



CITIZEN™



INFO KIT



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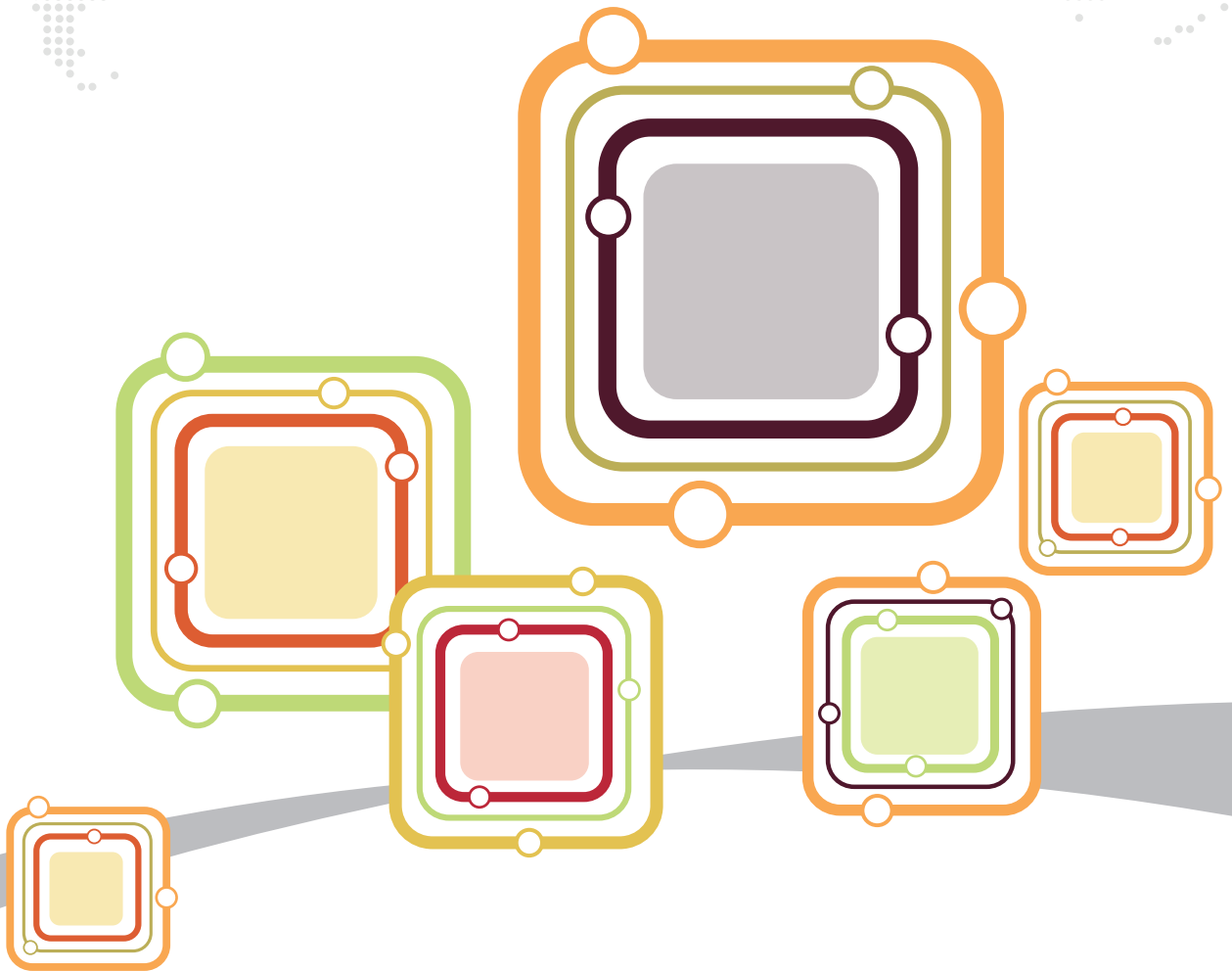
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1 Program Guide



THE WORLD'S FIRST CERTIFICATION THAT PROMOTES APPROPRIATE USE OF TECHNOLOGY

“ Netizen is an Internet user who possesses a sense of civic responsibility for her/his virtual community in much the same way citizens would feel responsible for a physical community ”

*Michael Hauben;
Author of "Netizens : On the History and Impact of Usenet and
the Internet" (1992)*

Introduction

IC CITIZEN Certification is the first certification program in the world specially developed and designed to produce digitally literate and responsible citizens. This unique yet universal certification program aims to impart Acceptable Usage Policy (AUP) that lays down rules of acceptable 'netiquette' or behavior that should be applied when operating digital devices and using the Internet.

