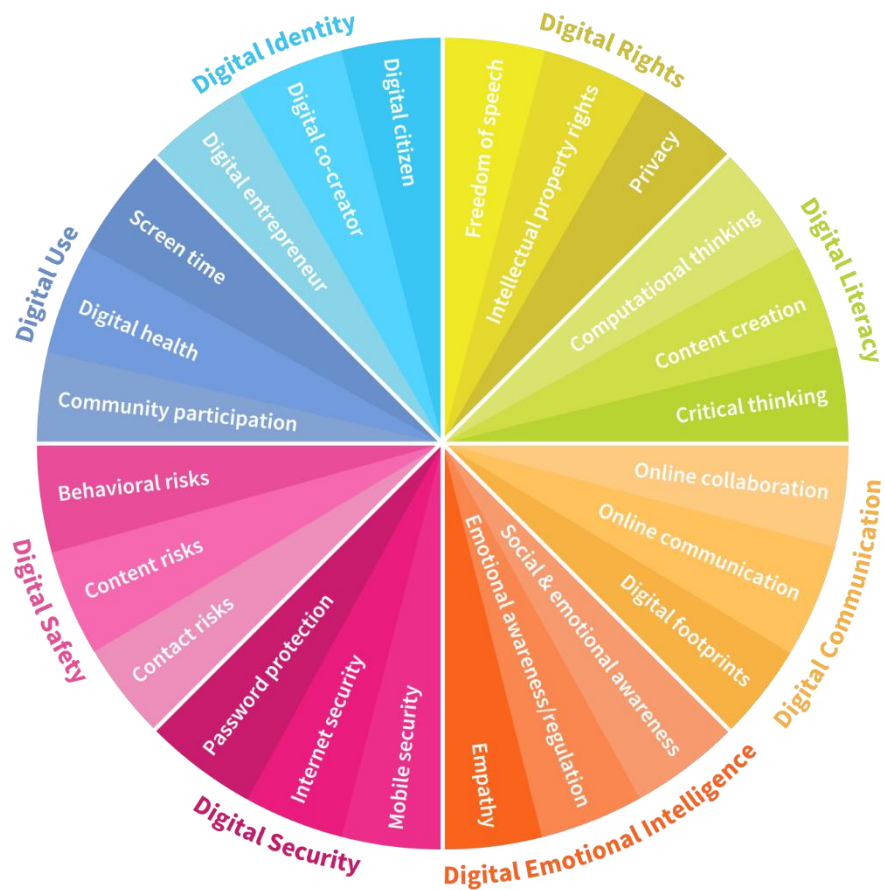


Research Proposal

2017 Global DQ Index Study

A Multi-National Digital Intelligence Research and Education Project

August 2017



Contents

- 3 Introduction
- 4 Research Methodology
- 6 Invitation to Participate in a Global Digital Intelligence Research and Education Project
- 9 Letter to Parents
- 10 Parental Opt-Out Form

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Introduction

The inaugural Global DQ Index study is currently underway, starting with the #DQEveryChild initiative kick-off in March 2017 in collaboration with the World Economic Forum and other global partners. The purpose of the study is to understand the following five areas of digital lives among 8-12 year old children living in different countries around the world: the level of digital intelligence competency, personal strengths, balanced use of technology and media, exposure to cyber risks, and the level of guidance and support. It aims to set the global standard for digital citizenship for children.

The results will be published in the DQ Index Report series. The first global DQ Index Report will be published in collaboration with the World Economic Forum.

We aim to invite researchers around the world to be part of this study. If you are interested to bring this study to your country, please contact us.

Research Methodology

The Global DQ Index Study will be carried out as an effectiveness trial – that is, under real-world conditions rather than under tightly controlled optimal conditions. This approach has the benefit of providing evidence of the generalizability of the findings to everyday setting under normal conditions in schools, but has the cost of more limited ability to collect data *in situ* (and may also lessen the effect size that might be found under more controlled circumstances). The primary outcome variable of interest is attitude change. The Theory of Planned Behaviour (among many other theories) notes that attitudes are a strong predictor of future behaviour. Beyond this theoretical rationale, we focus on attitude change for two practical reasons. We are limited in the amount of data that can be collected as part of this proposed study, and the types of behaviours that we want to affect are relatively rare, thus demonstrating change in a short timeframe is unlikely due to a ceiling effect. If the intervention is successful at changing attitudes, however, then it is likely that future behaviours will also be influenced.

