WABE

DIGITAL CITIZENS

Digital Well-Being for Youth

OBJECTIVES

- **Showcase an original or ideal app's features and how those will hold the attention of its users**

- **Highlight the features of this app that you feel negatively impact people and how they do.**

- **Demonstrate or explain how you would redesign the app to focus primarily on the well-being of its users**

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Think-Pair-Share

On your own, think about how you'd redesign or change your app to prioritize the well-being of users first. You will have about 10 minutes.

- **Evaluate whether you'd keep your app design the same, or if you'd change it, and if so, how?**
- **You do not need to create a new app now. If you don't have your "App Design" sheet, then take this time to fill out pages 1, 2, and 4 as best as you can with the time you have.**
- **Keep in mind that you are designing the app with total focus on keeping users' attention at first, not their well-being.**

Pair-Share

1. **Share the following with each other:**
- what your app is and if and how you just changed if from your original app design idea from the Common Sense Education curriculum, Lesson 2: "Design Tricks."
- its features that will hold users' attention and those that will negatively impact them
- how you'd change it to prioritize users' well-being. Keep shares to 1 minute per person.
2. **Share any positive thoughts either of you have about the app they shared.**

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Pair-Share

1. If you'd like feedback on how they could improve the app, share those with each other.
2. With the last 3 minutes, share your idea for how you could showcase this app in a media format. Or if you'd like to showcase in general how you feel apps should be designed to both hold users' attention and prioritize their well-being, you can do that. For those who are planning on doing this project as a pair or group, decide whose app idea you will showcase or what your key ideas will be if you are going to showcase apps in general

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TYPE OF APP SHOWCASING YOU WILL DO

Option 1:
Create An App and Showcase It

Actually create the app you designed and show the various features that you feel will keep users' attention

Discuss the features of your app that could negatively impact users

Show the changes you make to your app that prioritize the well-being of its users and and how these changes prioritize them

Option 2:
Discuss/Share An App You Would Create + Showcase Your Idea

Discuss or show in a creative way the app you would create, explaining the various features that you feel would keep users' attention

Discuss the features that your app would have that could negatively impact users

Show the changes you would make to your app that prioritize the well-being of its users and how these changes prioritize them

If you do option 2, it is ideal and most engaging for viewers to show an example of the app features (that you are highlighting keep their attention and negatively impact them). Since option 2 doesn't involve actually creating an app, you can pull examples from the internet or social media, as long as you cite where you got them from (use the Reference Sheet provided).

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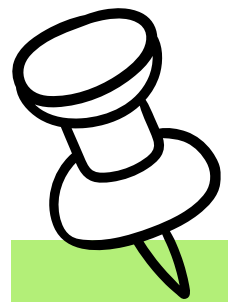
HOW TO FORMAT YOUR ORIGINAL CONTENT CREATION

Create your content in a way that is culturally relevant and appealing.

Culturally relevant: "*means incorporating awareness, understanding, and responsiveness to the beliefs, values, customs, and institutions (family, religious, etc.) and ethnic heritage of individuals or those identified cultures of persons with specific disabilities…*"

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Be creative and engaging.

You may decide to act out an app in your chosen media format, interview a person as if they're an actual app talking back to you, make a rap, host an interview about it, etc. There's so many ways you can do this. The main thing is that whatever you choose to do is your own creation and it is entertaining, fun, and interesting to watch, hear, or read.

Make sure your content creation is 2 - 3 minutes long. Podcasts can be 10 - 20 minutes.

Make sure content creation is original. Use your own thoughts and ideas to create this media content from scratch. Please do not recreate something you saw or take parts of someone else's creation as your own. Besides, we can sometimes run into legal issues if we take from someone else's posted or published content.

