

Glossary: Cybersafety and Technology

3G and 4G

'G' stands for 'Generation', as in 'a generation of mobile technology'. 1G was analogue mobile phones, 2G was digital phones. 3G and 4G mobile technologies brought with them new 'base technologies', or functionality; services include wide-area wireless voice telephone, video calls and wireless data, all in a mobile environment. 3G and 4G allow simultaneous use of speech and data services and higher data rates. Without exception (so far), each new generation brings faster internet speeds than the last.

Avatar

An icon or picture used to represent someone's online presence. Most commonly used is online chat forums and gaming.

Blog

Short for 'web log', a blog is a website consisting of entries ('posts') typically displayed in reverse chronological order – often written in the style of a journal.

Bullying (also see: 'Cyberbullying')

Bullying occurs when an individual (or group) with more power repeatedly and intentionally uses negative words and/or actions against another individual or group that cause distress and create a risk to wellbeing.

Content, Contact, Conduct

First coined by Sonia Livingstone in 2011, online (or 'cyber') risk is now often framed within these three broad categories. People may come across pornographic, racist, violent *content*; they may encounter potentially risky *contacts*; and they may engage in a variety of risky *conduct* where they are perpetrators, victims, or both, like cyberbullying or sexting.

Content provider

A company providing services to mobile phone users or network operators.

Critical thinking

The use of thinking processes to filter information or beliefs and actions. It enables decisions about whether a claim is always true, sometimes true, partly true, or false.

Crowd-sourcing

The practice of obtaining needed services, ideas, or content by soliciting contributions from a large group of people and especially from the online community.

Cyber-risks

Cyber-risks are potential threats to the wellbeing of users of technology within the community and include:

- **Cyber-exploitation**

The use of the internet to manipulate others for one's own self-serving or dishonest ends (mainly financial and sexual).

- **Cyber-attack**
A single or 'one-off' act of aggression, denigration or nastiness against a specific student, via technology. Cyber-attacks include, for example, cyber-threats, cyber-insults and cyber-humiliation.
- **Cyberbullying**
A repeated or sustained pattern of intentional cyber-attacks that causes distress, and is directed against a specific student or group. Cyberbullying can also be a multi-faceted, multi-step, complex campaign of humiliation or hostility that causes distress and is directed against a specific individual or group.

Cybersafety

Cybersafety refers to the safe and responsible use of the internet and ICT equipment/devices, including mobile technologies. In a school or library setting, we mean:

'The use of a set of precautionary policies, practices and actions taken by individuals, schools/libraries and communities to prevent harm to users of technologies within the community and promote safe and responsible behaviour'.

Digital citizenship

Digital citizenship goes beyond notions of safety and risk, implying positive engagement with digital technologies for a range of purposes, while being responsible for one's own safety and protecting that of others.

Digital footprint

A trail left by interactions in a digital environment. In social media, a digital footprint is the size of a person's 'online presence' measured by the number of individuals with whom they interact.

Digital literacy

The ability to effectively and critically navigate, evaluate and create information using a range of digital technologies.

Digital natives/immigrants

These terms were coined by Marc Prensky in his work *Digital Natives, Digital Immigrants*, published in 2001. The term has come to refer to people who were 'born digital' – that is, have never known a world without digital technologies, and through interacting with digital technologies from an early age, have a greater understanding of their concepts. Conversely, 'Digital Immigrants' were those born before the advent of these digital technologies.

Educational technology (or 'edtech')

The study and ethical practice of facilitating learning and improving performance by creating, using and managing appropriate technological processes and resources. The term is often associated with, and encompasses, instructional theory and learning theory.

eSecurity (or 'internet security', 'cyber security')

Security as it pertains to the internet, such as information security. The term 'eSecurity' covers a range of activities to keep electronic information secure.

Frictionless sharing

The transparent and often automatically facilitated (non-manual) sharing of information and resources using social media services. For example, posting an update on a blog, which then automatically posts a link to that update on another web platform, such as Twitter.

‘Hate’ (web) sites (also related: ‘online hate groups’, ‘hate speech’)

In an international legal context: a website that uses ‘hate speech’, which is communication that vilifies a person or a group on the basis of one or more characteristics such as colour, disability, ethnicity, gender, nationality, race, religion, and sexual orientation. ‘Hate sites’ often refer to websites, predominantly on social networking services, that are dedicated to emphasizing a particular viewpoint, often extreme, and targeted at specific individuals and/or groups.

