How Can I Be A Good Digital Citizen

Digital citizen

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The term digital citizen is used with different meanings. According to the definition provided by Karen Mossberger, one of the authors of Digital Citizenship: The Internet, Society, and Participation, digital citizens are "those who use the internet regularly and effectively." In this sense, a digital citizen is a person using information technology (IT) in order to engage in society, politics, and government.

More recent elaborations of the concept define digital citizenship as the self-enactment of people's role in society through the use of digital technologies, stressing the empowering and democratizing characteristics of the citizenship idea. These theories aim at taking into account the ever increasing datafication of contemporary societies (as can be symbolically linked to the Snowden leaks), which radically called into question the meaning of "being (digital) citizens in a datafied society", also referred to as the "algorithmic society", which is characterised by the increasing datafication of social life and the pervasive presence of surveillance practices – see surveillance and surveillance capitalism, the use of artificial intelligence, and Big Data.

Datafication presents crucial challenges for the very notion of citizenship, so that data collection can no longer be seen as an issue of privacy alone so that:We cannot simply assume that being a citizen online already means something (whether it is the ability to participate or the ability to stay safe) and then look for those whose conduct conforms to this meaning Instead, the idea of digital citizenship shall reflect the idea that we are no longer mere "users" of technologies since they shape our agency both as individuals and as citizens.

Digital citizenship is the responsible and respectful use of technology to engage online, find reliable sources, and protect and promote human rights. It teaches skills to communicate, collaborate, and act positively on any online platform. It also teaches empathy, privacy protection, and security measures to prevent data breaches and identity theft.

Wicked: For Good

their new identities as the Wicked Witch of the West and Glinda the Good, and how their actions will change their friendship and Oz. Universal Pictures

Wicked: For Good is an upcoming American musical fantasy film directed by Jon M. Chu and written by Winnie Holzman and Dana Fox. The sequel to Wicked (2024), it adapts the second act of the 2003 stage musical by Stephen Schwartz and Holzman, which was loosely based on Gregory Maguire's 1995 novel, itself a reimagining of L. Frank Baum's 1900 novel The Wonderful Wizard of Oz and its 1939 film adaptation. Cynthia Erivo, Ariana Grande, Jonathan Bailey, Ethan Slater, Marissa Bode, Michelle Yeoh, and Jeff Goldblum reprise their roles from the first film. Set in the Land of Oz prior to and following Dorothy Gale's arrival from Kansas, the plot follows Elphaba and Glinda embracing their new identities as the Wicked Witch of the West and Glinda the Good, and how their actions will change their friendship and Oz.

Universal Pictures and Marc Platt, who both produced the stage musical, announced the film adaptation in 2012. After a long development and multiple delays, partly due to the COVID-19 pandemic, Chu was hired to direct, with Erivo and Grande cast in 2021. The adaptation was split to avoid omitting plot points and further develop the characters. Principal photography on both films began in December 2022 in England, was

interrupted in July 2023 by the 2023 SAG-AFTRA strike, and resumed and concluded in January 2024.

Wicked: For Good is set for release by Universal Pictures in the United States on November 21, 2025.

E-government

including an index of digital inclusion levels. The primary delivery models of e-government can be divided into: Government-to-citizen or government-to-consumer

E-government (known for electronic government) involves utilizing technology devices, such as computers and the Internet, for faster means of delivering public services to citizens and other persons in a country or region. E-government offers new opportunities for more direct and convenient citizen access to government and for government provision of services directly to citizens.

E- government involves digital interactions across various levels and stakeholders (C2G), between governments and other government agencies (G2G), between government and citizens (G2C), between government and employees (G2E), and between government and businesses/commerces (G2B). E-government delivery models can be broken down into the following categories: This interaction consists of citizens communicating with all levels of government (city, state/province, national, and international), facilitating citizen involvement in governance using information and communication technology (ICT) (such as computers and websites) and business process re-engineering (BPR). Brabham and Guth (2017) interviewed the third party designers of e-government tools in North America about the ideals of user interaction that they build into their technologies, which include progressive values, ubiquitous participation, geolocation, and education of the public.

Other definitions stray from the idea that technology is an object and defines e-government simply as facilitators or instruments and focus on specific changes in Public Administration issues. The internal transformation of a government is the definition that established the specialist technologist Mauro D. Ríos. In his paper "In Search of a Definition of Electronic Government", he says: "Digital government is a new way of organization and management of public affairs, introducing positive transformational processes in management and the structure itself of the organization chart, adding value to the procedures and services provided, all through the introduction and continued appropriation of information and communication technologies as a facilitator of these transformations."

Citizen science

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The term citizen science (synonymous to terms like community science, crowd science, crowd-sourced science, civic science, participatory monitoring, or volunteer monitoring) is research conducted with participation from the general public, or amateur/nonprofessional researchers or participants of science, social science and many other disciplines. There are variations in the exact definition of citizen science, with different individuals and organizations having their own specific interpretations of what citizen science encompasses. Citizen science is used in a wide range of areas of study including ecology, biology and conservation, health and medical research, astronomy, media and communications and information science.

