CYBER SAFETY

RIPIA workshop

2015



Alice Springs | Katherine | Darwin | Groote Eylandt

Leyla Iten





Cyber Safety RIPIA Workshop Leyla Iten © Northern Territory Library, 2015.



This document is licensed under the Creative Commons Attribution-NonCommercial 4.0 International License.

To view a copy of this license, visit http://creativecommons.org/licenses/by-nc-sa/4.0/ or send a letter to Creative Commons, 444 Castro Street, Suite 900, Mountain View, California, 94041, USA.

For enquiries regarding used other than those permitted by the following license contact the Northern Territory Library.



Contents

Introduction		3
Digital NT	Understanding digital culture in the Northern Territory	5
Sharing	Ways to help communication and understanding	14
Looking Online for Help		23

Introduction

Workshop facilitator | Leyla Iten



This booklet accompanies the 2015 RIPIA Cyber Safety workshops, which were held in Alice Springs, Katherine, Darwin and Groote Eylandt. The three hour workshops aimed to deliver practical, arts-based three hour sessions introducing participants to ways of using their existing knowledge of traditional local stories and modern popular culture stories to explore the cyber experience.

The workshop objective was developed in response to the cyber safety awareness work I did for Northern Territory Library for five Southern RIPIA sites in Central Australia in 2014. Working together with young people, families and service providers, and using both formal and informal research practices, we explored cyber safety issues and co-created creative and fun resources to help develop cyber safety awareness. We found that the main cyber safety problems were due to social and behavioural issues. The main issues include;

- Bullying
- Swearing
- Hacking (due to not logging out/insecure passwords)
- Jealousing

The use of stories encourages accessing local knowledge, and the expressing of imagination, creativity and reflection of the following themes;

- The internet as a country
- Caring for one another
- Learning new things
- Violence
- Bullying
- Creating laws for cyber space
- Understanding and acting within the law
- Listening to each other
- Getting help
- Community roles and responsibilities
- Peer pressure

The target participants were service providers and community members who were invited to come to the four regional centres from local and remote locations.

Additional cyber safety resources are listed in the Looking Online for Help section.

Permission has been sought and granted for all images, artwork and text featured in this booklet and in the workshop.

Digital NT



The Last Crystal

"Mingalla¹ the spirit god from the sky shaped this country", it is taught it is important to visit places so they don't become dangerous. Also in the film are the following ideas, "listen to this place", asking us to be conscious in the paces and spaces we live in. Cyber space is also a place which is important to visit, so the possibilities and issues are understood. To "ask how is your spirit feeling" is asking how does your behaviour online feel, how does It make others feel? To "ask for permission" online, is to consider others when communicating, consider relationships and culture. Finally, "be guided", what is guidance, what is guidance online?

The Last Crystal BigHART

Discussion

- What is cyber space?
- What does cyber space look like?
- What does it sound like?
- What can we take from it?
- What can we put into it?
- What do we bring with us to cyber space?
- How do we live/exist in cyber space?
- Who else is in cyber space?
- What does the past look like in cyber space?
- What does cyber space look like right now?
- What will cyber space look like in the future?

What is Papunya saying? A community 250kms west of Alice Springs, which has had a computer room since 2009, and 3G network for about a year at the time of writing.

Multimedia: <u>Papunya Palya Lingku</u> 2014, CAYLUS Productions, Raw and Cooked Media.

- How do we support people who resist technology and internet access, so
 that the benefits of engaging with the inevitable are not only understood,
 but actually a positive element of their service, and constructive in terms of
 shared objectives and outcomes?
- How can schools, and youth programs incorporate internet access as an incentive?

¹ This may not be the correct spelling

Cyber Safety Workshop, 2015 | RIPIA Northern Territory Library

 What kind of benefits and challenges have you experienced or witnessed in terms of access to the internet and access to technology?



- What makes a good computer room?
- How does internet access impact literacy?
- What keeps people interested in healthy internet use?

Ali Curung Painting

This painting was painted by four generations of women and girls. We talked about the responsibilities different parts of the community had, and how someone getting into trouble online may go to them for help.