MEDIA FORMATS

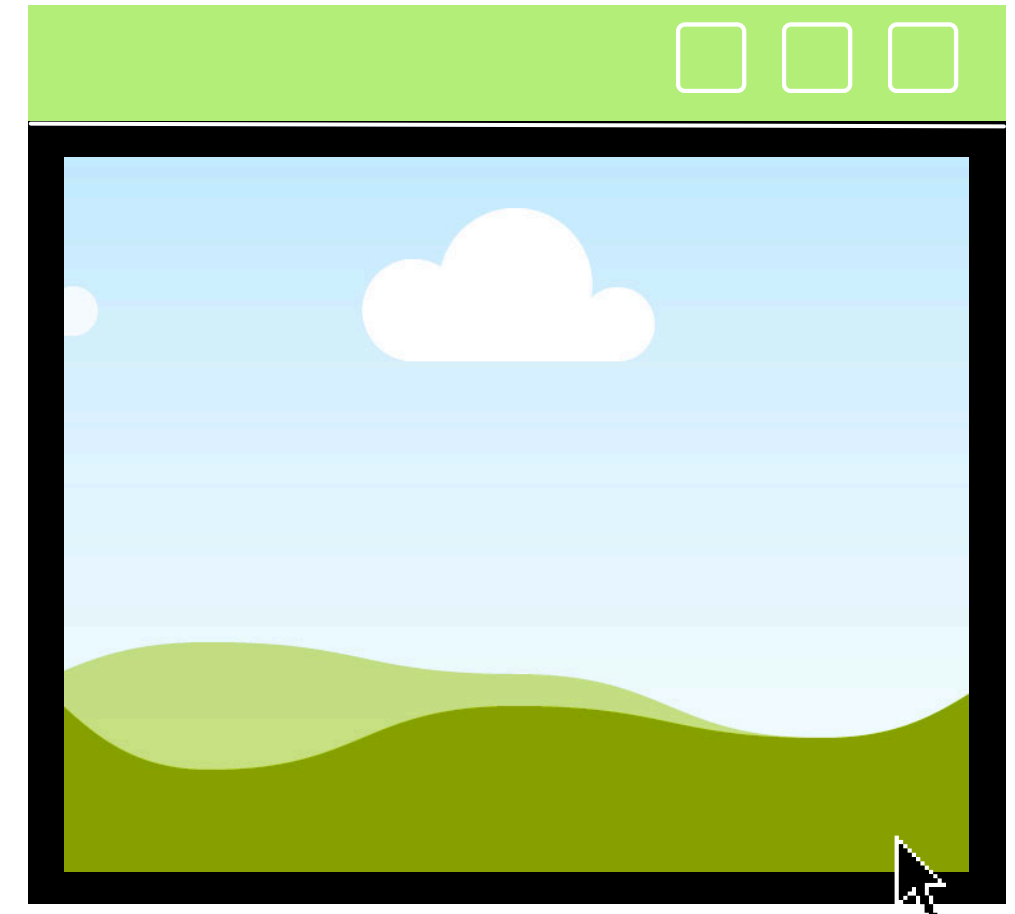**Select the Media Format You Will Use for Your Original Content Creation:**

tinyurl.com/originalWABE

1. PSA

An audio or video message shared with the public that raises awareness about an issue. "PSAs are designed to make the public or specific audiences more aware of an issue or epidemic and lead them to make a change or take action."

- **Examples:**
  - *"Who's Following You?" see this YouTube video example*
  - *"Are You Living an InstaLie?" see this YouTube video example*

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MEDIA FORMATS

Select the Media Format You Will Use for Your Original Content Creation:

tinyurl.com/originalWABE

2. Short-Form Video Content

(To share on WABE-TV, Instagram, TikTok, Snapchat, X/Twitter, or some other social media platform): Designed for the short attention span of much of the public. Meant to "get to the core of your content, quickly!" It allows viewers "instant gratification." "According to Influencer Marketing Hub, 96% of consumers prefer short-form content."

Examples (note: these don't have all parts of your assignment, but they are showcasing apps):