Main Objective of IC CITIZEN

- To produce digitally literate and responsible citizens via:
 - Becoming **critical thinkers** in analyzing sources of information and communications
 - Understanding **ethical consequences** of online behavior
 - Making **ethical online decisions**
- To prepare users for a society full of technology without misusing and abusing it
- To globally promote good behavior and respect when communicating and collaborating in the digital world
- To ensure equal, secure and reliable access to Digital Media & Resources

Acquire Knowledge & Understanding of 8 Critical Values

The program certifies knowledge and understanding of the following Values: e-Access, e-Literate, e-Rule, e-Safety, e-Interaction & Collaboration, e-Enterprise, e-Care and e-Accountability.

e-Access

Module 1



Description

Understanding the privilege of using electronic information as well as the right to having equal, secure and reliable access.

- Teaches the youth of full electronic participation in society. Technology allows democratization of communication and access to information, however not everyone have access to it.
- Highlights the various digital inclusive programs by the various government agencies to bridge the digital gap.
- Promotes the ideas of pairing and sharing computer and access among friends and families.

Topic Coverage

- Equitable information access & digital divide
- Access for people with special needs
- Equal opportunities for electronic involvement
- Implications & repercussions of excessive access, such as digital obesity, addiction, etc
- Issues affecting digital access, e.g. budget constraints, lack of digital literacy, inadequate infrastructure, distance & location
- Availability of special equipment for special need user

Learning Outcome

- Understand what e-Access is
- Appreciate how some governments have helped to boost e-Access
- Know how and where to access the Internet
- Know how people with disabilities access the Internet
- Have a positive attitude towards the use of technology

Activities

- Explore various public touch points
- Interview special needs users to find out their digital access needs.
- Take pictures of premises with access for special needs users.

e-Literate

Module 2



Description

The ability to use technology and knowing when, when not and how to use it appropriately. e-Literate highlights how online behavior can have major consequences offline.

- Provides the value on the capabilities to use digital technology and knowing when to use it.
- Stresses on the ethics and process of learning about technology and the use of technology.
- Highlights how technology can be used to find and aggregate credible resources and materials using the various devices.

Topic Coverage

- Appropriate and ethical behavior of technology usage (example email encryption, acknowledgement & distribution list, misuse and abuse of social networking tools)
- Access information to learn new concepts
- Take advantage of educational opportunities
- Explore and recognize learning opportunities via digital resources
- Accessing trustworthiness and security of digital resources

Learning Outcome

- Identify and utilize digital technology in learning and working environments
- Apply appropriate etiquette and management of digital communication and social networking tools
- Apply appropriate knowledge and skills to evaluate trustworthiness
- Apply appropriate knowledge and skills to evaluate security of digital resources
- Understand the importance of digital technology and its evolution

Activities

- Students carefully evaluate the sites they use for research.
- Students review evaluation criteria and use a checklist to grade informational sites.

e-Rule

Module 3



Description

Governing communication and technology use including respect for ownership & authorship.

- Internet opens various possibilities of explorations to its users. Unfortunately, not every Netizen is aware of rules and regulations governing communication and technology use.
- Vital for Netizen to know the legal rights and restrictions governing technology use.
- Help Netizens to understand and become more aware of the legal implications and consequences for every digital move they make such as installing illegal software, plagiarism and IP infringement.
- Provides guidance on how best to handle legal-related activities as they occur.