Research Questions

R1: To what extent does the DQWorld enhance children’s DQ digital citizenship competency, and change their attitudes towards cyber risks?

- What are children’ online habits and experiences, and digital skills?
- How have DQ digital citizenship competency of children improved after going through DQWorld?
- How have the attitudes of children towards cyber risks changed after going through DQ World?
- How do children find the experience of DQWorld?

R2: What are children’s level of DQ digital citizenship competency, personal strengths, balanced use of technology and media, exposure to cyber risks, as well as the level of guidance and support of their digital lives?

Research Procedure

Ethics approval was granted by the Nanyang Technological University's ethics review board in August 2016 and is currently active.

The entire research process for child participants is conducted through the online platform, DQWorld. However, in order to start online activities for the children, there are three procedures that need to be completed prior initiating the online experience.

1. Invitation to schools: Interested schools are invited for a briefing session to share the aims of the study, what the DQ World programme is about, implementation guidelines and role of teachers and key personnel involved.
2. Teachers' briefing and registration: Teachers from the participating schools are informed about the DQWorld online learning experience and the proposed research aims. The teachers are guided to register their children's online accounts on the DQWorld online portal.
3. Parental opt-out option: A opt out form is given to parents to inform them of child's participation in study prior to starting where they may choose to withdraw their child from the study.

DQWorld Online Activities for Children

Every child is issued a unique identification code and password to log in to the online survey at each data collection phase. Children engage with the content and activities in the DQWorld programme when navigating ~80 Learning Missions in 8 Zones. Children are estimated to require 1-2 hours to complete each zone.

Upon the completion, children are guided to reflect on their experience in exploring DQWorld and complete a reflection form based on his/ her learning experience. They also are asked to retain the feedback they receive through the child individual (basic) report after the completion of the DQWorld programme.

Roles of Teachers

Teachers take a role as a facilitator of the online learning. The role of teachers includes:

- To monitor child progress to ensure that children are on task (e.g. children to complete teacher assigned Zones within the stipulated time-frame).
- To provide guidance to children who approach them with questions regarding DQWorld when attempting to complete the tasks within the stipulated time-frame (e.g. assist children with reading difficulties to explain difficult vocabulary).
- To consolidate learning after completion of DQWorld programme by getting children to complete a reflection form based on child individual (basic) report they will receive once they complete the 8 Zones.
- To collect children' reflection sheets and use information during class discussions/ teacher-child one-to-one interaction time/ parent teacher meetings to affirm and provide support to children.

Invitation

To Participate in a Global Digital Intelligence Research and Education Project

Dear Principal

School

Address

Date:

We represent a team of researchers from Nanyang Technological University and from the DQ Institute, and we invite your school to take part in our global education movement, #DQEveryChild.

#DQEveryChild is a global education movement *and* research project that aims to empower every child on the Internet with DQ™ (Digital Intelligence). Beyond IQ and EQ, we believe DQ represents the core digital skills that all children must have to thrive in the digital economy.

- DQ education aims to empower 8-12 year old children at the start of their digital lives with core digital skills while enabling them to mitigate negative risks such as cyberbullying, technology addiction, fake news, and online grooming.
- Our strategy is to provide a tested and proven plug-and-play online learning platform (DQWorld.net) to schools, which is designed to teach, measure and improve digital intelligence. Its research-based efficacy was highlighted at the 2017 World Economic Forum meeting in Davos.

The purpose our project is to understand the following five areas of digital lives of children age 8-12 across countries: the level of digital intelligence competency, personal strengths, balanced use of technology and media, exposure to cyber risks, as well as the level of guidance and support for their digital lives.

When your school participates in #DQEveryChild, your school will be part of the first-ever global DQ study which includes more than 10 countries. The research portion of this movement will inform the inaugural *Global DQ Index* which will be published in collaboration with the World Economic Forum at the Davos Forum in January 2018. To be part of this event, the deadline for completion is November 30, 2017.

In addition your school will also receive:

- DQ School Reports, which are evidence-based assessment of students' DQ Profiles, to enable further development. Samples are attached.

- A wealth of educator resources including lesson plans, worksheets, and posters to help teachers engage their students in higher level DQ thinking.

