



JUST/2011-2012/DAP/AG/3259

Tabby Trip in EU

Threat Assesment of Bullying Behaviour in Youngsters TRansfering Internet Preventive procedures in Europe"



Observatoire International de la Violence à l'Ecole



Area of intervention



- 4.1.7 Media violence, particularly violence linked to new technology and social networking tools (MV)

Partnership



Applicant

- Department of Psychology

Partners

- 1) University of Cyprus (CY),
- 2) Aristoteles University of Thessaloniki (GR),
- 3) Eszter Foundation (HU),
- 4) Centre for the Study of Democracy (CSD),
- 5) Chiamamilano (IT)
- 6) Department of Developmental and Educational Psychology (Spain)
- 7) European Observatory of Violence in Schools (France)
- 8) Centre for psychoeducational services, Kazimierz Wielki University (PL)
- 9) TiconBlu (IT)
- 10) Ministry of Education Associate partner IT

Summary of objectives:



- 1) Develop the actuarial Tabby self-assessment risk on line tool based on significant predictive risk and protective factors derived from the first Tabby project.



- 2) Increase adults (teachers, parents) and youngsters' understanding of the **negative impacts of new technologies** with regard to cyberbullying and cybervictimisation and **assess the impact** of the educational and psychological activities undertaken with the Tabby Trip toolkit, **to reduce risky behaviours and make right choices on line.** This will be done by extending the outcomes, the rationale and the expertise developed during Tabby in Internet to additional EU countries, regarding:
 - a) training of new EU partners on cyberbullying, cyberthreats and sexting;



- b) translation and adaption of the Tabby toolkit materials in the additional 3 EU countries languages (ES, FR, PL);
- c) train teachers of each partner on the Tabby Toolkit;
- d) conduct an action research with data collection and intervention on self risk assessment via the new actuarial Tabby on line, use of videos and booklet,
- e) follow-up to measure **changes of level of risk**, and increased awareness and reduction of violent on line behavior;



- **3) Change on line risky behaviors** by developing an interactive ‘catchy’ video-game ‘Tabby’ in HTML5 format for the development skills and knowledge on safe internet use. The videogame helps change attitudes and behaviours and teach best ways to be in the cyber-world and surviving in it. The videogame is a ‘serious game’ for educational purposes with interactive immersive features strategic for digital natives; it will be used in schools via the teachers who will gain from students the feedback as part of their learning process. It will be designed and disseminated in all the EU languages of participating countries.



- 4) Establish **efficacy of action research** awareness program by gathering long term follow-up data on sensitivity of assessment of threat on future behavior in all EU Tabby partners.
- 5) Publish and disseminate results

Workstream O: Management and coordination of the project



All duration, December 2012 – December 2014

Activities:

- 1) General Management. In sight visits

- 2) Financial Management
Kick-off meeting in Brussels

- 3) First meeting in Milan

- 4) Monitoring



- 5) Efficacy – Efficiency - External evaluator
- 6) Steering committee

Workstream 1: Transfer, Train the Trainer in Tabby



Objectives:

- **Transfer knowledge**, expertise and procedures on threat assessment of bullying behavior among youngsters on internet.
- **Train EU partners** to become Trainers in each new participating country for teachers and students on the Tabby approach.
- **Produce the Tabby Toolkit** in the new partners' languages (booklet for teachers, videos, self-assessment questionnaire) (FR, ENG, ES, PL).

WS 1: activities

January 2013 - March 2014



- **1.1 Transfer Expertise (TE).** The applicant and representatives of the 'old' EU Tabby partners (IT, HN, BG, GR, CY) will play the role of experts for the new EU Tabby partners (FR, ES, PL). They will transfer their knowledge and competencies related to cyberbullying, cyberthreats and sexting, explaining about risk and protective factors, risk and threat assessment and about intervention programs.



