



4th National Internet Governance Forum (IGF) Report

“Embracing Digital Citizenship”



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Acronyms

CTU-Caribbean Telecommunications Union

IGF – Internet Governance Forum

ISOC – Internet Society

ISOC SVG - Internet Society Saint Vincent and the Grenadines

VINLEC – St. Vincent Electricity Services Ltd.

SVGIGF- St. Vincent and the Grenadines Internet Governance Forum

STEM SVG-STEM Educational Institute

Acknowledgement

We wish to express gratitude to several organisations and individuals that contributed to the success of the 2022 forum. These include:

Financial Support: Internet Governance Forum Support Organisation (IGFSA)

Secretariat: ISOC SVG Chapter, STEM SVG and VINLEC

Multi-stakeholder Coordinating team:

ISOC SVG Board:

- Roxanne John, President - Government
- Andre Gaymes, Vice President - Private Sector
- Oniel Sprott, Treasurer- Private Sector
- Decima Corea, Board Member - Civil society
- Jackie Creese – Secretary, Government
- Jonquil Cadougan – Head, Events Committee - Civil Society
- Marcellus Constance-Board Member, Technical support
- Willis Williams, IGFSVG Coordinator - Private Sector

Other support:

- Krislin Goulbourne - Harry - Technical support
- Cyron Cyrus
- Avalon Morris

Background

Saint Vincent and the Grenadines Internet Governance Forum (SVGIGF) was established in 2017 with its Secretariat being the Internet Society Saint Vincent and the Grenadines (ISOC SVG) Chapter. Its main objective is to create an open, all-inclusive, multi-stakeholder platform to discuss internet governance issues and policies that affect Saint Vincent and the Grenadines, the Caribbean region, and globally.

The Forum organizes annual IGF events where participants can discuss, exchange information, and share good practices on internet governance issues. The SVGIGF aims to help facilitate a common understanding of how to maximize Internet opportunities and address different types of challenges that arise, in a bottom-up, multi-stakeholder, open, and transparent manner.

The Internet Governance Forum of Saint Vincent and the Grenadines became a recognised IGF by the Global IGF Secretariat on November 21, 2017.

The SVGIGF initiatives will commit to the five (5) baseline principles (access, security, trust, openness, and community networks) governing the IGF as set out in the National, Sub-regional, Regional, Youth IGF Initiatives (NRIs) tool kit of the global IGF.

In preparation for the forum, a multi-stakeholder committee was organized to plan for the event. Topics for consideration to be discussed at the forum were solicited through the Chapter's WhatsApp membership group. The final topics and presenters were decided at the multi-stakeholder Committee level.

It was agreed that for 2022, the IGF would partner with STEM in its summer program. ISOC SVG, the Secretariat provided financial support. Both SVG IGF and STEM agreed on August 02nd, 2022 for the IGF 2022 activities. For the first time in three years, the local IFG was held as a face-to-face event

Executive Summary

The 4th National IGF was convened on August 2, 2022 at Saint Vincent and The Grenadines Girls Guides Headquarters in Kingstown under the theme, “**Embracing Digital Citizenship**”. It was organized by the Internet Society Saint Vincent and the Grenadines (ISOC SVG) Chapter and financed by the Internet Governance Forum Support Association (IGFSA).

The Forum was deliberately pitched to the students of the 2022 STEM summer program. Presentations were focused on elements of the theme, Embracing Digital Citizenship.

The sessions covered the following topics:

- Overview of Digital Citizenship by Sunil Sheen-IT Management Consultant
- Get Safe Online – Digital Security – Digital Etiquette by Decima Corea- Get Safe Online Ambassador
- Digital Law – Police Cpl. Alea Stapleton- Corporal of Police with the Information Technology and Digital Forensics Department
- Digital Rights and Responsibilities by Mark Moses- Data Analyst/Network Specialist, VINLEC
- Fake News and Information Sharing by Kenton Chance- Owner, Manager, and Journalist, iWitness News

The presenters represented Public Sector, Private Sector including Media, Civil Society, and the Government.

Thirty (30) Students attended the Forum, ages 9-15 years. Also attending at various points during the day were members of the Secretariat and other interested participants from the public. The sessions were recorded and also streamed.

The interactive sessions were laden with interesting questions and comments. The students seemed to have found an avenue to quench and satisfy their digital thirst and hunger. All presenters were pleased with the high level of interaction from the participants.

A. The Forum

IGF Day August 2nd

Moderators: Ms. Decima Corea
Ms. Jonquil Cadougan

Opening Prayer: Jonquil Cadougan



Welcoming Remarks were given by Ms. Decima Corea. Annex 3 provides a copy of the agenda of the Forum.

