

The 4th Wave Evolution of Digital Citizenship Concept? Proposing Digital Citizenship Concept for Malaysia Context

Nur Atikah Ahmad

Faculty of Educational Studies, Universiti Putra Malaysia 43400 UPM Serdang, Selangor, Malaysia

Aminuddin Hassan (Corresponding author)

Dept. Foundation Studies, Faculty of Educational Studies, Universiti Putra Malaysia

43400 UPM Serdang, Selangor, Malaysia

Sharifah Intan Sharina Syed Abdullah
Faculty of Educational Studies, Universiti Putra Malaysia
43400 UPM Serdang, Selangor, Malaysia

Siti Suria Salim

Faculty of Educational Studies, Universiti Putra Malaysia 43400 UPM Serdang, Selangor, Malaysia

Received: Oct. 7, 2021 Accepted: Nov. 15, 2021 Online published: Nov. 22, 2021

doi:10.5296/ijhrs.v11i4S.19231 URL: https://doi.org/10.5296/ijhrs.v11i4S.19231

Abstract

Online world demands new sets of characteristics to warrant the ability to cope with its constantly evolving challenges and risks. Digital citizenship, a concept introduced, focusing on new ways of learning and exploring in an online environment safely, securely, and appropriately. The evolution of digital citizenship could be seen along with the changes in technology used in education, and requires students to engage with technology longer hours



than before. Thus, how can we approach the challenge of using technology actively and immersively, while maintaining sanity and wellness, and building resilience to potential online risk? Thus, this conceptual paper proposes a new concept of digital citizenship by bridging the notions of wellness and resilience from the psychology discipline into digital citizenship, for its feasibility in the Malaysian educational context. This paper argues the necessity and potential integration of the spiritual element that is lacking in the existing digital citizenship concept, which has proven its significance in enhancing wellness and resilience of adolescent in the literature. It is hoped this fourth wave of proposed digital citizenship concept would bring fruitful discussion and contribute to a better understanding of how one might better socialize online or participate with others in a positive and meaningful way. Thus, only then, digital resilience and digital wellness will be established and a better future online society will be formed.

Keywords: digital citizenship, digital resilience, digital wellness, adolescent, education technology

1. Introduction

1.1 Digital Issues of Adolescents

Tremendous efforts in diffusing technology in education, exposing the youngster to the potential harms associated with the use of technology in education (e.g. social and mental health problems). For instance, online-based learning causes adolescents to become vulnerable to the seamless online dangers, which heralded the increment of unwelcome digital issues such as online misconducts, inappropriate production of online content, plagiarism, cyberbullying, addiction, and sexting (Crimmins & Seigfried-Spellar, 2014; Livingstone & Haddon, 2012). In addition, wellness and psychological issues such as technostress, depression, and social withdrawal (Judi et al, 2013; Lee et al., 2014; Tsitsika et al., 2014).

Fostering technology with only digital access and digital literacy is proven less ample due to their lack of ability in using online technology meaningfully (Akçayır et al., 2016; ECDL Foundation, 2014). It is found that higher online skills and online engagement on social and leisure contents are significantly increase online misbehavior (Bozoglan et al., 2014; Park et al. 2014). It occurs when the internet is used to relieve and escape from the negative feelings, by seeking pleasure negatively, to perpetrate others or themselves. This may lead to bad academic achievement and well-being or worse, it could also lead to brain effect and suicide, especially for the cyber victims (Hawi & Samaha, 2016; Kühn & Gallinat, 2015; Lee et al., 2014; Lutz et al., 2014).

According to McNicol and Thorsteinsson (2017) and Hawkins (2002), individuals with high digital skills who engage in illegal activities are due to moral weaknesses, uncontrolled emotion, antisocial behavior, and a lack of empathy for others. Spirituality, on the other hand, has the ability to increase emotion control, prosocial and moral behavior, and the wholeness of adolescent wellbeing (Žukauskienė, 2014). Furthermore, it serves as a strong inner strength to one's willingness and grit to perform positive behavior in any circumstance



throughout one's lifetime (Hamzah et al., 2010; Ismail & Rahman, 2012; Waldo, 2014).