Identity fraud

The act of using stolen identity to obtain goods or services by deception (it does not occur when a credit card is simply stolen, which can constitute ‘consumer fraud’).

Identity theft

A form of stealing one’s identity in which someone pretends to be someone else by assuming that person’s identity, typically in order to obtain credit and other benefits.

Infographic (Or ‘Information graphics’)

Graphic visual representations of information, data or knowledge intended to present complex information quickly and clearly - often used to highlight patterns and trends.

Instant messaging (Or: ‘IM’)

A form of communication over the Internet that offers quick transmission of text-based messages from sender to receiver (typically in ‘real-time’). Many online services such as social networks, offer instant messaging as just one of a whole suite of communication tools.

Internet (Or, The Net)

A global system of interconnected computer networks that use the standard ‘Internet protocol suite’ to serve billions of users worldwide. (A term often used interchangeably – mistakenly – with the World Wide Web, or The Web)

Intranet

A computer network that uses ‘Internet Protocol’ technology to share information, operational systems, or computing services *within* an organisation.

Meme (pronounced: ‘meem’)

An idea, behaviour or style that spreads from person to person within a culture. The word was originally coined by British evolutionary biologist Richard Dawkins in his book *The Selfish Gene*, but is most commonly associated with the internet occurrence of when a concept (especially via videos and images) spreads rapidly via social networking services and websites.

Micro-blog

Online platforms that allow users to exchange small elements of content such as short sentences, individual images, or video links (e.g. Twitter).

Mobile technologies

Wireless devices that can be used for communication and connection to the internet.

Netiquette

Netiquette or ‘network etiquette’ is a set of social conventions that facilitate interaction over networks, ranging from mailing lists to blogs and a wide range of online forums.

Non-mobile technologies

Non-mobile communications technologies such as interactive whiteboards and desktop computers.

Protocol

Set of collaboratively developed written agreements that guide behaviour and can be evaluated for their effectiveness in improving relationships within a school and its culture.

Pseudonymity

A word derived from 'pseudonym', meaning 'false name', is a state of disguised identity. Most pseudonym holders use them because they wish to remain anonymous. The term is most commonly used today to refer to identity on the internet – pseudonymity is often attempted through the use of an online avatar, or character, and/or user name to disguise a user's real identity.

'Push' notification

Messages and notifications that are sent to users of technology through a constantly open IP connection. Such messages may include badges, sounds or custom text alerts.

Reporting systems

A system which individuals can use to report incidences of bullying and other abuse or incidents safely and confidentially and be sure they will be addressed promptly and effectively.

Search engines

A software code, usually designed and employed by a website, designed to search for information on the World Wide Web (examples include Google, Bing and Yahoo!).

Sexting

A combination of the words 'sex' and 'texting', 'sexting' is the electronic communication of non-professional images or videos portraying one or more persons (self, or others) in a state of nudity or otherwise in a sexual manner which can then be forwarded to different media and audiences.

Sexual predator (and predation)

A term used pejoratively to describe a person seen as obtaining or trying to obtain sexual contact with another person in a metaphorically 'predatory' manner.

Slacktivism

A combination of the words 'slacker' and 'activism'. The word is usually considered a pejorative term that describes 'feel-good' measures, in support of an issue or social cause, that have little or no practical effect other than to make the person doing it feel some amount of satisfaction.

Smart phones

A mobile phone built on a 'mobile operating system', with more advanced computing capability and connectivity than a standard mobile phone, or 'feature phone' (examples include the iPhone and 'Android' phones).

Social media

The means of interactions among people in which they create, share, and exchange information and ideas in virtual (online) communities and networks. More specifically, social media refers to highly interactive and scalable platforms based on the web that focus on User-Generated Content (UGC).

Social networking service

An online service, platform, or site that focuses on facilitating the building of social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections (examples include Facebook, Tumblr and LinkedIn).

Spam (electronic)

The use of electronic messaging systems (predominantly via email) to send unsolicited bulk messages, especially advertising, indiscriminately.

Tablet/slate devices

Tablet and slate devices are a one-piece mobile computer, primarily operated by touchscreen, and larger than smart phones.

World Wide Web, (or, The Web)

A system of interlinked hypertext documents accessed via the internet, mostly consisting of 'websites' (a term often used interchangeably – mistakenly – with the internet, or The Net.)

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