Presenters

Sunil Sheen - Overview of Digital Citizenship



Sunil Sheen introduced the topic, Digital Citizenship to the

participants. In an interactive discourse with the participants, he provided a high-level explanation of the subject. He took the opportunity to introduce the nine elements of Digital Citizenship:

- Security
- Digital Access
- Digital Literacy
- Laws
- Etiquette
- Health
- Rights
- Commerce
- Communication

Decima Corea - Get Safe Online, Digital Security, and Digital Etiquette



The topics covered were:

- Online bullying
- Gaming pitfalls
- Grooming
- Phishing
- Oversharing on social media
- Online gender-based violence

The participants were initially given some general reminders to:

- Remember... to **use strong passwords** for your online accounts – your email account is the most important!
- Use random words, using letters, numbers and symbols – don't use family names, pet names, or sequences
- Remember... to **update devices** so they could be protected from malicious software that could steal your data and destroy your device
- **Back up** on a regular basis

Children & Young People – Online Bullying

- It's bullying with the use of digital technologies.
- Online bullying can be hard to get away from.
- Online bullying can have a large audience
- **Online bullies can remain anonymous.**

How to protect yourself from online bullying

- Sign off the computer
- Use screen time

- Don't respond or retaliate
- Block the bully
- Save and print out bullying messages
- Talk to a friend
- Tell a trusted adult

Children & Young People – Gaming Pitfalls

Negatives

- Family issues
- Unable to concentrate
- Trouble sleeping
- Friendship issues
- Poor personal hygiene
- Poor school grades
- Stealing to fund addiction

Positives

- Develop coordination skills
- Develop teambuilding
- Life skills
- Critical thinking
- Meet new people
- Able to fit in
- Spend time with friends

Children & Young People – Online Grooming

Grooming is about building a relationship with a child in order to later abuse (sexually) them.

Signs to look out for

- Wanting to spend more and more time on your devices
- Being secretive about who you are talking to online and what sites you visit
- Switching screens when parents are nearby
- Gifts/items offered/given to you by the adult
- Using sexual & other language you should not really know
- Becoming emotionally volatile

How to minimize the risks from online grooming

- Remember it's not your fault
- Report it to your parents or trusted adult

Phishing – The Danger

- Likely be a link on email
- Likely be a link on text / WhatsApp / Facebook / Social Media
- You could lose money or your identity information

- It could harm your device
- Could cost you time
- May affect your health if you lose something important

How to protect yourself from phishers

- Remember they are fishing for your information
- Usually, there's a sense of Urgency
- DON'T click a link, have a think!
- May appear to be from a company you deal with or a friend.
- Don't fill in online quizzes etc...
- Do not engage with the sender!
- Use only trusted contact details

Oversharing – what to do?

- Check your social media settings
- Make postings visible only to friends
- Only share what you are comfortable with
- Don't respond to quizzes
- Don't enter competitions

Online – GBV

Online gender-based violence is targeted harassment and prejudice through technology against people, disproportionately women, based on their gender.

What to do?

- Talk to a family member, friend, colleague or educator
- Document the evidence
- Block & report to trusted adults or law enforcement
- Do not respond
- Change/use strong passwords & enable 2FA
- It's never your fault. Never

Cpl Aleea Stapleton (SVG Police Force) - Digital Law



In this presentation, Corporal Stapleton introduce/reminded the students of the following terms:

Digital Citizenship (various definition)

Refers to an implied responsible use of information technology, which incorporates the internet, computers, and other digital devices to interact with society (includes online society).

Cyber Crime

Criminal activities facilitated by the use of the internet, computers and other digital devices.

Cyber Security

Broadly refers to information technology security use; which is the specific techniques and special skills to police and enforce regulations governing the responsible use of information technology and the use of cyberspace.

What is information technology?

Information technology is the use of computers to create, process, store, retrieve, and exchange all kinds of data and information.

IT is facilitated mainly through:

- Social Media Sites/Platform
- Smartphones
- Storage Devices
 - Flash drives
 - hard drives
- Computers
- Internet
- Surveillance Cameras
- Telephones

Use of IT

- To communicate – Sharing information and ideologies
- To educate
- To work – to conduct business
- To shop
- To organize our daily lives
- To market our ideas
- To do our schoolwork – Largest repository of information
- To be malicious

Cybersecurity initiatives in SVG

In 2016, the Cybercrime Act was enacted and the creation of the Information Technology and Digital Forensic Department (ITDF) was created in the Royal Saint Vincent and the Grenadines Police Force. Under the Act, the following are covered:

- Illegal access to computer system
- Illegal interception
- Illegal data interference
- Illegal devices
- Computer related forgery
- Computer related fraud
- Child pornography
- Violation of privacy
- Cyberbullying
- Harassment by electronic communication

Being a digital citizen

- Be Responsible
 - Being respectful of technology
 - Being respectful of self and other users of information technology
 - Understanding the technology being used
 - Understanding that your actions have consequences
 - Being mindful of the law
- Being Vigilant
 - Securing yourself and your devices
 - Understanding that not everyone that uses information technology does so responsibly
 - Being mindful of the various threats that lurks

Being Vigilant – Various Threats

- Every cybercrime incident involves some form of human interaction
- Be aware of predators- be careful of who you interact with at all times
- Be aware of all and especially the new malware
- Be aware of what you access with your devices or what online platforms you visit
- Be mindful of who you give access to your devices

Mark Moses (VINLEC) - Digital Rights and Responsibilities



The presentation was a brief overview of the rights, appropriate, responsible, and safe behavior of digital citizens within a digital environment.