Despite its potential for overcoming digital issues, spirituality received less attention and was absent in the construction of the existing concept of digital citizenship. Hence, the pertinent digital wellness and psychological issues demand new way of intervention, by looking on the affective aspects, especially on spirituality, to optimizing the effective and meaningful use of technology among adolescents.

1.2 Digital Citizenship

Digital citizenship concept was introduced to raise young people's awareness of online risks as intervention to reduce digital issues. The concept is gaining traction among academics and stakeholders across a wide range of disciplines, in cultivating positive and beneficial technology uses. There are several attempts in comprising digital citizenship (see Appendix A).

First, the Nine Elements of Digital citizenship introduced in the year 2004, where digital citizenship is defined as "norms of appropriate, and responsible behaviour with regard to technology use" that comprises the nine elements (see Appendix A) (Ribble, 2008). This definition covers ranges of digital issues associated with k12 students and empirically tested across cultures such as in the Turkey context (Kuş et al., 2017), Thailand (Phornprasert et al., 2020), and Malaysia (Nordin et al., 2016). However, the definition was argued by scholars, for its irrelevance to other disciplines, due to lack of etymology of citizenship element such as political activism and civic, and rather focuses on skills and competency (Choi, 2016; Jørring et al., 2018; Kane et al., 2017).

Second, the three condition model by Choi et al. (2017) emerged in educational technology, and their concept of digital citizenship imparting political activism. Digital citizenship is defined as "one's abilities, thinking, action regarding internet use, which allows people to understand, navigate, engage in and transform self, community, society, and the world" (Choi et al., 2017). Their view of digital citizenship was agreed by several scholars, due political activism initiates the sense of community and determines the direction of a country, by voting and electing upcoming rulers or governments (Emejulu & McGregor, 2019). However, this definition is argued in the context of secondary school students in Malaysia. The role of education in Malaysia is to develop the potential of an individual with patriotic spirit, which differs in western countries that aim to foster political literacy for active democratic participation (Ahmad et al., 2012). In addition, political activism in education is restricted under Malaysia's University and University College Act 1971. The definition argued for less focuses on the digital issues associated with school students. Furthermore, several studies use this definition, and revealed that respondents showed less interest in political engagement due to emotional disturbance and society pressure (Elcicek et al., 2018; Kara, 2018).

Third, the iKeepSafe model, an extensive privacy k12 curriculum that offers free access online (https://ikeepsafe.org/privacy-curriculum-matrix/) proposes digital citizenship by comprising elements of balance (maintaining a healthy balance of technology use), ethics (making ethical and considerate decisions), privacy (protecting personal information),



relationship (healthy and safe connection), reputation (building positive online presence) and online security (hardware and software protection). This concept of digital citizenship inspired other digital citizenship models, such as by Kim and Choi (2018), Common Sense Education (Common Sense Media, 2016), and Singapore cyber wellness secondary school curriculum (MOE Singapore, 2014). As the result, several new elements had been used in digital citizenship definition by several scholars, such as digital identity, online reputation or a digital footprint, and relationships (Martin et al., 2020; Phornprasert et al., 2020; Aldosari et al., 2020).

However, there is still a lack of attention paid to the intervention of digital issues from an affective standpoint, particularly conceptualizing digital citizenship with integration of spiritual from the perspective of wellness and resilience (Lewin et al., 2021; Lucey & Lin, 2020). Furthermore, the extensive literature with a diverse range of conceptualizations, contributed to the complexity of the digital citizenship concept to comprehend in context of secondary school students. Inability to understand digital citizenship will complicate the implementation of future interventions on digital issues especially in future research, as well as complicate to thoroughly integrate digital citizenship into education.

Thus, there is a need to address the inconsistency of the currently available digital citizenship concept and extent it for future implementation of digital citizenship for context of secondary education in Malaysia. Thus, this paper brought extensive discussion of digital citizenship from the perspectives of educational technology and psychology, in order to propose a new digital citizenship concept, by seeking to define digital citizenship with the integration of spirituality to be digitally resilient, thus achieving wellness of digital life.