- What is our individual responsibility online?
- How can our families and friends help us be strong online?
- What can we do if/when we get into trouble online?
- What can our families and friends do when we get into trouble online?
- What can youth workers do in their job to help make using the internet interesting, safe, fun and useful?
- How can schools and teachers help make the internet a good place?
- When might the police be involved?







Computer Rooms

Computer rooms and/or internet access can give people an opportunity to engage in self directed learning. The below posters show some of the positive and negative experiences online. Workshop participants highlighted that sometimes, if badly managed, some good things online can also be bad.



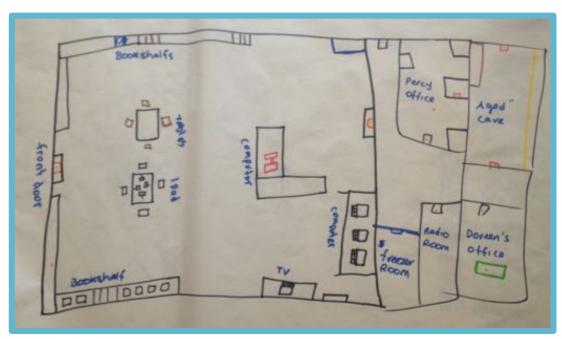
Ownership



A CAYLUS, Barkly Regional Council, CDEP and ADSCA collaboration, the Ali Curung mural project, 2013. This school holiday project involved a large number of 5–25 year olds, and proved to be a creative way of strengthening ownership of the space.

Ownership is very important for a successful computer room and for healthy online behaviour. Inclusiveness is central to strong community ownership. Inviting all members of the community to use the space, or to learn more about the internet by using personal devices, helps develop an understanding of the technology and of associated risks and issues. The cultural, social and technological resources which make a strong and positive online experience may then be developed and supported by local, active and informed individuals and families. Specific times for for different groups means everyone has access, which allows skills to be strengthened and the practical, social and educational opportunities of the internet has may be enjoyed across the community.





Workshop activity, 'map your computer room' allowed participants to share the kinds of spaces they work in or visit in their community. This helped us to see what may be useful to consider for other spaces, or what may be missing.

These lockable computer desks, made by Nicholls Constructions have Crimsafe screens. While they are expensive, they are very effective for keeping equipment safe in insecure buildings, and to shield equipment if the space is used for other activities.





Social Media Networks

Spend time getting users to show you how their chosen social media works

- What's exciting about it?
- How do you make friends?
- Does it ask for your/your friends' real names or is it anonymous?
- Does it cost any money?
- Does it cost any money to get extra features?
- Do you make friends with lots of strangers?
- Are there any privacy settings available?
- How do you manage privacy settings?
- Is there private messaging, or is it public?
- Can anybody message you, or write on your wall, or just your friends?
- Is the interface different on the phone and on the computer?











Computer Room Checklist

Making your computer room a strong space



Safe and secure building



Rubbish bin



Surge protector



Extra phone/iPad chargers so visitors can use own devices



Extra power boards for chargers



Hand washing and soap



Internet filters to control usage, helps manage;

- Internet availability time of day/turn specific social media sites off if there is too much trouble
- Per user usage limit
- Reward system for schools (see Papunya Palya Lingku pg. 6)
- Stop access to porn and hate sites
 Call your internet provider if you have trouble with the filter



Computers set up so staff can see the screens and supervise



Head phones



Safe and inviting space for everybody, inviting different groups and families to open days and learning times



Rules made by groups using the space and the wider community



Keep broken computers safe, as you may be able to get them fixed



Fun things to do on the computer when there is no internet eg. games, photos, movies, garage band



Working together to help keep the room and the internet a safe space



Encouraging learning, connecting and sharing with others



Cyber safety awareness posters on walls and films on the desktop for quick access



