

2019



Cyber Safe Generation: Digital education by design

Design workshops

EXECUTIVE SUMMARY (IO3)



Co-funded by the
Erasmus+ Programme
of the European Union








Project Overview

CyGen is a co-funded Erasmus+ Key Action 2 strategic Partnership. The project engaged directly with children (aged 8-13), teachers and parents in four European countries (United Kingdom, Belgium, Denmark and Greece) to:

1. Explore the digital opportunities and challenges as these are experienced by these groups;
2. Develop a novel participatory design methodology and methods in order to work collaboratively with children and young people;
3. Co-design a culturally, linguistically and age appropriate open-access multimedia education programme, a 'web app' with children in the four member states. Designed by children, for children, the web app recognises and builds on children and young people's knowledge and experience to support their safe, informed use of the Internet;
4. Produce online open-access guidance encompassing lesson plans and pedagogical resources to support teachers and educators in primary and secondary schools in diverse European education settings to support children's online safety

The CyGen project was created to understand the opportunities and challenges faced by children when they go online. The project worked with children, young people, teachers, parents and academics to map these opportunities and challenges and, with children, to design educational resources to support children's safety online. The project was unique in that children helped the project team to develop and evaluate an evidence-based digital educational programme to promote young peoples' online citizenship and safety across the four participating European countries (UK, Denmark, Belgium and Greece).

The outputs created for this project are:

-  IO1: Scoping and needs analysis
-  IO2: Participatory Design Model
-  IO3: Design workshops
-  IO4: Co-designed digital education programme
-  IO5: Evaluation

Further information regarding the evidence-based digital educational programme can be viewed via our website <http://cygen.eu/resources/>






Executive summary:

IO3 Design workshops

CyGen was completed around a series of Design Cycles: a sequence of development activities completed by children in each partner country which informed the design of the Webapp (described in IO4). This report explains how the CyGen team, worked collaboratively with children, teachers and parents in each country using the methodological approach and tools described in the [IO2: Participatory Design Model](#) to involve children in the co-production of the Webapp and in the project evaluation.

The Design Cycle was conducted in four diverse European countries: the UK, Denmark, Belgium and Greece (a step-by-step video of this process can be found on the project [webpage](#)). Data collection was completed in the local language of each partner. The three phases of the Design Cycle were:

-  Data Workshop Phase (baseline 'pre-intervention' data)
-  Design Workshop Phase (mid-point data)
-  Development and testing phase (end-point data)

The report elaborates:

- The art-based methods, sample and recruitment methods used in each country;
- The process of iterative analysis and co-analysis undertaken with children in each of the partner schools;
- The project ethics and commitment to BERA (2011; 2018) principles
- The roles of children within the project as peer researches, co-designers and evaluators;
- The process of applying the participatory methodology and co-design principles in practice and the country specific adaptations made by each team.



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The Partnership



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