Topic Coverage

- Different ways of breaking the law – example IP law (file sharing, plagiarism) , and criminal law (hacking, phishing, cyber bullying)
- Legal implication of file sharing
- Cyber bullying (personal attack)
- Digital signature

Learning Outcome

- List three (3) examples of cyber crimes
- State three (3) effects of cyber crimes related to individuals or the economy
- Describe three (3) scenarios pertaining to Intellectual Property infringement
- Explain the three (3) reasons why it is important to have legal rights and restrictions governing technology use
- Elaborate the three (3) benefits of having rules or regulations governing communications and technology use

Activities

- Debate on file sharing
- Discuss ways of copying others' work using the Internet and learn that many forms of copying are illegal or unethical
- Interview hackers, crackers and phishers to understand their methods and what is done to curb their activities

e-Safety

Module 4



Description

The measures and best practices for Netizens to guard their personal safety and the security of their networks. e-Safety teaches them 2P – Predators & Pornography.

- The precautions youth must take to guarantee their personal safety and the security of their networks.
- Protecting ones equipment is not only a matter of personal responsibilities but also necessary for protecting the community.

Topic Coverage

- Forms of digital security breach, e.g. identity theft, spamming, cyber espionage etc
- Protection of electronic data via antivirus software, encoding, password installation etc
- Information privacy & abuse, account security and security issues
- Computer abuse (e.g. denial of service)
- Unethical digital acts, spreading viruses, worms, Trojan horses
- Resource limits

Learning Outcome

- Describe different forms of digital security breaches and take necessary precautions against those breaches
- Make efforts to update virus protection software, and protect personal information
- Identify the limits placed on the resources to be shared on global networked systems
- Evaluate unethical digital acts and security issues that affect the security of electronic data

Activities

- How do youth protect their technology?
- How can youth be taught to protect themselves and their equipment from harm?

e-Interaction and Collaboration

Module 5



Description

The exchange and sharing of information using digital systems or tools including humility, loyalty and respect for others when communicating.

- Mobile phone, e-mails, YouTube, Facebook and Flickers have changed the way we communicate. They created new social structure of who, how, and when individual and group interact.
- Use properly, it can foster unity. In a collectivist society forwarding SMS and e-mails without checking its authenticity and origin is socially unacceptable.

Topic Coverage

- Ethical and appropriate use of digital systems and tools
- Use of digital systems and tools to promote interethnic, intercultural and interreligious understanding & sensitivity
- Issues related to cyber activism (e.g. smart mobs)

Learning Outcome

- Identify various forms of today's digital communication and collaboration tools;
- Know when to apply or use digital communication and collaboration tools appropriately and ethically;
- Identify which behaviors are ethical or unethical when exchanging and sharing information over networked systems;
- Explain the consequences of online behavior and its impact for the purpose of making better online decisions.

Activities

- Discuss various case studies on how to utilize social networking site for good course
- Discuss When and When not to use technologies

e-Enterprise

Module 6



Description

Business conducted online using any Internet-based application.

- Online transaction and purchasing is becoming a norm, hence the youth must know what does it takes when buying and selling of goods online.
- Youth will be taught how to protect their identity (identity theft), poor practices such as impulse purchasing, and how to detect unscrupulous sellers and internet scam.

Topic Coverage

- Various commerce initiative in public (such as e-government) and private sectors initiatives such as e-payment
- Public Sector Touch Points
- Impulsive Buying
- Credit Card Fraud
- Fraud Transaction & Misrepresentation (Hidden Cost Of Online Transaction)
- Security
- Identity Theft

Learning Outcome

- Understand the ground rules of online transaction and be able to conduct online transactions safely
- Identify the consequences of impulsive buying

Activities

- Invite the online technopreneur or entrepreneur from different business area to your session to explain how he/she earn a living through an online business.

e-Care

Module 7



Description

Physical and psychological well-being in a digital world.

- The physical and psychological well-being in a digital technology world is important.
- Youth need to be aware of the physical dangers that are inherent in using technology.
- Highlights on ergonomics, lighting, exercising, and taking a break.