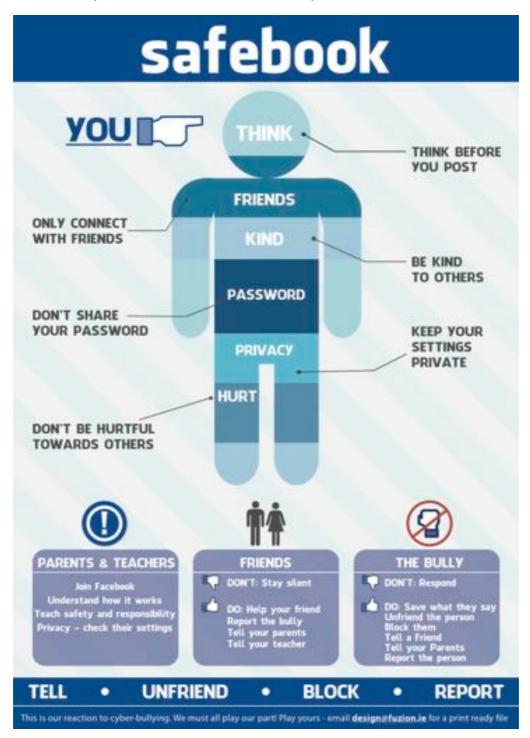
Awareness and education about blocking, deleting and reporting on popular social media networks

Computer Room Checklist



Cyber Safety Awareness

This poster is a helpful picture to communicate cyber safety awareness, and gives us information about the steps we can take to help us when there is trouble online. Making one for your community, and appointing people and services to take on particular roles could be helpful.



See the Cyber Safety Awareness section of Looking Online for Help for links to more posters for walls, and films to add to your desktop for quick access.

Sharing

Ways to help sharing, communicating and understanding



The following pages help us to share stories, ideas, and feelings. These ways can help us ask things indirectly, and not be blaming or shaming anyone. Using stories can help us understand: the internet as a country we need to look after; caring for one another; learning new things; violence; bullying; creating laws for cyber space; acting within the law; listening to each other; getting help; community roles and responsibilities; peer pressure.

The following multimedia and books are examples of what is available. To find more movies, see http://indigitube.com.au and visit your local library for suitable books. Libraries often send books to remote locations. Call your closest library to make arrangements.

Jealousing

Jealousing CAYLUS/ NT Library

This film is an example of a simple movie you can make using iMovie, and filming with a simple camera or using an iPad, which is about cyber safety. The community where this was made, decided to make a movie based on jealousing, an issue people are worried about. It is great to be able to involve lots of young people in the film, which makes it fun for everyone to watch themselves, and makes the film and message popular

Black Fella Ninja



Ninjas in Gaol

The ninjas are only in gaol for a short time, they have a magic escape plan, on the internet we can delete/disappear things too, but only if we do it quickly, before it is shared across your network of friends; this can help stop little thing become big things.

Sometimes when we feel wild, jealous, sad, angry, it is very difficult to think properly, it is like our feelings hold onto us, and won't let us go, we can keep ourselves locked to that feeling.





Police and Ninjas at the River

This picture shows that the police and Ninjas are communicating. We don't really know if they are fighting, or if they are just talking. The hostage is on his own, he needs help, sometimes, when we feel alone we to reach out for help.

Noonkanbah Black Fella Ninja Film and Television Institue WA Inc.

Discussion

- What can be stolen online?
- Who steals from us online?
- How can you be attacked online?
- What types of blackmail, scams happen online?
- How can police be involved?
- Fighting online and offline, what is the difference?
- How does fighting online become a fight offline?
- What are the illegal things people might do which will lead to them getting locked up?
- Is it possible for the information we share online to disappear like the ninjas in the movie?
- How can we be there for others when they need help?

See the Legal section of Looking Online for Help for more info (Pg. 27)

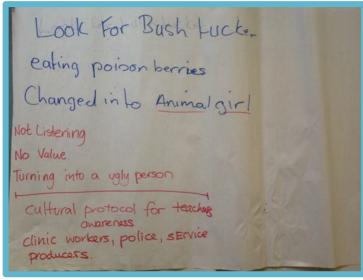


Animal Girl

This picture shows three happy girls. One of the girls breaks the law and eats a bad fruit and this makes her into an ugly, maybe even a dangerous person or a monster.

