Citizen Empowerment Course

Module 5 | Assessment Exercise

Assessment Exercise 1: (5 Minutes)

1. What is the percentage (approximately) of the global population that uses the internet (according to 2022 data)?
    a. 90%
    b. 60%
    c. 50%
    d. 30%

Answer: b

Explanation: The internet is used by 5.07 billion people around the world today - equivalent to 63.5 percent of the total population.

2. How many people (approximately) in all over the world remain 'unconnected' to the internet? (according to 2022 data)
    a. 500 million
    b. 1 billion
    c. 3 billion
    d. 50 million

Answer: c

Explanation: More than 3 billion people remain 'unconnected', with the majority living in Asia and Africa.

3. What percentage (approximately) of internet users are connecting via mobile phones? (according to 2022 data)
    a. 70%
    b. 60%
    c. 90%
    d. 30%

Answer: c

Explanation: The vast majority of the world's internet users – 92.1 percent – use a mobile phone to access online.

4. What is the percentage (approximately) of global population that using social media (according to 2022 data)?
    a. 70%
    b. 60%

c. 50%

    d. 30%

Answer:b

    Explanation: 59.3 percent of the global population uses social media, which amounts to 4.74 billion people.

5. What is the average time (approximately) spent in social media daily (according to 2022 data)?

    a. 4 hours

    b. 30 minutes

    c. 1 hour and 30 minutes

    d. 2 hours and 30 minutes

Answer: d

    Explanation: Approximately two hours and twenty-eight minutes are spent each day on social media per user.

6. What is the average amount that users spend annually on online shopping (according to 2022 data)?

    a. $500

    b. $700

    c. $ 1000

    d. $2000

Answer: c

    Explanation: Online shoppers spend approximately $1,000 per year on consumer goods on ecommerce websites.

7. What is the percentage (approximately) of UN member states that use Facebook (according to 2018 data)?

    a. 90%

    b. 20%

    c. 10%

    d. 60%

Answer: a

    Explanation: Ninety-three percent (179 countries) of the UN's member states use Facebook.

8. Which of the following are considered important elements of digital activism?
    a. Using digital tools for civic engagement
    b. Organize activism initiatives using digital tools
    c. Build online communities
    d. Promote political mobilization and provides new ways to engage protesters
    e. All of the above

Answer: e

Explanation   : Digital activism includes the use of digital tools (the internet, mobile phones, social media, etc.) to achieve social and/or political goals.

9. Which of the below are considered comparative advantages of digital activism. *Select all that apply.*
    a. speed, and the ability to reach large numbers of people around the world
    b. Relatively Low cost
    c. easy to use
    d. People can hide behind profiles through social media activism

Answer: a,b,c

Explanation : A significant advantage of digital and online activism is its increasing accessibility, which is relatively cheap and easy to use, as well as its speed and ability to reach a large number of people around the globe.

Assessment Exercise 2: (10 Minutes)
1. You have to always acknowledge or attribute the creator of any digital content you use in your work
    a. True
    b. False

Answer: True

Explanation   : Be aware of any restrictions on the use of digital content when you use it. Always acknowledge or attribute the creator of any digital content you use in your work.

2. Which of the following are part of the five areas of the Digital Competence Framework?
    a. Information and data literacy
    b. Digital content creation
    c. Creating Synergies

Answer: a,b

Explanation : Digital Competence (DigComp 2.0) is a framework that identifies the key components of digital competence in 5 areas: Information and data literacy; Communication and collaboration; Digital content creation; Safety and Problem solving.

3. How many competences are described in Digital Competence Framework?
    a. 21
    b. 19
    c. 10

Answer: a

Explanation**:** The five areas of digital competency are divided in 21 digital competencies

4. You <u>always </u>need to ensure that the information is accurate, valid, and updated.

    a. True
    b. False

Answer: a

Explanation: Critically evaluate information to assess its relevance, usefulness, and reliability.

5. Managing data, information and digital content are not considered an important digital competence in the Digital Competence Framework.
    a. True
    b. False

Answer: False

Explanation**:** Managing data aspect is included in the Competence area 1: Information and data literacy

6. There are no restrictions to the use of digital content
    a. True
    b. False

Answer: False

Explanation**:** Be aware of any restrictions on the use of digital content when you use it.