IG App Trick

TikTok App Tricks 1

TikTok App Tricks 2
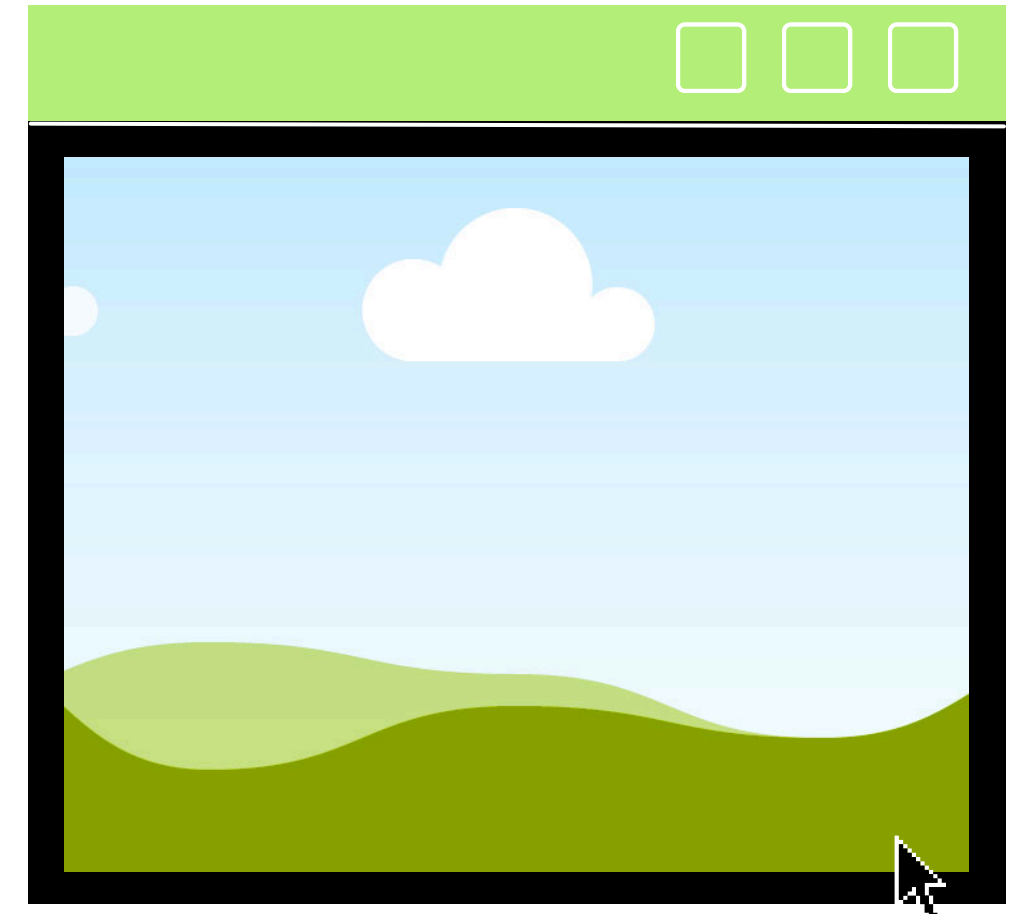
Select The Topic

Create the app you designed on a phone or computer/laptop to showcase in some media format for others to see in the media format you choose.

- **You do not have to design another app if you already did so in the Common Sense Education lesson, "Design Tricks." You can use that one.**
- **Whichever of the 2 options you choose, remember to lay out your design of the app with first grabbing and keeping users' attention in mind, regardless of how it may negatively impact or harm them.**
- **Redesign or change the app to prioritize users' well-being first over anything else**

Remember, some of your content creations may be on WABE's radio or TV platforms - an exciting opportunity! Do your very best in creating them - we want to see what's important to you shown in an engaging, captivating way!

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SELECTING MY APPS ORIGINAL CONTENT CREATION

- Which option you will use for your app's original content creation?
- What will your app be? {i.e. the type of app (fashion, health, community), what it's for, what it does, etc.0} Refer to your "App Design" from the Common Sense Education curriculum, Lesson 2: "Design Tricks" if working alone, or if using your app idea for your pair or group.
- List 3 or more features your app will have that you feel will keep users' attention.
- List 3 or more ways you feel your app (or if you selected option 3, apps in general) negatively impacts its users. Explain how these ways negatively impact users.
- List 3 or more ways you will or would redesign your app (or if you selected option 3, apps in general) to prioritize the well-being of its users. (In other words, how would you put their needs and what's best for them first in the app design, before considering how to grab and keep their attention?)

- What media format will you use to showcase your app idea?
- (*You may need to complete this question outside of class*) Which 2 apps did you find that you will show in your content:
  - 1 app that has at least 3 of the design tricks you learned in the Common Sense lesson:
    a. Name of App:
    b. Design Tricks it has (minimum of 3):

  - 1 app that either enhances or doesn't harm users' well-being:
    a. *Name of App:*
    b. *How it enhances users' well-being or doesn't harm the users' emotional well-being:*

RUBRIC

The rubric at the end of your student handout is a good way to check if you are including in your creation the key parts required. It also helps you see what a high quality creation looks like.