Maybe the friend who tells her not to eat it needs to find a better way to explain what the poison will do, so the others will listen. Maybe none of the girls knew how serious the poison was.





"Not listening. No Value. Turning into an ugly person...

Cultural protocol for teaching awareness, clinic workers, police, service providers."

Noonkanbah Animal Girl Film and Television Institue WA Inc.

- What happens when the girl is told not to eat the poison fruit?
- Online, what can be bad like poison?
- Why doesn't she want to listen?
- How was she told not to eat it?
- One friend knows the law and tells her not to eat it, the other friend says it doesn't matter. What are the different ways peer pressure affects the three girls in this story?
- Does peer pressure happen online? How?



Bad Luck Rock



This picture tells the story of four girls together. Some of the girls know the law, and they are careful, and others don't know or don't care. One girl touches the bad luck rock and they are all affected by it. Someone dangerous is hiding, watching them, waiting for them.

The girls wake up and realise it was a dream they shared. Maybe it was a warning? Maybe it will help them to understand how to be careful, to learn about the law and to listen to it.

Noonkanbah Bad Luck Rock Film and Television Institue WA Inc.

- Does touching the bad luck rock affect just one girl, or all the girls?
- What is the bad luck rock? What happens?
- What could a bad luck rock be online?
- What could the girls do to protect themselves once they have touched the bad luck rock?
- When something goes wrong online, what steps can we take to make sure it doesn't become a big fight?



Books

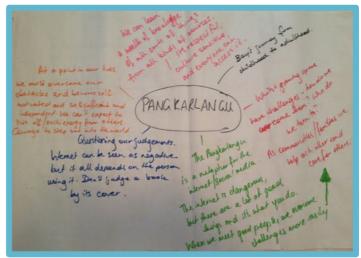
The Pangkarlangu and the Lost Child

(2002) A Dreaming Narrative belonging to Molly Tasman Naparrurla, edited by Christine Nicholls, Working Title Press.



This picture tells us the story of a family travelling together. The boy is walking too slowly and gets lost. He meets the pankarlangu and they walk together, the pankarlangu shares many things with the boy and looks after him.

"The pankarlangu is a metaphor for the internet/social media. The internet is dangerous, but there are a lot of good things and it's what you do. When we meet good people, we overcome challenges more easily"



- On facebook we build our own stories about ourselves. We tell these stories by sharing photos, comments, tagging, messaging and posting.
- The lost child in the book is also on a journey, he is lost and doesn't know where to go. He meets the pankarlangu and is unsure if he is dangerous or okay. Do we always know the people we meet online? Could they be dangerous?
- The family lost their child, they worry for him and try to track him. How can our family, friends and strangers track us online? What if we don't want people to know all our information?
- What are privacy settings? How do we change them?
- How do we return to our family and friends when we have been lost, off track, or have made mistakes?

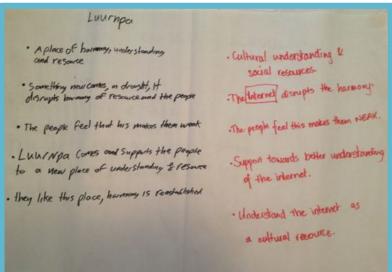


Luurnpa; The Magical King Fisher

(2002) A Dreaming Narrative belonging Bai Bai Napangarti, edited by Christine Nicholls, Working Title Press

This picture tells the story of the change of the community and the environment, and how this affects the people. Sometimes people need help to make changes and to feel safe.





In 'Luurnpa', the people live in "a place of harmony, understanding and resources" then "something new comes, a drought, it disrupts the harmony of resources and the people, the people feel this makes them weak." Everyone using the internet needs "cultural understanding and social resources"

- The Kukatja people experienced a drought, their life changed. They needed to find new ways of living, and they needed help. How does life change when you use the internet? Does everyone know how it works?
- Is it important to find new ways to live, when we use the internet?
- Why might it be important to work together to find a way to make rules, and laws about using the internet?
- Who can help us?
- What kind of laws help make cyber space a safe place? How can we make laws, and help others to understand them?