The students were reminded as to the difference between a right and responsibilities. Thus: A right is a choice to make your own opinion and entitlement to things such as education, religion and freedom of speech.

Responsibilities are duties or something an individual should do such as following the law and rules.

The students were informed that just as in the offline world, there are digital rights and responsibilities; this is having the right and freedom to use all types of digital technology in an acceptable, respectful and appropriate manner. Further, they were told that the need for digital rights and responsibilities have become important due to:

The increased use of and dependence on technology
The high usage of the internet

The students were also advised that D&Rs are based on an honour system with the expectation that all online users will follow its rules and procedures. Further, it is expected that when one posts, shares, comments, send emails etc., others are expected to enjoy the information without abusing it, passing it off as their own work, or use it to threaten or harass others.

A Digital Citizen

- Having an identity on the Internet.
- Being part of a digital community - exercise self-awareness in addition to awareness of others in the community.
- Knowing the rights and responsibilities that protects you and everyone you interact with.

Key Digital Rights

- Right to access and use computers and/or other electronic devices
- Right to access and use digital content
- Right to create and share digital media
- Right to privacy in digital communities
- Right to express your ideas and opinions freely
- Right to report anyone or anything that seems inappropriate

Kenton Chance (IWitness News) - Fake News and Information Sharing



Fake News and Information

Students were told that ‘fake news’ are news stories that are false; the story itself is fabricated, with no verifiable facts, sources or quotes.”

Students were told that “Fake news” goes beyond simply false news stories. They were told that:

- "Fake news" exists within a larger ecosystem of **misinformation and disinformation**.
- Some stories may have a nugget of truth, but lack any contextualising details

- There are usually no verifiable facts or sources
- Some may have basic verifiable facts, but use deliberately inflammatory language, leave out pertinent details, or only presents one viewpoint.

They were told to use the following to spot fake news:

- Consider the source
- Check the author
- What's the support?
- Check the date
- Ask yourself, is this some kind of joke?
- Check your biases

Conclusion

The Forum was well-received by the students and organizers. The aim was to bring digital awareness to the children and evoke their interest and innovative minds to the potential use and benefit of the internet, while at the same time, pointing them to their rights and responsibilities. It was also important for the children to know how to operate in a safe environment. The experience of the Forum shows that this type of engagement should be continuous and sustained. The Secretariat looks forward to further collaboration with STEM SVG to help the students utilise their knowledge in the best innovation ways. Annexes 1 and 2 provide links to the social media and videos and photographs from the Forum.

Looking forward to IGF 2023

Topics for consideration will be solicited from general ISOC SVG members while keen attention will be paid to trending topics acknowledged by the IGF Secretariat.

Annexes

Annex 1: Social media presence

Website: <http://igf.isoc.vc>

<https://www.facebook.com/isocsvg/>

LinkedIn: www.linkedin.com/in/isoc-svg-7a6695151

<https://www.linkedin.com/mynetwork/>

Annex 2: Video and Photographs:

Presentations:

<https://drive.google.com/drive/folders/1Lyha2GehUcEw5BiNclxJZpAgu2lqCjXP?usp=sharing>

Annex 3: Agenda

4th National IGF
Theme: Digital Citizenship
TUESDAY, AUGUST 2ND, 2022



Agenda

Time	Speaker	Activity
MODERATOR: DECIMA COREA AND JONQUIL CADUGAN COMMUNICATION DIRECTOR PASTOR, SVG MISSION OF SDA		
9:00 – 9:05	Prayer	
9:05 – 9:25	Welcome Remarks and Introduction of presenters	Moderator
9:25 – 9:30	Brief Remarks	Willis Williams IGF Coordinator
9:30 – 10:00	Presentation – Overview of Digital Citizenship	Sunil Sheen
10:00 – 10:30	Presentation – Digital Security –Digital Etiquette	<i>Decima Corea (Get Safe Online)</i>
10:30 – 10:45	Morning Snack	
10:45 – 11:15	Presentation – Digital law	RSVGPF
11:15 – 11:35	Video – Digital Communication	
11:35 – 12:00	Guided Conversation Between Students	STEM Led
12:00 – 1:00	LUNCH	
1:00 – 1:30	Presentation - Digital Rights and Responsibilities	Mark Moses
1:30 – 2:00	Presentation - Fake News and Information Sharing	Kenton Chance
2:00 – 2:15	Question and Answer period -	Moderator Led
	Closing Ceremony	
END OF FORUM		