2. Background

2.1 The Wave of Evolution

Digital citizenship in educational technology can be understood in an evolutionary approach. The definitions of digital citizenship evolve simultaneously with technology use in education. These definitions can be understood in four waves; the first wave of the cluster definitions is standard or guideline, the second is online community participation, third is skills and competency, and the fourth is balance and wellbeing, as in Figure 1.

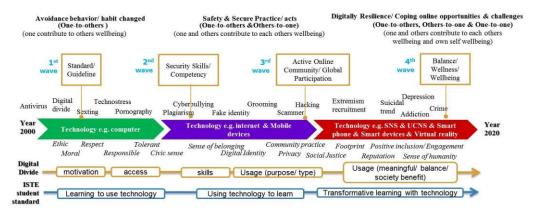


Figure 1. Evolution of the digital citizenship concept



In the year 2000, the computer was starting to widely used, and years later, the immersion of online technology had changed the early definition of digital citizenship. The idea of proposing the standard behavior was on the concern of the avoidance behavior from the potential harm of technology such as the installation of virus protection, and the creation of computer passwords. During that time, the concern is on how to get students to use the technology. Digital citizenship mainly defined as "norms of behavior of technology use" (Ribble, 2004).

Secondly, the cluster of digital citizenship definitions that related to skills and competency, when internet begins embedded with digital devices. Digital citizenship, according to some researchers, should be supplemented with other literacies, abilities, or fluency and not only the proper and ethical use of ICT (Richards, 2010; Simsek & Simsek, 2013). Aside from following the law, showing respect for others, and acting responsibly, one should also be media literate to effectively handle online hazards (O'Brien & Stavert, 2011). Others, on the other hand, claimed that critical literacy and thinking should be incorporated to critically analyse online contents (Kuş et al., 2017; Reynolds & Scott, 2016). According to Ohler (2015), combining digital citizenship with media literacy can help students develop critical thinking and character. Critical literacy is seen in the form of information literacy, the ability to critically analyse information for its accuracy, authenticity, source credibility, motive, as well as differentiate between opinions and facts (Common Sense Media, 2016; Kim & Choi, 2018). UNESCO (2016) define digital citizenship as "the ability to effectively find, access, use, and create information; engage with other users and content in an active, critical, sensitive, and ethical manner; and navigate the online and ICT environment safely and responsibly, while being aware of one's rights.". Others defined digital citizenship as having the knowledge, displaying the attitude, and skills necessary to ensure ethical, safe, and responsible use of information tools and the internet by effectively spanning the physical and virtual world (Ünal, 2017).

Thirdly, the cluster definitions are rooted in online participation. As mobile devices with online connection, such as iPad and Facebook, became more common in education, scholars argued the earlier definition of digital citizenship should include online community participation, as people became more widely connected, resulting in the formation of online communities. Responsible, participatory, and justice-oriented digital citizenship should be included. Digital citizenship, according to Curran and Ribble (2017), is more than a set of rules about what can and cannot be done online; it is a thorough look at how people actively solve problems and participates in online platforms, communities, and networks. ISTE revised the students' standards of digital citizenship as "students recognize the rights, responsibilities, and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical" (ISTE, 2018). Similar to Hui and Campbell (2018), digital citizenship is displaying and practicing good online behavior, in the sense of technology use in a safe, secure, responsible, and respectful manner. The term "digital citizenship" is then used to describe how to use technology ethically, safely, responsibly, and with respect for differences of others while being able to fully participate and contribute to the technology-rich-society (Pedersen et al., 2018; UNESCO, 2015).



As technology in education has evolved with the use of smart devices with online connections and user content network services, digital citizenship is then defined as combining skills and competency, to actively participate and contribute to society, as the creator of information and online content. The creation of online content will assist students to develop online identity and reputation (digital portfolio) as well as potentially becoming a social influencer, dubbed "insta-famous" or "Tiktoker". However, the worry is about how positive the message conveyed by these new creators. Hence, numerous experts incorporated online identity as well as the relationship with others, into the concept of digital citizenship. As a result, a digital citizen must possess a variety of talents, including communication skills, information skills (the ability to synthesize knowledge into a new form), and multimedia literacy in design, photo, and video editing. Others characterized digital citizens as those who are kind and tolerant to others and participate in civic activities (Jones & Mitchell, 2016; Tapingkae et al., 2020). Thus, this cluster of definitions can be summarized as the standard of one's practice or acts safely and securely, according to the accepted norms, rules, and laws of digital citizenship. The concern is to create a safer online environment for all and cultivate positive online culture as an online lifestyle.