There are different applications and functions of "citizen science" in research projects. Citizen science can be used as a methodology where public volunteers help in collecting and classifying data, improving the scientific community's capacity. Citizen science can also involve more direct involvement from the public, with communities initiating projects researching environment and health hazards in their own communities.

Participation in citizen science projects also educates the public about the scientific process and increases awareness about different topics. Some schools have students participate in citizen science projects for this

purpose as a part of the teaching curriculums.

Citizen Khan

*series nine launches with 7.8 million". Digital Spy. 28 August 2012. Retrieved 28 August 2012.
"Citizen Khan's Alia: How the hijab got sexy". The Independent*

Citizen Khan is a British sitcom produced by the BBC and created by Adil Ray. It ran for five series, from 2012 to 2016. It is set in Sparkhill, South Birmingham, described by its lead character, a British Pakistani man named Mr Khan (Ray), as "the capital of British Pakistan". Citizen Khan follows the trials and tribulations of Mr Khan, a loud-mouthed, patriarchal, cricket-loving, self-appointed community leader, and his long suffering wife Razia (played by Shobu Kapoor) and daughters Shazia (Maya Sondhi 2012–2014, Krupa Pattani 2015–2016) and Alia (Bhavna Limbachia). In Series One, Kris Marshall starred as Dave, the manager of Mr Khan's local mosque.

The title of the show is a play on the title of the Orson Welles film Citizen Kane. The character Mr Khan had already featured in the BBC Two comedy series Bellamy's People, on BBC Radio 4's Down the Line and on his own online series on the BBC Comedy website. On 27 September 2012, the BBC announced that Citizen Khan had been commissioned for a second series. On 2 December 2013, BBC controller Charlotte Moore announced that Citizen Khan had been renewed for a third series which began airing on 31 October 2014. On 11 December 2014, BBC comedy controller Shane Allen announced that a fourth series had been commissioned. On 14 October 2015, the official Facebook page of Citizen Khan confirmed through a video of Mr Khan that the fourth series would begin on 30 October 2015. On 20 January 2016, it was confirmed the show would return for a fifth and final series which started airing on 4 November 2016.

Although Adil Ray is a Muslim, the show has divided opinion on whether its humour is a mockery of followers of that religion and of stereotyping British Pakistanis. Ray maintains that Mr Khan is a comic character who is intended for families of any ethnic background to relate to, as with other British family sitcoms. The show subsequently moved onto being repeated on Gold.

Star Citizen

Star Citizen is a multiplayer, space trading and combat simulation video game currently under development by Cloud Imperium Games for Windows. An extended

Star Citizen is a multiplayer, space trading and combat simulation video game currently under development by Cloud Imperium Games for Windows. An extended retry of unrealized plans for Freelancer (2003), Star Citizen is led by director Chris Roberts. The game was announced in 2012 and was followed by a successful Kickstarter campaign which drew over US$2 million. However, after more than a decade in development, no projected date for the end of early access in Star Citizen is currently given.

In 2013, Cloud Imperium Games began releasing parts of the game, known as "modules", to provide players with the opportunity to experience gameplay features prior to release. The "Persistent Universe" module was made available for testing to pre-purchasers in 2015 with Star Citizen being later released in early access in 2017. It continues to receive updates. Star Citizen has garnered considerable criticism during its long production process, both for the lack of a clear date for the end of early access and for the challenges backers have faced in getting a refund after abandoning the project. The launch of the game was originally anticipated for 2014, but has been repeatedly delayed.

After the initial Kickstarter ended, Cloud Imperium Games continued to raise funds through the sale of ships and other in-game content. Star Citizen monetization models have led to further criticism and legal issues for the project. It is noted for being one of the highest-funded crowdfunding projects. As of April 2025, combined crowdfunding and early access sales have reached US$800 million, becoming one of the most expensive video games to develop and among the most expensive single pieces of entertainment ever

produced.

Digital literacy

and faster interaction. The idea of a good 'digital citizen' directly correlates with knowledge of, for example, how react to instances of predatory online

Digital literacy is an individual's ability to find, evaluate, and communicate information using typing or digital media platforms. Digital literacy combines technical and cognitive abilities; it consists of using information and communication technologies to create, evaluate, and share information, or critically examining the social and political impacts of information and communication technologies

Digital literacy initially focused on digital skills and stand-alone computers, but the advent of the internet and social media use has shifted some of its focus to mobile devices.