Topic Coverage

- Ergonomics (includes special needs users)
- Universal access
- Online vices (gambling, porno)
- Internet addiction
- Health risks of using technology
- Technology waste

Learning Outcome

- Describe three (3) ergonomic conditions that contribute to performance and productivity enhancements
- Explain three (3) precautions to consider in preventing the occurrence of physical discomforts and concerns when using computers
- Elaborate on three (3) signs and symptoms of impulsive Internet and computing addictions
- Express three (3) importance to relinquish and recycle their surplus computers in a secure and ecologically-friendly manner

Activities

- Compile a list of ergonomic issues from around the school and provide remedies for these issues.
- Compile their typical weekly technology used and see where and how much they are using technology on a daily basis.
- Create poster on health risks of inappropriate use of technology.
- Survey within the premises and document inappropriate methods of disposing e- waste

e-Accountability

Module 8



Description	<p>The privileges and responsibilities of all users along with the ethical behaviors and expectations that come with it. e-Accountability also includes credibility and integrity of online content and critical thinking about what is true/false.</p> <ul style="list-style-type: none">• Teaches youth the privileges and rights of all Net users and the behaviour expectations that come with it.• Teaches youth what is appropriate and inappropriate, legal and illegal, ethical and unethical when downloading materials from the Internet.• Youth will become digital content creators and publishers. Teach youth about their digital rights.
Topic Coverage	<ul style="list-style-type: none">• Respect for the IP creator<ul style="list-style-type: none">- The copyright rights , Fair use, Public Domain, General permission, Specific permission, Plagiarism• Information accuracy & digital safety• Vandalism avoidance and prevention• Acceptable Usage Policy (AUP)• Ethical decision-making
Outcome	<ul style="list-style-type: none">• Define accountability in the context of digital technology usage• Describe the importance of accountability' in the digital world• Differentiate between an accountable action and non-accountable action• Provide sound judgment on any action deemed accountable• Define AUP and critique the fairness of sample AUP• Explain the consequences of copyright infringements• Critically discuss and make sound ethical decisions on the inappropriate use of digital technology via case study
Activities	<ul style="list-style-type: none">• Invite an author, musician and artist from different ethnic groups to your session to explain how he/she earns a living through the creation of new works.• Case studies of ethical decision making• Poster creation• Comparing and contrasting two acceptable AUPs and developing one which is fair [Creating own AUP collaboratively]

A stylized world map composed of a grid of small grey dots, serving as a background for the title.

2 Courseware Table of Content



Courseware Table of Content

Introduction

- The World's First Certification that Promotes Appropriate Use of Technology
 - Become a 'Skilled and Informed Driver' on the Information Superhighway
 - Objectives of IC CITIZEN Certification
 - Acquire Knowledge & Understanding of 8 Critical Values
 - What Will You Gain from this Certification?
 - Getting Certified

Glossaries

- Glossaries



e-Access

About this Module: e-Access

Learning Objectives

Learning Outcomes

Check List

e-Access: A Privilege to Use Electronic Information in Society

Understanding the Digital Divide: What is it About?

Equitable Information Access and Overcoming the Digital Divide

Why Information Access is a Global Issue?

An Insight: How the Malaysian Government Addresses its Digital Gap Issues

Various Government Initiatives to Facilitate Digital Access by the Public

Examples of Government Initiatives

The Importance of Government's Role

Instilling the Right Attitude

Appreciating Digital Facilities

Equal Opportunities of Electronic Involvement for the Disabled

Motor Impairments

Language and Cognitive Disability

Hearing Impairments and Deafness

Exercise

Chapter References



e-Literate

About this Module: e-Literate

- Learning Objectives

- Learning Outcomes

- Check List

e-Literate: The Capability of Using Technology and Knowing When, When Not and How to Use it Appropriately

The Evolution of Digital Technology

- Digital Literacy Tools

- Digital Literacy Applications

- Digital Technology Issues

Can Resources on the Internet Be Trusted?

- When Should You Trust a Website

- How to Tell if a Web Page is Secure

Identifying Inappropriate and Unethical Uses of Technology

- How to Avoid Becoming a Victim of Identity Theft

Identifying Cyber-Bullying

Dealing with Digital Footprints

- Be Aware of your Digital Footprint!