7. Creating meaningful digital content requires you to address your audience's needs appropriately by understanding their needs.

   a. True
   b. False

Answer: True

Explanation**:** Address your audience's needs appropriately by understanding their needs

8. Digital skills are not considered important in the 21st century

   a. True
   b. False

Answer: True

Explanation: Digital skills considered one of the most important skills in the 21st century

9. The European Commission developed the Digital Competence Framework (DigComp 2.0) to assist citizens in understanding the level of their digital skills.

   a. True
   b. False

Answer: True

Explanation**:** DigComp was first published in 2013 and has become a reference for many digital competence initiatives at both European and Member State levels.

10. Which of the following are considered as digital content?

   a. Video: eg. YouTube, Hulu, CBS All Access, Disney+, HBO Max,
   b. Audio- Music: eg. Spotify, Pandora, last.fm
   c. Images: eg. Imgur, Flickr, DeviantArt, Instagram, Snapchat.
   d. Text : eg. Blogs, Websites
   e. Hardcopy newspapers and magazines

Answer: a,b,c,d

Explanation **:** Digital content is data that is produced and supplied only in a digital form.

Assessment Exercise 3: (10 Minutes)

1. E-Petitions do not always result in successful policy changes
   a. True
   b. False

   Answer: a

   Explanation **:** E-Petitions do not always result in successful policy changes, but very often it is the process that is more important than the outcome when it comes to the collection of signatures.

2. Which of the following are platforms of e - petitions?

   a. Change.org
   b. ipetitions.org
   c. Avaaz.org
   d. Indiegogo

   Answer: a,b,c

   Explanation**:** Change.org, ipetitions.org and Avaaz.org are considered one of the main e- petitions platforms.

3. What is <u>not </u>participatory budgeting?
   a. citizens decide how part of a municipal or public budget is to be allocated.
   b. A process which allows citizens or residents to identify, discuss, and prioritize public spending projects, and is intended to give citizens the power to decide how funds are spent.
   c. Citizens decide the amount of the yearly governmental budget

   Answer: c

   Explanation**:** participatory budgeting procedures are usually focused   on local and regional budget allocation.

4. Which of the following are considered tools of digital activism?
   a. Social media platforms
   b. Vlogging
   c. E- petitions
   d. All of the above

   Answer: d

Explanation: Social media platforms, vlogging and E- petitions are considered important tools of digital activism.

5. Before you launch your blog it is important to prepare your profile

   a. True
   b. False

   Answer: a

   Explanation   : A biography or about page should be created. The person behind it will be of interest to people.

6. Online consultations are conducted through a dedicated platform that lists both open and closed consultations.
   a. True
   b. False

   Answer: a

   Explanation: The input of participants is collected through web-based questionnaires, which are published on the consultation website unless respondents desire to remain anonymous.

7. E - Petitions are only accessible to states and international organizations
   a. True
   b. False

   Answer: b

   Explanation: It is possible also for individuals to launch petitions on these platforms and mobilise worldwide support for a particular cause.

8. What is the optimal range of number of weekly posts on a Facebook page?
   a. 5 - 10
   b. 10 - 15
   c. 1- 5

   Answer: a

   Explanation: 5 - 10 posts a week is optimal, with no more than 3 a day. This is a good balance of making sure others see what you are posting, but also that you are not overwhelming them.

9. What is the first thing that you have to do before you start vloggin?
    a. Select a theme of your vlog
    b. Choose your target group
    c. Choose a platform (Youtube, Facebook, TikTok).

Answer: a

Explanation   : What is your passion? Writing about your passion helps you continuously come up with great content ideas. Think about the keyword of your theme.

10. Which of the following are examples of online crowdsourcing activities?
    a. report issues such as garbage collection, potholes in the streets
    b. encourage drivers to self-report accidents
    c. reports illegal actions
    d. All of the above

Answer: d

Explanation: E - Crowdsourcing is the practice of turning to a body of people to obtain needed knowledge, goods or services via digital tools.

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EMpowERinG civic Engagement and participation