Engagement and Impact 2018

Western Sydney University

WSU20 (CAH) - Impact

Overview

Title

(Title of the impact study)

> Young and Resilient: Transforming research, policy and practice to maximise the benefits of digital technologies for young people

Unit of Assessment

> 20 - Language, Communication and Culture

Additional FoR codes

(Identify up to two additional two-digit FoRs that relate to the overall content of the impact study.)

> 13 - Education

> 16 - Studies in Human Society

Socio-Economic Objective (SEO) Codes

(Choose from the list of two-digit SEO codes that are relevant to the impact study.)

> 95 - Cultural Understanding

Australian and New Zealand Standard Industrial Classification (ANZSIC) Codes

(Choose from the list of two-digit ANZSIC codes that are relevant to the impact study.)

> 57 - Internet Publishing and Broadcasting

Keywords

(List up to 10 keywords related to the impact described in Part A.)

> Young people

Digital Technologies

Mental health

Wellbeing

Policy

Engagement

Education

Social and cultural research

Children's and young people's rights

Sensitivities

Commercially sensitive

No

Culturally sensitive

No

Sensitivities description

(Please describe any sensitivities in relation to the impact study that need to be considered, including any particular instructions for ARC staff or assessors, or for the impact study to be made publicly available after EI 2018.)

Aboriginal and Torres Strait Islander research flag

(Is this impact study associated with Aboriginal and Torres Strait Islander content?
NOTE - institutions may identify impact studies where the impact, associated research and/or approach to impact relates to Aboriginal and Torres Strait Islander peoples, nations, communities, language, place, culture and knowledges and/or is undertaken with Aboriginal and Torres Strait Islander peoples, nations, and/or communities.)

No

Science and Research Priorities

(Does this impact study fall within one or more of the Science and Research Priorities?)

No

Impact

Summary of the impact

(Briefly describe the specific impact in simple, clear English. This will enable the general community to understand the impact of the research.)

Researchers at Western Sydney University ran an international program to ensure young people reap the benefits, not the harms, of digital technologies. The Young & Resilient Initiative impacted young people in 37 countries, as well as parents, policy makers and service providers and UN agencies, changing the global conversation about youth and technology. It facilitated 850+ young people to contribute to policy and service design; built capacity in 90+ government, industry and community organisations to develop evidence-based interventions and services to support young people; embedded child-centred approaches in digital media policy internationally; and helped organisations develop campaigns and resources promoting young people's rights, safety and wellbeing that reached 36m globally.

Beneficiaries

(List up to 10 beneficiaries related to the impact study)

1.Young people in 37 countries

2.Parents and grandparents in 37 countries

3. Policy makers: state (e.g. Victorian Department of Human Services) national (e.g Federal Department of Communications) international (e.g. UNICEF)

4.Advocacy organisations (e.g. WA Commissioner for Children and Young People)

5.Professionals across youth and technology sectors (e.g. Project Rockit, Alannah and Madeline Foundation)

6.Corporations: national and multinational (e.g. Telstra, Google)

7.Not-for-profit organisations (e.g. Twenty10, Foundation for Young Australians)

Countries in which the impact occurred

(Search the list of countries and add as many as relate to the location of the impact)

Algeria
Argentina
Australia
Bangladesh

Belgium
Brazil
Brunei Darussalam
Bulgaria
Canada
Colombia
Costa Rica
France
Germany
Iceland
India
Indonesia
Ireland
Italy
Korea, Republic of (South)
Malaysia
Mexico
Morocco
New Zealand
Nigeria
Philippines
Romania
Saudi Arabia
Serbia
South Africa
Spain
Sweden
Turkey
Ukraine
United States of America
Uruguay
Zambia
England
Northern Ireland
Scotland
Wales

Details of the impact

(Provide a narrative that clearly outlines the research impact. The narrative should explain the relationship between the associated research and the impact. It should also identify the contribution the research has made beyond

Young people's digital practices have concerned policy makers, practitioners and researchers for over 15 years, but the focus on risks and harms has downplayed the opportunities of the digital world. The Young and Resilient Initiative brought together diverse young people, parents, educators, service providers, technology companies and policy makers to co-produce actionable data, tools and resources for use in policy and practice. Via 33 youth-centred projects, the Initiative's approach and scale have helped transform research, policy and practice in Australia and internationally: from a narrow focus on risk to a broader concern for maximising the benefits of digital technologies for young people. As Anne Collier (Former Chair, US National Task Force on Online Safety) wrote:"many people representing three generations in multiple countries have benefitted from [the Initiative's] innovative, highly collaborative approach to changing the global conversation about youth and technology".