Rubrics Components	4	3	2	1	Student's Score
Showcase an originally created app, app you would create, or how apps should be in general	1 of the 3 ways to showcase an app is done with great clarity, and shows the app in detail	1 of the 3 ways to showcase an app is done with some clarity, and shows some detail of the app	An app is showcased but not in 1 of the 3 required ways	An app is touched on but not barely explained or shown	
Show/explain the various app features that would keep users' attention	3 or more app features that look to keep users' attention are thoroughly explained or shown	2 or more app features that look to keep users' attention are explained or shown in a clear though not very detailed way	1 or more app features that look to keep users' attention are explained or shown clearly or 2 or more are but with little clarity or detail	App features that would keep users' attention are vague and overall unclear. Difficult to tell what the app features are	
Discuss or show app features that could negatively impact users	3 or more app features that could negatively impact users are shown or explained in detail	3 app feature that could negatively impact users is shown or explained in some detail or 2 or more are shown or explained in minimal detail	1 app feature that could negatively impact users is shown or explained with little detail or 2 or more are shown but not explained	Difficult to identify clear discussion or showing of app features that could negatively impact users	
Show/explain how you'd change app to prioritize the well-being of users	3 or more specific ways of how you'd change the app to prioritize the well-being of users are clearly explained or shown	3 or more ways of how you'd change the app to prioritize the well-being of users are somewhat clearly explained or shown or 2 are clearly explained or	1 specific way of how you'd change the app to prioritize the well-being of users are shown or explained with little detail or 2 or more are displayed but	Unclear what change to the app you'd make. Some reference to it being changed may be made.	

			shown	little to no explanation given		
Explain how these changes would help users' well-being	Clear and detailed explanation of how these changes would help users' well-being	Clear and basic explanation of how these changes would help users' well-being	Vague explanation of how these changes would help users' well-being	Unclear/confusing/incomplete explanation of how these changes would help users' well-being	
Include 1 app you find that has 3 design tricks you learned in Common Sense lesson	3 or more design tricks are clear explained and trick is clearly shown in PSA or reel	2 or more design tricks are clear explained and trick is clearly shown in PSA or reel	1 or more design tricks are clear explained and trick is clearly shown in PSA or reel or 2-3 design tricks are listed but not explained or shown	Unclear what the design tricks are of this app.	
Include 1 app that enhances or doesn't harm users' well-being and how	Explains in detail how this app shows helps or doesn't harm a users' well being and gives a visual of such	Explains briefly how this app shows helps or doesn't harm a users' well being and gives a visual of such or explains in detail but no visual	States how the app helps or doesn't harm a users' well being but gives no explanation or visual	Unclear how the app helps or doesn't harm users' well-being. Not mentioned or shown clearly	
Creative, catchy storyline	Storyline is intriguing, entertaining, shows great imagination	Storyline is somewhat intriguing, entertaining, shows some imagination	Storyline lacks imagination and excitement.	Storyline is not entertaining and does not show imagination.	
One of the specified media	One of the allowed media	One of the allowed media	One of the allowed media	One of the allowed media	

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formats: PSA or short-form video	formats was used and displayed with quality of presentation	formats was used and lacked quality of presentation	formats was used but low in quality	formats was attempted but not completed	
Culturally relevant and appealing	Applies and is relatable to today's culture in terms of storyline, cultural practices and habits, language, trends, etc. Very appealing to watch.	Applies and is somewhat relatable to today's culture in terms of storyline, cultural practices and habits, language, trends, etc. Somewhat interesting to watch.	Lacks clear awareness of culture in how content was portrayed. Has little appeal to watch.	Is not relatable to today's culture in its storyline and has vague or unclear references to our culture's practice. Not appealing to watch.	
60 - 90 seconds long	Time minimum and maximum are followed and well utilized (no dead time or evident time wasters)	Time minimum and maximum are followed and well utilized, but a little dead time and/or evident time wasters)	Slightly under the minimum time requirement or over the maximum time requirement	Grossly under the minimum time requirement (more than 35 seconds under the time under) or grossly over the maximum time requirement (more than 2 minutes over the max time)	
Original/self-c reated	Very unique and first of its kind in how it's done and/or presented	Unique and first of its kind in how it's done and/or presented	Somewhat unique and first of its kind in how it's done and/or presented	Not unique or original. It seems to have taken ideas from elsewhere or just lack original ideas.	

THANK YOU

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