Fourthly, there is a new wave of cluster definitions that focuses on balance and well-being. The incorporation of smart technology into all aspects of daily life, with artificial intelligence embedded in the majority of devices, had raised concerns, especially as technology addiction issues have remained relevant for decades. This issue began to gain attention, as people began to consider how media affects their lives and relationships in both positive and negative ways. Furthermore, people's habits of living and working have changed, necessitating their constant engagement with technology. For example, students who learn entirely online, make extensive use of technology to complete assignments or sit for exams, and live in homes with constant online access at all hours of the day and night. Thus, the affective component is begun introduced in digital citizenship definition to overcome the issue of technology addiction.

Earlier, self-efficacy has been studied with digital citizenship behavior, through internet self-efficacy (Choi et al., 2018; Kim & Choi, 2018). Internet self-efficacy in digital citizenship is defined as a person's belief in their ability to use technology to participate in a variety of online activities (Choi et al., 2017). A good digital citizen is viewed as confident in their technological abilities and has a tendency to use them in a way that respects oneself and others. However, the empirical findings on the relationship between self-efficacy and the practice of digital citizenship are inconsistent. Choi et al. (2017) and Kim & Choi (2018) found it as a predictor to digital citizenship where positive correlation found with internet self-efficacy construct, so were Xu et al. (2018) who focus on social media self-efficacy. However, Al-Zahrani (2015) found no relation, especially, to the practice of protecting oneself or others. Hence, self-efficacy argued its relevance for future use in digital citizenship conceptualization.

Then, self-regulation and empathy were integrated. Self-regulation was found as a strong determinant of digital citizenship, with 46% variance explained for digital citizenship (Nordin, 2015). Self-regulation is defined as law-abiding users of communication technology who are



accountable for their online behaviors and deeds, aware of the legal ramifications of breaking such regulations and laws (Nordin, 2015). Self-regulation (self-control) has been proven positively associated with ethical and self-protecting behavior, significantly associated with problematic online behaviors especially predictors of piracy behavior (Kim & Kim, 2015; Lowry et al., 2017; Nordin, 2015).

Empathy is included in the Digital Citizenship Education of the Council of Europe, as well as the Singapore Secondary School Syllabus of Cyberwellnes (Ministry of Education Singapore, 2014). Empathy is proven to be a significant predictor of cyberbullying perpetration, positive bystander of the cyberbully, and associated with prosocial behavior and execution of positive intentions (DeSmet et al., 2016; Richardson & Milovidov, 2019). Furthermore, empathy is positively related to social support, and the lack of nonverbal cues in the virtual world contributes to lower levels of virtual empathy. Carrier et al. (2015) found level of empathy while being online is rather caused by leisure activities (i.e. video gaming), and not the hours spent online. However, it is argued that empathy alone does not able to protect citizens from online harms caused by others which empathy could help as a precaution, but may less effective in the prevention of being victimized or recover from any trauma of online events.

The ability to positively and rapidly recover from stress or hardship is called resilience and it is closely related to spirituality. Recently, spirituality has been explored in constructing the definition of digital citizenship. Spirituality can be considered as a new holistic approach to creating a balanced sense of spirit, and technology, on the other hand, represents a formidable challenge (Lucey & Lin, 2020). They defined, digital citizen should able to contribute to spiritual and mindful communities through ethical and moral actions during an engagement, such as preventing and assisting traumatized events that occurred as a result of inappropriate technology use. Trayek (2017) explained, in terms of spirituality and religion, digital citizens are expected to have religious beliefs to shape their motivation to voluntarily conduct positive online behavior.