With these benefits, we hope that you will enable all students ages 8-12 from your school to participate.

Participation is completely voluntary and free. To join, simply register teachers and classes on DQWorld.net™. Students will engage with content and activities in the DQWorld programme when navigating interactive learning missions and surveys across 8 digital zones. Each zone takes between 1-2 hours for students to complete. In-school programmes can be flexibly integrated into any schedule, or, students can also be encouraged to self-learn at home.

We have provided a letter to parents that details benefits of their children's participation. If parents wish to withdraw their children, they may do so using the opt-out parental consent forms, attached. We assure you that all information will be treated with strictest confidentiality, as evidenced by our study's approval by the NTU Institutional Review Board in Singapore.

We hope you will accept our invitation and have your school participate. Once you so choose, please have a representative teacher email us at contact@dqinstitute.org as soon as possible so we can answer any questions. If you have any queries as to the nature of this project, please do ask.

Thank you for your consideration, and we look forward to your school's participation in our #DQEveryChild global digital education movement.

With much appreciation,



Dr Park Yuhyun

Principle Investigator, DQ Research

Founder, DQ Institute

Letter to Parents

Dear Parent/Guardian,

Our children are growing up in a dynamic digital world. They are comfortable using a wide variety of digital devices, sometimes more skillfully than we do. But being talented navigators can give our children a false sense of security. Sadly, we often hear news of a child's safety being compromised as a result of curious digital explorations, leading to harmful consequences such as encounters with privacy invasion, cyber-bullying, and online predators. These experiences are as frightening as they are real.

From a young age, your child learned important life skills such as how to carefully cross the street and how to be cautious of strangers. Today, it's just as important for your child to know how to be safe, smart, and responsible in the digital world. **This is why our class will begin the international award-winning DQ World Program, DQWorld.NET.** The program is based on a holistic, play-and-learn online learning platform that teaches digital citizenship skills such as privacy protection, digital empathy, and critical thinking.

We look forward to your child's participation. As part of the program, your child's progress will be monitored through an accredited research initiative led at Nanyang Technological University in Singapore. Participants will complete survey questions as part of their online learning, and insights from this data will be used to enhance your child's digital citizenship skills, to mitigate his or her cyber risk, and to inform future digital education policy. We seek your consent in allowing your child to participate in this research. Rest assured, your child's data will be kept private and used for no unrelated purposes.

Once the program has begun, talk regularly to your child about what he or she learned and encourage completion of the program. Upon successful completion, your child will receive a unique DQ Profile that summarizes his or her digital intelligence. If you are interested in more detailed progress reports, lesson plans, and related DQWorld activities to support your child, please visit www.DQInstitute.org. **If you do not wish for your child to participate in our global research and education project, simply submit the attached Parental Opt-Out Form.**

We hope that, by actively participating in the DQ World online program and related school activities, your child will gain the critical thinking skills and essential moral values to thrive in our dynamic digital era.

Further questions regarding ethical issues may be referred to:
NTU Institutional Review Board (IRB):
Email address: irb@ntu.edu.sg.

PARENTAL OPT-OUT FORM

Please complete this section **only if you do not wish for your child to participate** in #DQEveryChild – a global research and education project.

Child's Name : _____

School : _____

Class : _____

Name of Parent : _____

Parent's Signature : _____

Date : _____

DQ Institute is an international think-tank committed to improving digital education, culture, and innovation through cross-sector collaborations, global dialogue, and big data research. Its mission is to empower all individuals, families, organizations and countries to harness digital media and technology, and maximize positive outcomes, while preventing and mitigating risks. It is a not-for-profit charitable organization with locations in the United States, Singapore, and Korea.

DQ Coalition is a public-private-civic-academic coalition that aims to bring quality digital intelligence education to every child worldwide. It aspires to build a healthy and robust digital culture that harnesses and maximizes positive outcomes of digital media and technology. The DQ Coalition provides evidence-backed solutions and data-driven policy recommendations to nations to ensure that every child gets a quality digital citizenship education in a safe and secure digital ecosystem.

#DQEveryChild is a flagship global movement of DQ Coalition that seeks to empower every child with digital intelligence. Our children need DQ beyond IQ and EQ to succeed and thrive. It aims to set the global standard of digital citizenship and online protection for all children worldwide.

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