

Netiquette in the Age of Social Media

...time for a reality check.

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PRELIMINARIES...

- This presentation is designed to be “tongue-in-cheek”;
- If you take yourself too seriously, then this presentation probably isn’t for you;
- You must be 18 or older to attend;
- This slide deck is intended as a presentation aid only, not a stand alone guide or training tool.

DIGITAL CITIZENSHIP

- Digital Citizenship
 - This presentation is NOT about Digital Citizenship, however, if you'd like to learn more about that, please visit <http://www.digitalcitizenship.net>.
 - However, I really like the way they've categorized everything into 9 basic elements.
 - Makes it a lot easier to walk us through the various high level topics for anecdotes and such.
 - Let's begin: All of the following slides were almost all built from material at <http://www.digitalcitizenship.net>.

NETIQUETTE

- **People=??**
- **Benefit of the Doubt=BD**
- **T=Time**
- **Privacy=P**
- **Me=x**
- **Social Media Use=ROI**
- **Leave Me The Fudge Alone=LMTFA**

DIGITAL ACCESS

- Everyone basically has access to the digital community in today's age.
- That do not have "access" have typically voluntarily opted out.
 - By way of simple personal choice;
 - By way of incarceration; or
 - By way of extreme geographic isolation.
- There was a time when everyone did not have the ability to access the digital community.

DIGITAL COMMERCE

- Online gambling;
- Satellite TV hacking (those were the days...);
- Pirate software/keygens/etc.;
- Pirated movies, DMCA, etc.;
- Deep Web, Dark Web, Silk Road, etc.;
- Bitcoin, Litecoin, Whoppercoin, Fonziecoin;
- Plagiarism;
- Good old fashioned buying stuff...

DIGITAL COMMUNICATION

- Email
- Instant Messaging
- MySpace
- Facebook
- Calendaring (*****THE BANE OF US ALL*****)
- Twitter
- Instagram
- SMS/MMS/iMessage, text messaging.

DIGITAL LITERACY

- Basically, this is a term to describe just how well someone knows how to use the various tools, hardware, software, etc. the digital age has provided us.
- Examples include, but are by no means limited to:
 - How to google before wasting someone's time;
 - How to read the "Howto" documents before wasting someone's time;
 - The ability to understand when, where, and how various log level detail is required or may be desirable;
 - Basically, the list goes on and on and is dynamic depending on the context.

DIGITAL ETIQUETTE

- The expectation that various mediums require a variety of etiquette.
- Certain mediums demand more appropriate behavior and language than others.
- Certain mediums demand a “tougher skin” than others.
- Certain mediums should simply be avoided all together.

DIGITAL LAW

- This is where enforcement occurs for illegal downloads, plagiarizing, hacking, creating viruses, sending spams, identity theft, cyberbullying, and so forth.
- Can you say “paper tiger”?!!!!
- Allocation of LE resources is a major barrier to enforcement.
- Civil litigation is too cost prohibitive for all but the wealthiest individuals or entities.
- **BWAHAHAHAHAHAHAHAHAHAHA!**

DIGITAL RIGHTS AND RESPONSIBILITIES

- This is the set of rights digital citizens have such as privacy, speech, and so forth.
- Uhhh...
- Oh wow...let's just open this up to Q&A immediately.

DIGITAL HEALTH

- Digital citizens must be aware of the physical stress placed on their bodies by internet usage.
 - They must be aware to not become overly dependent on the internet causing eye strain, headaches, stress problems, and so on.
- Ergonomics
- Get out there and check out that big blue room with the giant yellow lamp!
- Learn to “check out” and take vacations from online and computer related activities.

DIGITAL SECURITY

- This simply means that citizens must take measures to be safe by practicing using difficult passwords, virus protection, backing up data, and so forth.
- This is perhaps the deadeast horse in audit today...

CONCLUSION

- Questions?
- For more information about the concept of Digital Citizenship, visit:
<http://www.digitalcitizenship.net>
- The speaker is in no way, shape, or form, affiliated with Digitalcitizenship.net and any opinions or comments are entirely the speaker's own.