The Two Wallabies

(2002) A Dreaming Story belonging to Henry Cook Jakamarra, edited by Christine Nicholls, Working Title Press

The two Wallaby

Travell around. Naming Coontries

Making WaterHoles.)

Big river- one wallby got swept away

One Wallaby alone. Found a mouse like creature

One Wallaby alone. Found a mouse like creature

One Wallaby + Mouse like Creature. Maybe come back like a speakure

The older Wallaby showl how to hop properly:

While of last it becam a real wallaby

Some of the ideas from this story;

"The two wallaby travel around, making waterholes... naming countries"

TWO FRIENDS - RED WALLARY LOST HIS FRIEND

HE MOVED ON & FOUND A NEW FRIEND

HE HELPED TEACH & TAKE CARE

OF HIS NEW FRIEND

THEY DID & NEW PROJECT TOGETHER

THEIR EXPERIENCES BROUGHT THEM

TOGETHER AS FRIENDS

"He helped teach and take care of his new friend"

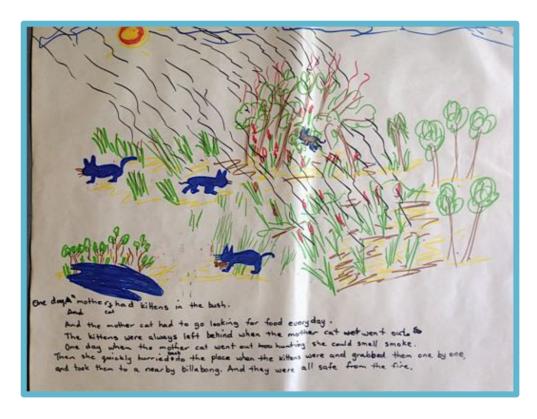
- How do we help each other in life?
- What are the important things about looking after each other?
- · How do we cope when we lose someone we depend on?
- Who helps shape us?
- What does it feel like to have others depend on you?
- How does it feel when we let them down?
- How do we look after our family and friends online?



Stories

The following two stories are examples of some of the stories shared in the workshops, which had strong messages in them about understanding the environment and looking after each other.

Kittens



"One day a mother had kittens in the bush. And the mother cat had to go looking for food everyday. The kittens were always left behind when the mother cat went out. One day when the mother cat went out hunting she could smell smoke. Then she quickly hurried back into the place where the kittens were and one by one, took them to a nearby billabong. And they were all safe from the fire."

- What dangers, like the fire, are there online?
- What can I do for my family when there is trouble online?
- What may have happened if the mother cat didn't react when she was out hunting and could smell the smoke?
- Where did the mother cat take the kittens? When there is trouble online where could we take family to fix the problem, what can we do to keep them healthy and safe?

Jellyfish





This story is about the way family looks after children to keep them safe from jellyfish in the water. The women are sitting under the shade making food, while watching the children play. The children know to listen to their family so they won't get stung by the jellyfish.

- What does a jellyfish sting feel like? Are there animals that can hurt you where you live, like snakes?
- Online, what can hurt us?
- Is it possible to become like the jellyfish/snake and hurt others?
- What might it feel like to be the jellyfish/snake?
- Why do they sting?
- Do jellyfish/snakes always know how much they hurt others?
- When do jellyfish/snakes stay quiet and not hurt others?



Looking Online for Help

Cyber Advocacy

What	Who	Where	Find
'Papunya	All	Anywhere	http://caylus.org.au/papunya-
Palya Lingku'			<u>computer-room/</u>
film about			
Papunya,			
including the			
place the			
Papunya			
computer			
room has in the			
community			

Cyber Safety Awareness

What	Who	Where	Find
Cyber Smart; Indigenous Animations and posters	Kids and teens	Computer rooms Schools Youth Program Families	http://www.cybersmart.gov.au/indig enous.aspx
NT Libraries and CAYLUS Movies, posters, Pintupi-Luritja and English story book and talking story Packs and report of survey findings	Kids and teens	Computer rooms Schools Youth Program Families	http://caylus.org.au/cyber-safety/
B2M Cyber safety clip	All	Computer rooms Schools Youth Program Families	http://www.staysmartonline.gov.au/v ideos/b2mstrong_choices _cyber_safety