EMPOWERED YOUNG PEOPLE TO SHAPE POLICY AND PRACTICE

The Initiative positively impacted the self-efficacy of 850+ young people by enabling them to contribute directly to policy and service design, as informants, advisors, interns and co-researchers. For example:

-The Children's Rights in the Digital Age project partnered with UNICEF, Harvard's Berkman Center for Internet & Society and Digitally Connected (a global network of 150 youth-serving organisations) to consult with children internationally.From 2014-2016 submissions were received from 357 children in 36 countries. In a world first, their calls for digital policy to be child-centred were presented via report and video to the UN Committee on the Rights of the Child's 2014 Day of General Discussion, substantiating children's right to participate in decision-making that affects them (Convention on Rights of the Child).UNICEF Australia Young Ambassador, Phil Chan, said the project enabled "children to realise their rights… In any new policy or decision-making, it is absolutely important to listen to children's voices first-hand".

-The Safe & Well Online project worked with 500+ young people, 4 high schools and 25 public sector, community and industry partners across Australia over 5 years to examine how online campaigns can support young people's safety and wellbeing. Young participants felt empowered through sustained involvement and clear evidence that their views and ideas translated into recommendations or campaigns: "You could see where your considerations had been brought on board… [We] said, focus on exam stress… and it actually became a focus in the campaign"(Gemma, 18, Wollongong).

ENHANCED CROSS-SECTOR CAPABILITIES IN RESEARCH AND TRANSLATION

To support cross-sector collaboration, the Initiative strengthened the capacity of 90+ organisations in the technology and wellbeing sectors to co-generate evidence, interventions and further research–practice initiatives. For example:

-Third's method guide for the Global Kids Online toolkit was used by NGOs and governments in 8 countries to build research capacity and generate much-needed data on children's online practices in the global South.

-In participatory research with the Raising Children Network (Australia's largest federally-funded online parenting resource) 28 high-school students and parents/carers co-created recommendations for content that were then adopted. RCN's Senior Knowledge Exchange Specialist called this "a case study in successful research and co-development", stating "our team has learned from the robust, collaborative processes used".

-The Initiative hosted 5 cross-sector symposia (i.e. academia, policy, industry, community, and health and education services) for 90+ partners and 250 participants to share knowledge and strengthen the community of practice.

INFLUENCED POLICY

For example, the Children's Rights in the Digital Age project helped embed child-centred approaches in global decision-making about children and digital media. The report was distributed to 3.2m recipients internationally and led to high-profile industry keynote presentations (eg ASEAN Child Online Protection Conference, 2015; Family Online Safety Institute Conference, 2014), and the data underpinned a Case for a General Comment on Children and Digital Media to guide interpretation of the Convention on the Rights of the Child. In 2016, the Initiative was commissioned to generate evidence for UNICEF's flagship State of the World's Children 2017 report.

Consultations with children via the RErights.org co-research platform enabled the International Telecommunications Union to develop its cybersafety strategy (2016). According to international authority on children and media, Prof Sonia Livingstone (LSE), this "further[ed] the global deliberations over children's rights among the diverse stakeholders with power to act".

TRANSFORMED PRACTICE

The Initiative supported organisations to develop: 6 online campaigns that engaged 253k users globally; a co-

research and design toolkit; and 2 online co-research platforms used regularly by 550+ young people. These were used to shape policy and services that benefit young people. For example:

-eSmart Schools and Libraries Framework Evaluations (commissioned by Alannah & Madeline Foundation) were used to tailor the eSmart framework – successfully adopted to support digital literacy and online safety in 2,200 schools and 900 libraries Australia-wide.

-5 organisations and 140 young people, policy makers and practitioners co-created a Youth Engaged Policy Making Framework used to advocate for youth representation in decision-making processes in Australia

-Campaigns and resources promoting young people's safety and wellbeing reached 36m globally. Our web/mobile apps were used across the youth sector (eg Appreciate-A-Mate generated 85,500+ images and was a recommended resource of leading Australian services, Reachout.com, Butterfly Foundation, Wellbeing Australia and Medicare Local).

