FACEBULL

Thu, 15/10/2015 - 11:05 -- Federica Ercoli
Type of tool:
Activity
Duration:
60-90 min
Topics addressed:
Communication
Peer Education
Social inclusion

FACEBULL is a role-play that simulates the operation of one of the most popular social networks, Facebook, trying to bring out some dynamics of violence developing in social networks.

Aim:

Facebull is an active, participated and creative instrument that show the nature of social networks, Facebook in particular, and make you reflect on how everything that we publish on the social community is absorbed by the virtual world, becoming available to people who can use it as they want. Cyber-bullies, instigators, fakers can easily access to our profiles, comment photos or posts or videos that may harm our image and our credibility in the real world. "Like", innocent comments and sharing accelerate and enhance the cyber-bullies' activity, making the online spread of pictures, words or videos uncontrollable. On the web, then, violence increases easily.
the aim was then to educate youths at a more positive use o web, thinking about their actions and the conseguences that actions can have in the real life.

Methodology:

The tool proposed is an example of the approach we use with youths in the project mentioned above, "Non bull-Arti di me", but even in the projects we realized later.
The working approach adopted involves the promotion of life-skills in young people, namely socially positive skills and attitudes that will accompany them for the whole of their lives, regardless of the evolution of social networks and Web pervasiveness. In particular, it aims to educate youths in building positive relationships and thinking in how and what we communicate to ourselves and to the others on the web and about the responsibility we share in the face of on-line violence with which we come into contact, and which young people have the opportunity and the duty to side against.
In order to do that, we incentivize the developing of tools that make youths more participating and that stimulate creativity and immagination.
So, art and creativity are in our approach the best means through which young people can hold out against violence in general and cyber-bullying in particular in a non-violent way, discover skills and self-confidence, communicate easilier with their peers and become, they in turn, messenger of positive educational principles. Since the virtual world is a space for young people and is a very real part of their social life, the projects intended to affect more broadly on their health and their well-being, avoiding, however, to demonize the web. On the contrary, in fact, it shows how this can be

an instrument of positive sociality and skills development, that can be spent on the job too.

Step by step process:

All participants are given a sheet each one, markers, magazines and newspapers from which they can crop images, articles or words. With the material made available, everyone must first build its own profile and its own page, with name and surname (real or fake), photos, comments, articles representative of themselves or their mood. Once this first phase is done, each one, in silence and with the help of post-it, comments on the pages of the other participants engaging communicative dynamics. During this second phase, some of the participants, to whom had been previously and secretly assigned a specific role, will go around their mates' profiles to post and comments depending on the task they have been previously assigned.
It is important to carefully choose the subjects to assign the specific roles which we have mentioned above; the roles can be assigned for affinity or opposition between the role and the personality of the person who will interpret it, depending on the dynamics that you are interested in developing in the group.
The debriefing focuses on an initial analysis of participants' pages. In order to facilitate this time of sharing and reflection, conductor can ask participants if something particular happens during the activity and if something on their Facebull page makes them feel uncomfortable or embarrassed. All are invited to express their thoughts and read comments posted on their pages, but no one is forced to do it. The conductor must take care to point out that people's behavior may result from a role attributed to some mates, who will be then invited to describe their action and the comments left. Then follows a discussion on the experience that each one may have lived in reality, on any cases of cyber-bullying which they attended and the role they have played in that situation (as actors or spectators): "have you ever witnessed this type of situations?"; "have you ever played the role assigned to you?"; "do you recognize yourself in some other role here described?"; "how did you behave?"; "were you satisfied with the behavior that you was keeping in that situation?" etc ..).

Materials and resources:

A4 sheets, markers, magazines, scissors, glue, sticky notes, the bill for the home of Facebull (if you work in a
class it could be helpful to use the blackboard).

Outcomes:

Thanks to the dynamism of the activity and the opportunity to give space to the imagination, youths have the chance to think together about the dynamics developing online and compare on the ideas they have (sometimes even contrasting) on the bother that this use can provocs on the victims and its social relationships.
On the contrary of what we had thunght at the beginning, youths know the security measures given by Facebook and the other social network too. What we noticed, is that few of them actually active them.

Evaluation:

Facebull is a effective tool usefull to carefully analyse the web and its dynamics. It is the chance to compare with youths making them take part to the activity and the following discussion in a participating and creative way.
If proposed to very numerous groups, it is necessary a previous carefull preparation of materials and procedure. It is important think about the way you want participant to communicate each other during the activity, i.d the way to post on the wall and on the others' profiles (consider the space available),

and the type and the number of roles you intend give around.
Finally, make sure that all profiles are commented.

Notes for further use:

I intend to deliver a WORKING WITH TOOLS workshop and share it IN THE MARKET PLACE.

I am going to implement the tool making people actively participate to it, showing them how we implement it and copare with them too.

I have already used the tool Facebull during the past projects we implemented on Cyber-bulling, and shown it during the Italian Tool Fair in Rome.

Rating:

Average: 5 (1 vote)

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