Indigitube large collection of Indigenous media	All	All	http://indigitube.com.au
Thinkuknow Cyber Safety	Parents, Teachers, Youth workers etc.	Computer rooms Schools Youth Program Families	http://www.thinkuknow.org.au/site/
The Easy Guide to Socialising Online	Parents, Teachers, Youth workers etc.	Computer rooms Schools Youth Program Families	http://www.cybersafetyhelp.gov.au/ easyguide Facebook page: https://www.facebook.com/cybersa fetyhelp
Stay Smart Online	Parents, Teachers, Youth workers etc.	Computer rooms Schools Youth Program Families	http://www.staysmartonline.gov.au
Safebook poster	All	Computer rooms Schools Youth Program Families	http://cms.knocknacarrans.ie/media /download_gallery/Safebook print A3.pdf
Facebook goes to Disco	All	Computer rooms Schools Youth Program Families	https://vimeo.com/120543396

Technical Help

What	Who	Where	Find
Facebook	All	Computer rooms	https://www.facebook.com/help/
Help		Schools	
		Youth Program	
		Families	
airG Privacy	All	Computer rooms	Harassment
settings and		Schools	http://support.airg.com/faq-
help		Youth Program	<u>categories/harassment</u>
		Families	
			Chat Safety
			http://corp.airg.com/static/chatsafety/
			<u>index.html</u>



	Password http://support.airg.com/faq- categories/password
	Billing http://support.airg.com/faq -categories/billing

Legal

What	Who	Where	Find
AFP Child Safety - Online Exploitation	All	All	http://www.afp.gov.au/policing/child- protection-operations/online- exploitation
Reporting cyber crimes	All	All	http://www.thinkuknow.org.au/site/how-report
NT Police cyber safety response	All	All	http://www.abc.net.au/news/2015-05- 29/get-off-facebook-and-help-us- police-tell-alice-springs-locals/6505784

Cyber Licences

What	Who	Where	Find
eSmart	Students	Schools,	http://www.amf.org.au/Assets/Files/eSm
brochure for		Computer	art_SchoolsDL_web[2].pdf
schools		rooms	
FREE	Grade 6s	Schools,	https://www.digitallicence.com.au/tea
registration		Computer	<pre>cher/teacher_register_form</pre>
for grade 6		rooms	2015 FREE registration for grade 6 classes
classes			
General	Students	Schools,	https://www.digitallicence.com.au/dl/st
registration		Computer	ore_gateway/
		rooms	



Research

What	Who	Where	Find
Submission to the Inquiry into Issues Surrounding Cyber-Safety for Indigenous Australians Elanor Hogan	Research, Digital Culture	Research	http://www.cci.edu.au/sites/default/files/cyber-safety%20subHIP%20team.pdf
Australian Human Rights Commission; Social Justice Report 2011	Research, Human Rights	Research	http://www.humanrights.gov.au/sites/default/files/content/social_justice/sj_report/sjreport11/pdf/sjr2011.pdf
Southern RIPIA Sites NTL and CAYLUS Leyla Iten	Research, Digital Culture	Reserch	http://static1.squarespace.com/static/ 50061cbb84ae216bb5cb9339/t/54643f aee4b03ef8e8064799/1415856046423/S outhern+RIPIA+Sites+Report+LR.pdf
Supernormal Stimuli reptile brain cartoon, Stuart McMillen	Research, behavioural	Research	http://www.stuartmcmillen.com/comic s_en/supernormal-stimuli/#page-19
Metaphors cartoon, Stuart McMillen	Research, behavioural	Research	http://www.stuartmcmillen.com/comic s_en/metaphors/
RSA Animate - The Internet in Society: Empowering or Censoring Citizens?	Research, Human Rights	Research	https://www.youtube.com/watch?v=U k8x3V-sUgU