Position Statement on Digital Citizenship
[Adopted March 2018; Reviewed and Revised February 2021: Reviewed and Revised March and STANDING 2026]

PLATFORM: INSTRUCTION

NAEA believes that the visual arts, design, and media arts provide unique opportunities to educate individuals for engagement in the digital world. Digital citizenship is characterized by the use of critical thinking skills to arrive at ethical choices related to the selection, creation, curation, and dissemination of content and relationships formed on and through digital media.

The development of digital citizenship requires equitable access to digital experiences for all learners. In order to develop, implement, and communicate policies and procedures, educators need to be aware of current regulations and digital tools. To facilitate learning and provide guidance in a digital environment, professional development must support effective pedagogical practices. As schools gain access to high-quality resources, educators and administrators must maintain the focus on ethical digital citizenship training.

Dimensions of digital citizenship include but are not limited to:
Digital Literacy
 • Promote learning and utilizing various technologies
 • Understanding the reliability of digital sources

Digital Communication & Etiquette
 • Foster appropriate exchanges of information
 • Foster positive digital conduct

Digital Privacy & Security
 • Mandate awareness of and alignment with local and federal laws and regulations regarding digital technologies, including terms of service and data privacy policies
 • Mandate user safety and safe practice

Digital Resources
 • Advocate awareness of and access to digital resources through authenticated authoritative and reputable repositories
 • Attribute proper citations and credit to the creator or owner

• Ensure the responsible ==re==use of digital resources in the creation and curation of new assets and inspired works

When thinking critically about digital experiences, individuals recognize the importance of being empowered communicators, collaborators, and creators. Digital citizenship serves as an essential component of our daily lives.

Resources:

NAEA Position Statement on the Use of Artificial Intelligence (AI) and AI-Generated Imagery in Visual Arts Education
https://www.arteducators.org/resources/platform-and-position-statements/naea-position-statements-curriculum/1303-naea-position-statement-on-use-of-artificial-intelligence-ai-and-ai-generated-imagery-in-visual-arts-education

"Digital Citizenship is defined by the quality of habits, actions, and consumption patterns that impact the ecology of digital content and communities." —ITSE site and Teach Thought ~~http://www.documenting4learning.com/literacies/digital-citizenship-and-documenting-learning/~~

- https://www.teachthought.com/the-future-of-learning-posts/definition-digital-citizenship

ISTE Digital Citizenship
https://iste.org/digital-citizenship

COPPA - Children's Online Privacy Protection Act
https://www.ftc.gov/enforcement/rules/rulemaking-regulatory-reform-proceedings/childrens-online-privacy-protection-rule. Instructional Technology Tools (ITT) that are available for use for students under 13 years of age must be COPPA compliant. Terms of Service for approved ITT must also allow for use by students and provide the ability to ensure the proper use of content that may be created within an ITT.

CIPA - Children's Internet Protection Act
https://www.fcc.gov/consumers/guides/childrens-internet-protection-act

FERPA - Family Educational Rights and Privacy Act

https://studentprivacy.ed.gov/ferpa

Evaluating Websites:

https://library.csuchico.edu/sites/default/files/craap-test.pdf

https://www.google.com/url?q=https://library.csuchico.edu/help/source-or-information-good&sa=D&ust=1600734854800000&usg=AFQjCNHavcOpyjlS6WTuDwN2Q6tHRAsaLA

Frank Baker's Understanding Digital Citizenship
https://www.frankwbaker.com/mlc/understanding-digital-citizenship