Citizen journalism

principle of citizen journalism is that ordinary people, not professional journalists, can be the main creators and distributors of news. Citizen journalism

Citizen journalism, also known as collaborative media, participatory journalism, democratic journalism, guerrilla journalism, grassroots journalism, or street journalism, is based upon members of the community playing an active role in the process of collecting, reporting, analyzing, and disseminating news and information. Courtney C. Radsch defines citizen journalism "as an alternative and activist form of news gathering and reporting that functions outside mainstream media institutions, often as a response to shortcomings in the professional journalistic field, that uses similar journalistic practices but is driven by different objectives and ideals and relies on alternative sources of legitimacy than traditional or mainstream journalism". Jay Rosen offers a simpler definition: "When the people formerly known as the audience employ the press tools they have in their possession to inform one another." The underlying principle of citizen journalism is that ordinary people, not professional journalists, can be the main creators and distributors of news. Citizen journalism should not be confused with community journalism or civic journalism, both of which are practiced by professional journalists; collaborative journalism, which is the practice of professional and non-professional journalists working together; and social journalism, which denotes a digital publication with a hybrid of professional and non-professional journalism. Seungahn Nah and Deborah S. Chung say in their book "Understanding Citizen Journalism as Civic Participation" that citizen journalism is "highly embedded in local communities where community residents engage in day-to-day routines of community storytelling about local politics, public affairs, community events, neighborhood issues, schools, public transportation, land uses and environments, and much more."

Citizen journalism is a specific form of both citizen media and user-generated content (UGC). By juxtaposing the term "citizen", with its attendant qualities of civic-mindedness and social responsibility, with that of "journalism", which refers to a particular profession, Courtney C. Radsch argues that this term best describes this particular form of online and digital journalism conducted by amateurs because it underscores the link between the practice of journalism and its relation to the political and public sphere.

Citizen journalism was made more feasible by the development of various online internet platforms. New media technology, such as social networking and media-sharing websites, in addition to the increasing prevalence of cellular telephones, have made citizen journalism more accessible to people worldwide. Recent advances in new media have started to have a profound political impact. Due to the availability of technology, citizens often can report breaking news more quickly than traditional media reporters. Notable examples of citizen journalism reporting from major world events are, the 2010 Haiti earthquake, the Arab Spring, the Occupy Wall Street movement, the 2013 protests in Turkey, the Euromaidan events in Ukraine, and Syrian Civil War, the 2014 Ferguson unrest, the Black Lives Matter movement, and the Russian Invasion of Ukraine.

Being that citizen journalism is yet to develop a conceptual framework and guiding principles, it can be heavily opinionated and subjective, making it more supplemental than primary in terms of forming public opinion. Critics of the phenomenon, including professional journalists and news organizations, claim that citizen journalism is unregulated, amateur, and haphazard in quality and coverage. Furthermore, citizen journalists, due to their lack of professional affiliation, are thought to lack resources as well as focus on how best to serve the public. A research team of citizen journalists created an OER library that contains video interviews to provide access to reliable sources.

Digital journalism

that a greater degree of creativity can be exercised with digital journalism when compared to traditional journalism and traditional media. The digital aspect

Digital journalism, also known as netizen journalism or online journalism, is a contemporary form of journalism where editorial content is distributed via the Internet, as opposed to publishing via print or broadcast. What constitutes digital journalism is debated amongst scholars. However, the primary product of journalism, which is news and features on current affairs, is presented solely or in combination as text, audio, video, or some interactive forms like storytelling stories or newsgames and disseminated through digital media technology.

Fewer barriers to entry, lowered distribution costs and diverse computer networking technologies have led to the widespread practice of digital journalism. It has democratized the flow of information that was previously controlled by traditional media including newspapers, magazines, radio and television. In the context of digital journalism, online journalists are often expected to possess a wide range of skills, yet there is a significant gap between the perceived and actual performance of these skills, influenced by time pressures and resource allocation decisions.

Some have asserted that a greater degree of creativity can be exercised with digital journalism when compared to traditional journalism and traditional media. The digital aspect may be central to the journalistic message and remains, to some extent, within the creative control of the writer, editor and/or publisher. While technological innovation has been a primary focus in online journalism research, particularly in interactivity, multimedia, and hypertext; there is a growing need to explore other factors that influence its evolution.

It has been acknowledged that reports of its growth have tended to be exaggerated. In fact, a 2019 Pew survey showed a 16% decline in the time spent on online news sites since 2016. In the United States, reports issued by the Federal Communications Commission in 2011 and by the Government Accountability Office and the Congressional Research Service in 2023 found that increases in newsroom staffing at digital-native news websites from 2008 to 2020 were not offsetting cuts in newsroom staffing among newspapers (which numbered in the tens of thousands of jobs), and that newspapers and television (which had been seeing declining newsroom staffing alongside newspapers) still employed more newsroom staff in 2022 than online-only news websites.

Civic technology

building social capital." From a goal perspective, civic technology can be understood as "the use of technology for the public good". Microsoft's Technology

Civic technology, or civic tech, is the idea of using technology to enhance the relationship between people and government with software for communications, decision-making, service delivery, and political process. It includes information and communications technology supporting government with software built by community-led teams of volunteers, nonprofits, consultants, and private companies as well as embedded tech teams working within government.

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