- Examples of Online Misbehaviours

Exercise

Chapter References



e-Rule

About this Module: e-Rule

- Learning Objectives

- Learning Outcomes

- Check List

e-Rule: Governing Communication and Technology Use

- Understanding e-Rule

Cyber Crime

- Understanding Cyber Crime

- Examples of Cyber Crimes

- Common Cyber Crime Terminologies

- Reasons for Cyber Crime

- Effects of Cyber Crime

- Protecting Yourself from Being a Victim of Cyber Crimes

Property Infringements and Legal Rights

- Software Piracy

- Licenses

- Freeware & Shareware

- EULA

- Product ID

- Legislation

Rules and Regulations Governing Communications and Technology Use

- Personal Data

- Data Protection Act and its Term

- Data Protection Principles

Exercise

Chapter References



e-Safety

About this Module: e-Safety

- Learning Objectives

- Learning Outcomes

- Check List

e-Safety: Measures and Best Practices when Online

- Internet Dangers

Common Forms of Digital Security Breach

- Identity Theft

- Phishing Emails

- Hacker and Cracker

- Cyber Stalking

- Cyber Bullying

- Internet Predator

- How to Permanently Erase the Data from Your Old Computer?

Types of Online Protection

- Self-awareness

- Technology

- Shared Resources vs Dedicated Resources

- Implement Policy on Shared Resources

Protection from Internet Threats

Exercise

Chapter References



e-Interaction & Collaboration

About this Module: e-Interaction & Collaboration

- Learning Objectives

- Learning Outcomes

- Check List

How New Technologies Change the Way we Communicate

- Understanding e-Interaction & Collaboration

- Identifying Various Forms of Digital Communications and Collaboration Tools

Using Digital Communication and Collaboration Tools Appropriately and Ethically

- Communicating Appropriately when Online

- Using Social Network Tools for Good Causes

- Exchanging and Sharing Information over Networked Systems Ethically

- Respecting Others when Using Mobile Phones

- Answering Mobile Phones at 'Inappropriate' Places

Identifying Misuse of Technology

- Using Social Networking Sites for the Wrong Reasons

- Writing Blogs to Spread Hatred

- Jeopardizing Safety when Texting while Driving

- Using Mobile Phones to Cheat on Exams

- Turning on Electronic Gadgets on Planes

- Spreading Hoaxes Via Text Messages and Emails

Making Ethical Decisions

Exercise

Chapter References



e-Enterprise

About this Module: e-Enterprise

- Learning Objectives

- Learning Outcomes

- Check List

e-Enterprise: Conducting Business Online

- Understanding e-Enterprise

Identifying Types of Internet Transactions

- E-Commerce/Online Shopping

- What to Do Before Making an Online Transaction?

- What Can You Do to Protect Yourself?

- Online Banking

Identifying Issues when Conducting Transactions over the Internet

- Credit Card Fraud

- Common Credit Card Frauds

Impulse Buying

- Self - Check: Are You an Impulsive Buyer?

Exercise

Chapter References



e-Care

About this Module: e-Care

- Learning Objectives

- Learning Outcomes

- Check List

e-Care: Physical and Psychological Well-Being in a Digital World

Understanding the Concept of Ergonomics and its Importance

Applying Ergonomics in Our Life

- Work Surface Height

- Chair

- Keyboard Placement

- Screen Placement

- Document Holder

- Desktop Layout

- Posture and Environment during Keyboarding Use

- Lighting

- Using a Mouse

Identifying Computer Usages that Affect Physical Health

- Repetitive Stress Injuries

- Back Pain

- Eye Strain

- Musculoskeletal Disorders (MSDs)

Social Problems Associated with Computer and Internet Use

- Symptoms of Internet Addiction

Proper Recycling and Disposing of Computer Equipment

- Use Only when Necessary

- Donate

- Recycle

Exercise

Chapter References



e-Accountability

About this Module: e-Accountability

- Learning Objectives

- Learning Outcomes

- Check List

e-Accountability: The Responsibilities of Net Users and the Behavioral Expectations that Come with Them

