**Learning Design: Digital Tattoo Workshop for Students**

This is a general approach to an activity oriented workshop that can be adapted to specific audiences.

This draft is based on content for both the Protect and Connect modules of the Digital Tattoo website.

**Goal:** For participants to engage with the site and each other around topics relevant to the themes:

* Getting familiar with your online “tattoo”
* How to alter your “tattoo” if you don’t like what you find
* The positive and negative repercussions of creating a digital identity.

**Objectives:**

Participants will:

* Assess their own current knowledge around these issues
* Participate in group discussion and interact with relevant tutorial pages
* Reflect on their learning

 **Workshop Elements:**

**1. Fact-finding quiz: What Do You Know?**

**2. Small Group Activity: Searching for a digital tattoo**

* Select a volunteer from each group
* Each group searches volunteer who is not in their group.

**Debrief:**

* + What did you find out about the person being searched?
	+ Was that accurate?
	+ What was missing/ not included?
	+ What first impressions can be drawn over the internet?

**3. Reflection**

* Consider the question “why would someone do a search on you?”
* What would they find?
	+ - Could it be used against you?
		- In your favor?
* internet stalking
* get background information

**4. Case studies: small group**

Alternate – different groups have different case studies

* + - Break up into 3 to six groups. Assign each group two case studies form the slides. One numbered and one alternate.
		- Have students write short summaries of their discussions for each case study.
		- Then debrief with broader group

**5. Closing: What did I learn?**

Reflect on quiz – which answers would they change? What do they know more about? What do they want to explore in more depth?

**Quiz Questions:**

What is the most reliable online source of information about me?

* + Google
	+ personas
	+ people.com
	+ Wayback machine
	+ Facebook
	+ Twitter
	+ LinkedIn

How do I remove things that I have posted?

* press delete
* remove the file
* contact the Internet service provider
* send a message to Google
* I have no idea
* I can’t

How do I remove things someone else has posted?

* + - contact the person who posted it
		- contact the Internet service provider
		- send a message to Google
		- Unfriend the person on Facebook
		- Sue them for libel
		- All of the above
		- I have no idea
		- I can’t

 Why would someone want to do a search on me?

* + - to stalk me
		- to recruit me
		- to find more about me and what I do
		- to decide whether to hire me or not
		- to find a picture of me
		- to dig up dirt on me

 How do I build my online reputation?

* + - create an impressive e-portfolio
		- publish information I want people to find about me
		- participate in online professional networks
		- make my work (research, arts, music, writing) findable
		- make my work (research, arts, music, writing) sharable
		- updates on Twitter and Facebook
		- accept all friend requests
		- all of the above

**Adapting for other modules or a specific audience:**

* Identify key questions/themes to address/ revise goal appropriately. Consider: what are some of the key questions/themes that people can engage in around this topic?
* Change quiz questions
	+ Or drop the quiz entirely. Ask questions about students history with social media. What are the reasons for creating a profile and sharing information? Social, job connections, education?
* Consider: keep opening search activity – introduces the concept of tattoo.
	+ Change the opening activity to a faux job interview. On student has researched the volunteer and asks career orientated questions about what they discover.
* Develop 2 or 3 case studies using recent news stories. The digital tattoo wiki page has a constantly updated list of interesting news links.

**Drawing in social web tools:**

* Following workshop: post questions to the Digital Tattoo Facebook page or Twitter account (@digitaltattoo) arising from the session for wider audience engagement.