contribution of information to any media and most especially to digital media for an end-user/audience in specific contexts.[1]

Content is "something that is to be expressed through some medium, as speech, writing or any of various arts"[2] for self-expression, distribution, marketing and/or publication.

Typical forms of content creation include maintaining and updating web sites, blogging, article writing, photography, videography, online commentary, the maintenance of social media accounts, and editing and distribution of digital media.
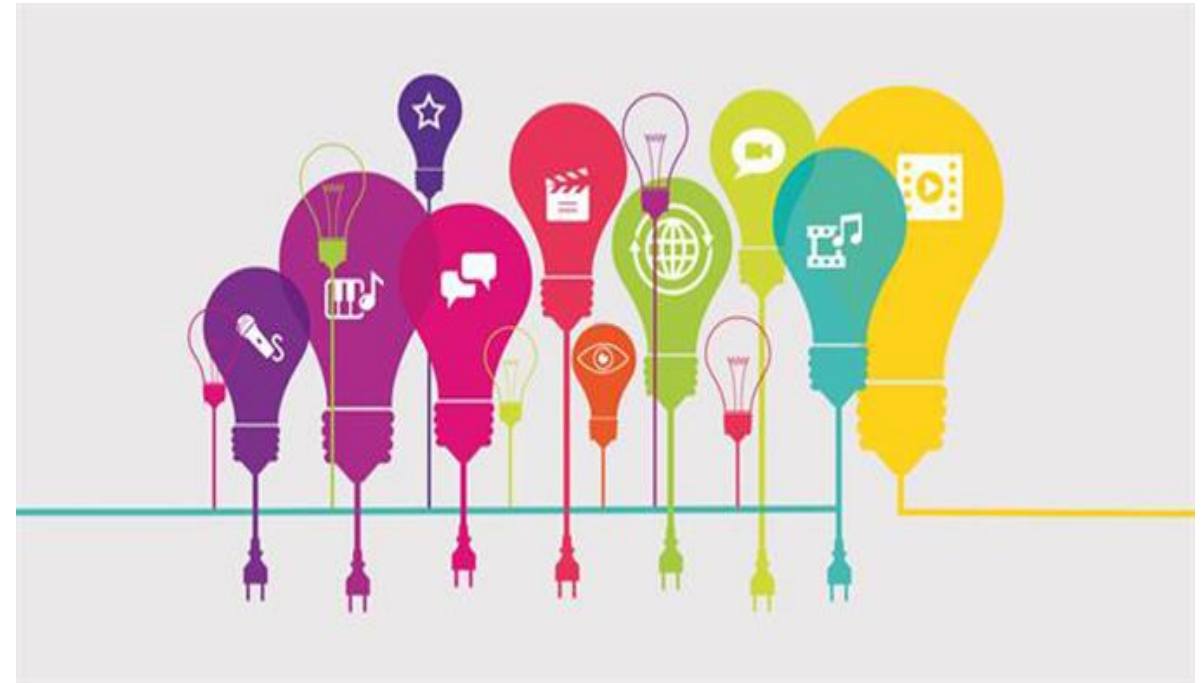
A Pew survey described content creation as the creation of "the material people contribute to the online world."[3]

LEARNING OUTCOMES

Content is indispensable for any online presentation.

- Expresses thoughts, ideas.

- Brings clarity and order.

- Draws paths to goals.

- Creates images, tells stories.

- Leaves a trace - black and white.

- It is a unique challenge.

LEARNING OUTCOMES

Digital arts is associated with a wide range of works of art and practices that use new digital technologies as an indispensable part of the process of **creation** and / or presentation.

The digital arts themselves are placed in the more general context of the new media arts.

As a result of new technologies, there are **transformations** in the arts such as **painting, sculpture, music**.

Net art, digital installation and **virtual reality** can be accepted as new arts.

For decades, digital art has been an integral part of our daily lives. The very method of creation through digital methods was categorized as a world-renowned one in the 70s, after much opposition from the artists. The result we see today, however, shows us exactly how digital art has turned the world of music, sculpture, painting and all other visual arts.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Learn and create
- Acquire hard and soft skills learned about or through digital media, including creativity and personal expression
- Deliver educational value and school-related homework and research
- Develop problem-solving skills

Computers are woven into the creative process of modern art, be it in its traditional, digital or hybrid form. What people get from this type of creation process is the lack of constraint on the physical aspects of the process - technique, materials, price, and even environmental conditions. For some, this spoils the authenticity of the work and deprives it of another dimension, but it is a fact that digital art is an established way of expression, especially in its graphic directions.
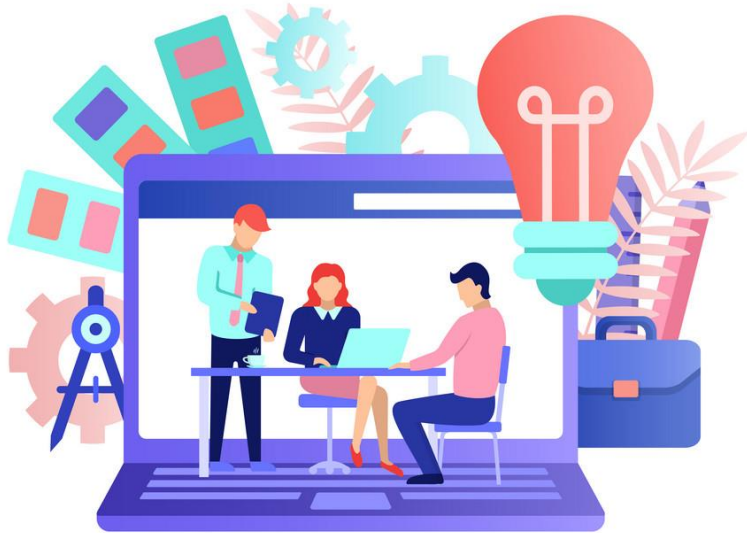
This is shown not only by the fact that the software for creating and editing graphics and photos is something that is close to the status of part of the general culture, but also by the fact that its development is progressing rapidly.

In an expanded sense, "digital art" is contemporary art that uses the methods of production or digital media.

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ASSIGNMENT

- Write an essay on the following topic:
- Does computer gaming addiction lead to more dangerous consequences among teenagers?

CONCLUSIONS

It is a smaller amount important to specialize in screen time deadlines and more important to specialize in screen content quality and therefore the context of how children engage with content across screens.
Thérèse E. Dugan, PhD

CONCLUSIONS

As devices with screens became more ubiquitous over the past 15 years, the subject of screen time has come under increasing scrutiny. While there are potential risks to interacting with screens, there also are numerous benefits to engagement. Not all screen time activity is similar, even as not all content that youngsters engage with is the same.

CONCLUSIONS

Educators and families are responsible for building up priorities for academic, knowledge-building and learning screen engagements of the youngsters and reducing the non-structured, entertainment based screen engagements.

Project acronym: ON/OFF4YOUNGSTERS

Project title: Embracing a balanced approach between
                     Online engagement and OFFline alternatives

Project Number: 2018-1-UK01-KA201-048001

Website: https://on-off4youngsters.eu/

CREATED BY THE ON-OFF PARTNERSHIP 2019

Co-funded by the Erasmus+ Programme of the European Union

DIRECT Association

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