Understanding e-Accountability

Emergence of Web 2.0 Technologies

- Some Definitions of e-Accountability

- The Importance of e-Accountability

Understanding Acceptable Use Policy (AUP)

- Definition of AUP

- The Importance of Having an AUP

Respect for the Intellectual Property Creators and their Rights

- Understanding Intellectual Property (IP)

- Copyright Rights

- Fair Use

- Public Domain

- General Permission

- Specific Permission

- Plagiarism

- Pirated Software

Being Accountable when Online

- Information Accuracy

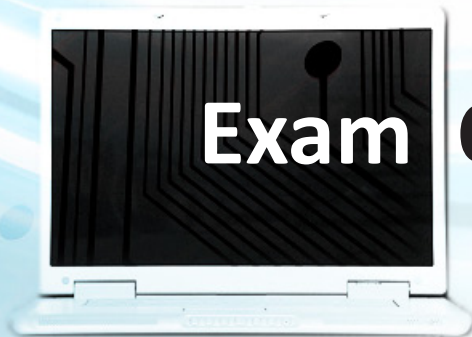
Exercise

Chapter References



3 Exam Objectives





Exam Objectives

The following objectives are covered by the exam:

e-Access

- Specifying where to go to gain Internet access.
- Utilizing a Public Internet Access Terminal to engage in meaningful and appropriate electronic participation.
- Specifying the lawful, socially acceptable services that can be obtained via the Internet.
- Specifying ways that are currently used to help others gain access to the Internet.
- Specifying the effects of excessive access to the Internet.

e-Literate


- Comparing between appropriate and inappropriate ways to disclose information through the Internet.
- Distinguishing between reliable and unreliable resources from the Internet.
- Specifying the positive and negative implications of having a digital footprint.
- Distinguishing between trustworthiness and untrustworthiness in digital resources.
- Distinguishing between actions and activities that can be classified as cyber bullying.

e-Rule

- Specifying various forms of digital crimes.
- Identifying the effects of a digital crime (such as the effect of digital piracy on the economy).
- Identifying an act of illegal Intellectual Property infringement.
- Describing the importance of having legal rights and restrictions governing technology use.
- Comparing between the benefits of having rules or regulations governing communications and technology use.

e-Safety

- Specifying the conditions under which digital security breaches and attacks can happen.
- Identifying the effects of various kinds of security breaches and attacks
- Identifying various ways to get protection from security breaches and attacks.
- Explaining why it is important to guard your digital safety or security.
- Comparing the differences between using shared resources and dedicated resources.

A background graphic of a network with nodes and connecting lines, rendered in a light blue color. The nodes are represented by small circles, and the lines are thin and connect the nodes in a complex, interconnected pattern. The overall appearance is that of a digital or social network.

e-Interaction & Collaboration

- Distinguishing between good and bad causes when communicating and collaborating online.
- Distinguishing between ethical and unethical behaviors when exchanging and sharing information over networked systems.
- Describing uses or misuses of technology that are disrespectful or do not promote sensitivity, harmony, and safety.
- Deciding on what action to take when facing an ethical challenge on the Internet.
- Determining on what to do next when coming into contrast with disrespectful, hateful content while online.
- Predicting the possible consequences of inappropriate use of technology (such as texting while driving, spamming, etc.) even when actions have been taken.

e-Enterprise

- Identifying methods to determine whether a site is valid.
- Identifying ways to protect yourself from credit card fraud.
- Identifying ways to protect yourself from ID theft.
- Identifying potential consequences of impulse buying.

e-Care

- Identifying proper ergonomics for a specific scenario.
- Identifying health hazards related to computer usage.
- Identifying social problems associated with Internet and computing addictions.
- Identifying ways to recycle and properly dispose of computer equipment.

e-Accountability

- Comparing the various terms between two of Acceptable Use Policies (AUP) and determining which is the most fair.
- Specifying how copyright infringement affects everybody in various aspects of life.
- Identifying correct ways to request specific permissions prior to using electronic resources.
- Distinguishing between ethical and non-ethical behaviors with respect to ethical use of digital technology.
- Deciding on the most ethical solution to take when facing inappropriate acts of technology use.

