

# TECHNOLOGY APPLICATIONS

## Glossary for Digital Citizenship Strand

Glossary Term	Definition
<b>acceptable use policy (AUP)</b>	the set of rules governing how digital devices and networks may be used
<b>cookie</b>	a small file or part of a file stored on a World Wide Web user's computer, created and subsequently read by a website server, and containing personal information
<b>copyright law</b>	the body of laws and regulations that govern the exclusive rights of an author or creator to make copies, license, and otherwise exploit their literary, musical, or artistic work
<b>creative commons</b>	a set of various licenses that allow people to share their copyrighted work to be copied, edited, built upon, etc., while retaining the copyright to the original work (often used attributively)
<b>cyberbullying</b>	bullying that involves the use of any electronic communication device, including through the use of a cellular or other type of telephone, a computer, a camera, electronic mail, instant messaging, text messaging, a social media application, an Internet website, or any other Internet-based communication tool
<b>cybersecurity</b>	precautions taken to guard against crime that involves the internet, especially unauthorized access to computer systems and data connected to the internet
<b>cybersecurity attack</b>	any kind of malicious activity that attempts to collect, disrupt, deny, degrade, or destroy information system resources or the information itself
<b>data</b>	factual information (such as observations, measurements, or statistics) used as a basis for reasoning, discussion, or calculation; often includes both useful and irrelevant or redundant information and must be processed to be meaningful
<b>digital etiquette</b>	electronic standards of conduct or procedures that have to do with thinking about others when using digital devices
<b>digital footprint</b>	one's unique set of digital activities, actions, and communications that leave a data or digital trace on the internet or on a computer or other digital device and can identify the particular user or device

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<b>digital identity</b>	the collection of data about an individual, organization or electronic device that exists online
<b>fair use</b>	reasonable and limited use of copyrighted material so as not to infringe upon copyright
<b>hacking</b>	the act of identifying and then exploiting weaknesses in a computer system or network, usually to gain unauthorized access to personal or organizational data
<b>identity theft</b>	the fraudulent appropriation and use of someone's identifying or personal data or documents, such as a credit card
<b>intellectual property</b>	property that results from original creative thought, as patents, copyright material, and trademarks; an individual product of original creative thought
<b>malware</b>	an inclusive term for any software with a subversive purpose
<b>open source</b>	pertaining to or denoting software whose source code is available free of charge to the public to use, copy, modify, sublicense, or distribute; pertaining to or denoting a product or system whose origins, formula, design, etc., are freely accessible to the public
<b>phishing</b>	a form of fraud that involves masquerading as a trustworthy entity in an electronic communication (often using forged emails or websites) in order to persuade users to disclose sensitive information such as usernames, passwords, or credit card details
<b>public domain</b>	the status of a work, such as a program or document, where the author has irrevocably waived any copyright in the work so that it can be freely copied and used; the status of a literary work or an invention whose copyright or patent has expired or that never had such protection
<b>user account</b>	a digital location that stores a computer username, password, and other information