Associated research

(Briefly describe the research that led to the impact presented for the UoA. The research must meet the definition of research in Section 1.9 of the EI 2018 Submission Guidelines. The description should include details of:
- what was researched
- when the research occurred
- who conducted the research and what is the association with the institution)

The research investigated how to leverage young people's digital media practices to support their safety, mental health and wellbeing. It analysed the risks and opportunities of young people's online engagements, focusing on youth participation, marginalised young people, children's rights, and intergenerational dynamics shaping digital practice. The research developed and evaluated co-research and design tools and methods for researching with young people and other stakeholders, and critically assessed how social and cultural research can facilitate the translation of research into practice. 18 of the 33 Young & Resilient Initiative projects were conducted via 3 large-scale Young & Well Cooperative Research Centre projects (2011–16):

-Transforming Institutions and Communities: investigated technology-based strategies for positively transforming institutions' and communities' engagement with marginalised young people.

-Engaging Creativity through Technology: investigated how to reach, engage and connect vulnerable young people through digital creative content production and sharing

-Safe and Well Online: co-researched, designed and evaluated the role of online campaigns in promoting the safety and wellbeing of young people.

The research was conducted by several WSU academics: A. Third, P. Collin, L. Magee, L. Crabtree, T. Notley, M. Catanzaro, K. Robinson, P. Bansel, N. Denson, K. Sandbach, and M. Deitz. However the examples given in Details are the work of Third and Collin.

FoR of associated research

(Up to three two-digit FoRs that best describe the associated research)

16 - Studies in Human Society

References (up to 10 references, 350 characters per reference)

(This section should include a list of up to 10 of the most relevant research outputs associated with the impact)

1.Collin, P. (2015) Young Citizens and Political Participation in a Digital Society: Addressing the Democratic Disconnect. (London and New York: Palgrave Macmillan).

2.Collin P. Swist T. (2016) From products to publics?: the potential of participatory design for research on youth, safety and well-being. Journal of Youth Studies. 19(3): 305-318.

3.Ellis, L., Collin, P., Hurley, P., Davenport, T., Burns, J. & Hickie, I. (2013) Young men's attitudes and behaviour

in relation to mental health and technology: implications for the development of online mental health services. BMC Psychiatry. 13:119.

4.Collin, P., Rahilly, K., Richardson, I., and Third, A. (2011) The Benefits of Social Networking Services: A Literature Review, Young and Well Cooperative Research Centre, Melbourne.

5.Pope, J., Collin, P., Third, A., & Ogun, N. (January 2015) eSmart Schools Evaluation 2015. For Alannah and Madeline Foundation.

6.Third, A. (2016a) Researching the benefits and opportunities for children online. (London: UNICEF & Global Kids Online).

7.Third, A. (2016b) The Tactical Researcher: Rethinking Cultural Studies Research as Pedagogy. In ed. Andrew Hickey, The Pedagogies of Cultural Studies (London and New York: Routledge) 93-115.

8.Third, A. & Collin, P. (2016) Rethinking (Children's and Young People's) Citizenship through Dialogues on Digital Practice. In eds. Anthony McCosker, Sonja Vivienne and Amelia Johns, Negotiating Digital Citizenship: Control, Contest and Culture (London and New York: Rowman & Littlefield) 41-60.

9.Third, A., Bellerose, D., Dawkins, U., Keltie, E. & Pihl, K. (2014a) Children's Rights in the Digital Age: A Download from Children Around the World (second edition). (Melbourne: Young and Well Cooperative Research Centre and UNICEF).

10.Third, A, Forrest-Lawrence, P, Collier, A (2014b), Addressing the Cybersafety Challenge: From Risk to Resilience, Telstra Corporation, Melbourne. Available at: http://telstra.com.au/uberprod/groups/webcontent/@corporate/@aboutus/documents/document/uberstaging_279130.pdf

Additional impact indicator information

Additional impact indicator information

(Provide information about any indicators not captured above that are relevant to the impact study, for example return on investment, jobs created, improvements in quality of life years (QALYs). Additional indicators should be quantitative in nature and include:
- name of indicator (100 characters)
- data for indicator (200 characters)
- brief description of indicator and how it is calculated (300 characters).)