4 Factsheet





THE WORLD'S FIRST CERTIFICATION THAT PROMOTES APPROPRIATE USE OF TECHNOLOGY

Become a 'Skilled and Knowledgeable Netizen' on the Information Superhighway

Do you use digital systems and tools ethically when exchanging and sharing information? Do you have a proper Netiquette attitude when using technology? Are you able to distinguish appropriate from inappropriate use of technology? Are you protected from spyware, hackers, phishing, identity theft and stalking when you are online?

You may be ICT-savvy but can you claim that you have all it takes to become a 'skilled and informed driver' on the information superhighway? To find out, take our globally-benchmarked IC CITIZEN Certification; a world-class certification program in Netiquette to confirm and verify your understanding of ground rules for acceptable use of technology in today's digital world. IC CITIZEN subscribes to the idea of Netizen, a concept coined by Michael Hauben (1992).

“ Netizen is an Internet user who possesses a sense of civic responsibility for her/his virtual community in much the same way citizens would feel responsible for a physical community ”

*Michael Hauben;
Author of "Netizens : On the History and Impact of Usenet and the Internet" (1992)*



IC CITIZEN Certification is the first certification program in the world specially developed and designed to produce digitally literate and responsible citizens. This unique yet universal certification program aims to impart Acceptable Usage Policy (AUP) that lays down rules of acceptable 'netiquette' or behavior that should be applied when operating digital devices and using the Internet.

Objectives of IC CITIZEN Certification

- To produce digitally literate and responsible citizens via:
 - Becoming **critical thinkers** in analyzing sources of information and communications
 - Understanding **ethical consequences** of online behavior
 - Making **ethical online decisions**
- To prepare users for a society full of technology without misusing and abusing it
- To globally promote good behavior and respect when communicating and collaborating in the digital world
- To ensure equal, secure and reliable access to Digital Media & Resources

Acquire Knowledge & Understanding of 8 Critical Values

The program certifies knowledge and understanding of the following Values: e-Access, e-Literate, e-Rule, e-Safety, e-Interaction & Collaboration, e-Enterprise, e-Care and e-Accountability.

THE 8 VALUES

1 e-ACCESS



Understanding the privilege of using electronic information as well as the right to having equal, secure and reliable access.

e-Access teaches Netizens how to participate responsibly in an electronic society. Technology allows for the democratization of communication and access to information; however, not everyone has access to it. In Finland for example, access to the Internet is the right of every citizen in the country.

This chapter highlights the various digitally inclusive programs and touch points available such as libraries, schools and community broadband centres to bridge the digital gap. It also promotes the ideas of pairing and sharing computers and access among friends and families.

2 e-LITERATE



The ability to use technology and knowing when, when not and how to use it appropriately. e-Literate highlights how online behavior can have major consequences offline.

e-Literate explains the capabilities to use digital technology and knowing when, when not and how to use it. It stresses on the ethics and process of learning about technology and the uses of technology.

Today's generations are 21st century learners; making the technology-infused teaching becomes common in the classrooms. However, teaching HOW to use technology innovatively still lagging.

This chapter demonstrates how technology can be used to find and aggregate credible resources and materials using various devices. Other topics include online discussion, chats, forums, and blogs.

3 e-RULE



Governing communication and technology use including respect for ownership & authorship.

The Internet opens many possibilities for its users. Unfortunately, not every Netizen is aware of the rules and regulations governing communication and technology use. Therefore, it is vital for a Netizen to know the legal rights and restrictions governing technology use.

This chapter helps them to **understand and become more aware of the legal implications and consequences** for every digital move they make, such as installing illegal software, plagiarism and IP infringement. In addition, it provides guidance on how best to handle legal-related activities as they occur.

4 e-SAFETY



The measures and best practices for Netizens to guard their personal safety and the security of their networks. e-Safety teaches them 2P – Predators & Pornography.

e-Safety covers the precautions Netizens must take to guarantee their **personal safety and the security of their networks**. Protecting one's equipment and devices is not only a matter of personal responsibility, but is also necessary for protecting the community.