- 1.2 Train the Trainer (TtT). The applicant with support of ‘old’ partners will provide new partners with information, knowledge and skills in order for them to become trainers of teachers back home, on the use of the Tabby toolkit.
- The Tabby toolkit developed in another Daphne project (JLS/2009-2010/DAP/AG/1340 AMG) consists of a **booklet for teachers**, 4 **video** describing cyberweb risk behaviors and self-threat assessment questionnaire (www.tabby.eu)



- 1.3 Tabby New Production (TNP). The material of the Tabby Toolkit which have been proven to be effective, interesting, and useful will be produced for the new partners. This material will be translated and adapted to fit cultural and legislative EU state settings.
- It will be produced on recycled paper (booklet and kit box) and on DVD and published on line so to save number of copies that will need to be reproduced.

Workstream 2: Catch up action research

April 2013 – December 2013



Objectives:

- **Increase knowledge** of teachers on cyberbullying, cyberstalking and cyberthreats by organising of seminars for the new EU partners
- **Provide teachers the know-how** on the use of Tabby toolkit and on how to use it with students

Objectives



- **Increase awareness** of students and parents on the safe internet use via the use of the Tabby toolkit.
- **Collect data** on the level of risk students pose before and after the intervention via the threat assessment questionnaire to establish impact of intervention, comparing experimental and control group of students (benefitting or not from the Tabby intervention)

Ws2: Activities



- **2.1 Teachers' Seminars (TS).** On each site, seminars will be organised by partners for teachers on cyber bullying and to learn about the Tabby Kit and how to use it.
- **2.2 Students' in Action (SA).** Trained teachers will work in their classes with students, via circle time, role playing, focus groups to make them know about the risks of the web and increase their awareness on internet risks. The intervention will last 6 months. This is called 'experimental group'



- **2.3 Data Collection (DC)** at stage 1 (before the intervention) and at stage 2 (after 6 months from the intervention of stage 1) via the CAWI.
- **2.4 Partners' Meeting in ES (PM).** Discussion of results, share concerns, discuss about content for next w.s.

Workstream 3: Let's play videogame!

April 2013 – June 2014



Objectives:

- **Increase youths' knowledge** of risk on line, especially in social networks, chat rooms, and develop strategies to stay away from risks and problems by developing a serious (video)game on cyberbullying, cyberstalking and cyberthreats to play to learn, and to learn to play, name 'Tabby Plays', that makes use of immersive features.

Objectives



- **Have teachers use of the Tabby video** game as part of their teaching course, to have students use the game and come up with results achieved, point, goals.
- **Change students' behavior**, via the videogame, when in the cyberworld by acquiring skills to face on line risks and use active and efficient problem solving strategies to reduce risk of cybervictimisation and of cyberbullying.

Objectives



- **Assess impact of the ‘serious game’ ‘Tabby Plays’** on level of students’ cognitive skills acquired and on their abilities to assess the risk of the cyberworld and act in order to reduce such risk.

Activities



- **3.1 Creation and Production of Tabby Plays (CPV).** Creation of the serious game, Tabby Plays, a videogame produced in HTML5 format compatible for PC, Ipad, Iphone, tablet, smartphone, that can be downloaded free from charge from the Ticonblu platform and from Amazon and the Daphne supported www.Tabby.eu website.



- **3.2 Partner Meeting (PM).** Partners will meet in FR to understand the use of the videogame, to practice, to score the system.



- **3.3 Inform Teachers about Videogames (ITV).** Teachers who took part in w.s. 2 will see the video game and its use, and understand about its use and procedure.



- **3.4 Videogame in Class (VC).** The Tabby Plays videogame will be used in the same 20-30 classes in each 9 sites that took part in the w.s.2 by teachers who will give it to students to play as homework. According to the results achieved, students will bring to teachers results, outputs.

Workstream 4: Global policy

8 months throughout the project



Objectives

- **Disseminate results**
- **Final assessment of impact of video**
- **Impact policy makes on safe net**

Activities



- **4.1 Publication and dissemination of Results (PR).** Results from the action research will be published on line and on scientific journals. Press conference



- **4.2 Production of EU Guidelines (EUG).**
Guidelines will be developed by the Tabby team for proposition at the EU commission for draft of policies on safe internet and social networks, chat rooms, and the cyberworld in general to reduce cyberbullying risks.

Risks/caveats



- Difficulty to have teachers involved. *How to manage this risk?*
- *Our problems. How we addressed them*