Online Risk and Digital Citizenship

Learning About Risk With High School League of Legends Clubs

The need for guidance

byTwo Hat Security Director of Community Trust & Safety, Carlos Figueiredo

With **82% of Australian kids aged 14 to 17 online using social media**, digital interactions make up a big portion of their days. Despite this daily exposure to online communication, most teens have yet to properly establish boundaries or understand appropriate behaviour in the face of mounting online risks.

Even as adults we're still figuring things out – after all, the internet is a relatively new tool for *everyone*, regardless of age. Our everyday lives have gone from offline to online in a surprisingly short span of time, indicating a critical communication need. This rapid adoption has left very little time for self-reflection as a society. So it's no surprise that young people haven't figured this space out either – and need our guidance and support. In short, we're all figuring this out together.
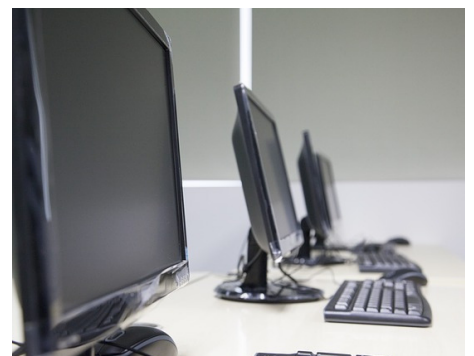
While there is risk when teens go online, these platforms also provide a rich environment for growth, learning, and character building.

This is why we offer online communities the opportunity to not only foster healthy environments but to help their users become better online citizens. This effort involves not only mitigating the risk of users encountering damaging content, but also encouraging all the positive uses of technology that can shape our lives for the better.

At Two Hat Security, we are focused on identifying high-risk online content. We know what's at stake when young people go online. Since 2012, we've worked with dozens of gaming and social platforms to identify and tackle billions of potentially dangerous chat lines in real time, every day.

We work alongside platforms that support young people who are at risk of being abused, having their personal information exposed, or who are heading down a path of self-harm and suicide.

We're committed to this work because one of our goals is to help ensure that young people have the opportunity to become confident online citizens who experience and contribute to the best of the internet.

Projects like the League of Legends High School Clubs are essential to our collective pursuit of encouraging and shaping better online citizens.

We believe there's a key opportunity to guide youth through appropriate online behaviour and etiquette.

Projects like the High School League of Legends Clubs are not only welcome – we believe they are essential to our collective pursuit of encouraging and shaping better online citizens.

Developing essential skills

High School League of Legends Clubs provide fertile ground for:

- Learning **collaboration** through teamwork in a high-stress or competitive environment;
- Exploring what **affects online behaviour** and understanding how actions affect other people;
- Developing the **resilience** to adapt their behaviour based on the situations students are likely to face online

These are all skills that can be transferred to broader online contexts *and* offline interactions.

Teamwork is at the heart of League of Legends. Each player has a vital role on the team. As with any competitive experience, tensions can run high, and collaboration and communication with the group are the keys to success. The clubs offer an opportunity to practice these skills, and discuss and reflect with the help of a teacher/facilitator during or immediately after the match. This is a valuable exercise to identify what works well and what doesn't in online communication. Riot Games has even created a variety of curricular materials to help develop these skills.

The clubs offer an invaluable opportunity for teachers to open up a dialogue with students about appropriate online etiquette as an extension of offline citizenship. Digital citizenship demands the same sense of accountability and consequences as in the offline world. This also allows a chance to look at what risk is incurred when students go online, how to mitigate that risk and to ensure that students develop both the appropriate precautions and personal resilience to deal with the behaviours and circumstances they may face online.

When games are a healthy activity in the classroom, we increase the likelihood that students are motivated to talk about online behaviour and observe and reflect upon it. **The more that students talk about their online experiences, the more teachable moments we are likely to have.**

Teamwork, collaboration, and communication are key components of League of Legends — and digital citizenship.

The right environment

Given the right systems and best practices, online games can be a highly effective way to teach about acceptable online behaviour and etiquette – not to mention foster skills, both online and off, that will empower youth. A club works as an excellent transitional platform where they have guidance and support: **with a teacher facilitating, students can develop and practice online citizenship skills before they join other online communities.**

The work Riot Games is doing with the High School League of Legends Clubs is a shining example of a company using a game to teach, support, and reinforce valuable lessons. The project speaks the language of young people who have much of their experiences and lingo steeped in online play.

Two Hat Security fully believes and supports the work Riot is doing as a leader in the industry. We recognize that they are patiently working on a long-term project to impact online interactions for the better, helping form new online citizens that will go on to use all sorts of online platforms in a more purposeful and responsible way. **The more schools that sign up for the program, the greater the positive impact will be.**

Why connect digitally with students?

If we are serious about helping youth understand their roles and responsibilities online, we need to embrace the best opportunities we have to connect with them.

We need to support them, and help them learn skills that will stay with them in memorable and remarkable ways. A great way of accomplishing that is to teach through tools and systems that speak to their direct experience and current interests.

High School League of Legends Clubs offer a tangible opportunity for students, teachers, and parents to collaborate and learn more about digital citizenship – together.

It's our sincere wish that you will start a club. Also, we wish this wonderful project continues to be successful for many more years to come!

We need to embrace the best opportunities we have to connect with young people.

About Two Hat Security

Two Hat Security empowers gaming and social platforms to foster healthy online communities.

Powered by artificial intelligence and quality controlled by expert human review, **our flagship software Community Sift is a chat/image filter and automated moderation tool designed to not only protect online communities from abusive content but to help shape more positive, inclusive online behaviour**.

Community Sift has settings designed to block profanity, personal information, violence, and more for communities of all ages, including under 13, teen audiences, and adults.

Some of the world's most trusted online games, virtual worlds, and social apps, including Supercell (creators of Clash of Clans), Roblox, and Habbo use Community Sift to protect their communities and encourage positive online communication.

To learn more, visit us at twohat.com