Topics include electronic data protection (e.g. virus protection, firewalls), software updates or patches, protecting identity while using e-mail, chat, and instant messaging and techniques for backing up data.

5 e-INTERACTION & COLLABORATION



The exchange and sharing of information using digital systems or tools including humility, loyalty and respect for others when communicating.

Mobile phones, e-mails, YouTube, Facebook and Flickr have changed the way we communicate. These social networking platforms have created new social structures of who, how, and when individuals or groups interact.

When used properly, it can foster unity. In some societies, forwarding text messages and e-mails without checking their authenticity and origin is socially unacceptable.

This module educates Netizens to become **critical thinkers** in **analyzing sources** of information and messages, as well as to evaluate what the impact can be. Therefore it helps them make **good ethical decisions** of their behaviors online.

7 e-CARE



Physical and psychological well-being in a digital world.

Physical and psychological well-being in a digital world is important. Netizens need to be aware of the dangers inherent in using technology such as Internet addiction.

This module illustrates **best practices** during technology-related activities. Topics include ergonomics, lighting, exercise and taking breaks.

Netizens will also be introduced to new terminologies on technology-related injuries such as carpal tunnel syndrome, poor posture, repetitive strain injuries, sleeping pattern disorder, eye strain, tendonitis and musculoskeletal disorders.

This module educates Netizens on the **consequences** of these ailments and **how they can affect their lives**.

6 e-ENTERPRISE



Business conducted online using any Internet-based application.

Online transactions are becoming a norm, hence a Netizen must have the right knowledge when buying and selling online. In e-Enterprise, Netizens will be taught how to protect their identity (identity theft) and detect unscrupulous sellers and Internet scams.

This module **emphasizes the consequences of poor practices** such as impulsive buying and bidding in online marketplaces such as lelong.com.my, mudah.com.my, e-Bay and Alibaba.com.

8 e-ACCOUNTABILITY



The privileges and responsibilities of all users along with the ethical behaviors and expectations that come with it. e-Accountability also includes credibility and integrity of online content and critical thinking about what is true/false.

e-Accountability teaches Netizens the privileges and rights of being a Net user and the behavioral expectations that come with it. It is easy to locate and download materials from the Internet; however, Netizens must know what is appropriate and inappropriate, legal and illegal in doing so. This module also explains ethical and unethical technology use, fair use, as well as copyright and cyber laws.

Democratization of the Internet also allows Netizens to become digital content creators and publishers. This module teaches them about their **digital rights and the rights of others**. Other topics include digital uploading and downloading as well as content creation and innovation.

Who Should Take This Certification

- Children, Youth, Parents, Teachers, Employers, Civil Servant and anyone who is a Netizen
- Any Internet users who utilize the networks from their homes, workplace or schools

How to Certify

IC CITIZEN Certification is obtained by passing the IC CITIZEN Exam in any Certiport Authorized Testing Center.

Prerequisite

Internet and Core Computing Certification (IC3) is highly recommended for those planning to attempt IC CITIZEN Certification. They are as follows:

- **Living Online**
Covers skills for working in an Internet or networked environment
- **Key Applications**
Covers popular word processing, spreadsheet and presentation applications and the common features of all applications
- **Computing Fundamentals**
Covers a foundational understanding of computing

Benefits of IC CITIZEN Certification

- Validate your Internet and computing skills
- Demonstrate and verify your understanding on how to use technology appropriately



Learn More

For more details, contact us at iccitizen@prestariang.com.my

About Prestariang Systems

Incorporated in 2003, the Company's core business is to train and certify lifelong learners to become professionals. Focused on the IT and technology sector, our training aims to impart knowledge, skills and attitude to make a person gain initial employment, maintain it and obtain new ones if required through globally benchmarked accreditation.

About Certiport, Inc.

Certiport prepares individuals with current and relevant digital skills and credentials for the competitive global workforce. These solutions are delivered by more than 10,000 Certiport Centers worldwide and include Certiport Internet and Computing Core Certification (IC³®), the official Microsoft® Office certification programs and the Adobe® Certified Associate certification program. For more information, visit www.certiport.com.



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Achieve • Distinguish • Advance