In the psychology field, spirituality has proven to be a key component of good health and wellness, particularly in teenagers' positive development (Ghazali et al., 2017; Mirghafourvand et al., 2016; Spurr et al., 2012). It reduces mental health problems, improves academic achievement, social and emotional well-being, and promotes internal strength among Malaysian students (Mansor & Khalid, 2012; Yaacob et al., 2015; Yahaya et al. 2012). In addition, spirituality also prevents online psychological problems (Sharma & Arif, 2015). Spirituality does not only provide the internal strength but, it also provides the meaning of life and the inner resources to function optimally. Moreover, spirituality is important in aiding adolescents to push through any adversity in life (Ryff & Burton, 1996). Having internalization of spiritual in individuals, enable self-management, to manage their emotions and anger better, to respect and hold empathy to other, to be responsible and to prefer healthy and positive relationship, to behave appropriately, and resilience on challenging situations (Arguedas et al., 2016; Hosseini et al., 2010).

Hence, the potential of spirituality in building digital resilience within the digital citizenship framework is interesting to be explored, since its importance in digital citizenship is



supported in the above extensive reviews. It is found that the lacking of affective aspect such as spirituality in defining digital citizenship, might affect the digital issues associated with adolescents' wellness and wellbeing pertinent in coming years. Thus, it serves the necessity to be embedded into digital citizenship definition in the secondary school context.

2.3 Role of Spirituality in Internalization of Resilience to Strengthen the Practice of Digital Citizenship

Spirituality could be comprehended from the perspective of wellness and resilience. The Theory of Wellness explains, wellness is achieved when the state of balance of all aspects of wellbeing is achieved, where spiritual wellbeing is a significant aspect of holistic wellness (Figure 2) (Fisher, 2011; Lippman et al., 2014; Myers et al., 2004). The majority of experts found the relation of spirituality as an important indicator of psychological well-being (Imam et al., 2009; Unterrainer et al., 2010).



Figure 2. Components of holistic wellness. (Source: Ahmad, 2022)

Spirituality has been conceptualized in terms of connectedness within wellness discipline. It is the ability to access inner resources and strength by having a satisfying relationship with God or the higher power (van Dierendonck, 2004). It is considered that the human soul plays a significant part in driving individuals to seek meaning in life, a sense of directness, the formation of identities, and the morals of a person (Hamzah et al., 2010). Spiritual wellness could be achieved via frequent spiritual practices such as meditation or prayer, a readiness to help and love others, hopefulness, joy, harmony, and peace, a sense of identity, a sense of community and social justice, wholeness, and satisfaction, respect and a positive attitude (Michaelson et al., 2016; Roscoe, 2009).

The way humans could face adversity and challenges had been explored in the Resilience Theory. It explains that an individual's internal strength is one of the protective factors in dealing with difficulties thus led to resiliency (Zimmerman, 2013). Resilience is briefly described as the ability to speedily or successfully or positively recover from difficult events by harnessing resources as strength to sustain wellbeing (Rutter, 1985)(Figure 3).



http://ijhrs.macrothink.org



One of the ways to adapt to any potential risks is to experience the risk at a low level of exposure. The risk could be constantly minimized by accessing resources that could be in the form of promotive or protective, to reduce the negative outcomes that might be caused by the risk. Thus, positive outcomes could be achieved. Therefore, a way to develop students' digital resilience and survival in similar future events is by exposing them to the online risk while providing them with sufficient resources to shield them from the risk's potential negative outcomes or effects (Greene et al., 2004).

For example, protective factors such as having digital security, digital literacy, and digital health and wellness elements may minimize student's chance of getting addicted, or cyber victimized or harmed by the online risks and challenges. The resources such as social support, personal competencies (emotional skills, social skills, and intelligence), identity, and spirituality could internalize the resilience of adolescents (Schultze-Lutter, Schimmelmann, & Schmidt, 2016). Thus, resilience can be described as positive coping to be well-adapted under adversity.

Spirituality facilitates resilience in several ways, such as the source of social support, guiding conduct and moral judgment, personal development, and meaningful attachment (Pandya, 2015). Spirituality is proven related to greater resilience and source of inner strength of adolescent, such as in orient toward positive future outcomes, life meaning, optimism, and led to effective active coping strategies (Briggs et al., 2011; DiPierro et al., 2018; Manning et al., 2019; Smith et al., 2013).

To achieve spiritual wellness and be resilient, scholars indicated spiritual coping. Spiritual coping simply refers to an individual's actions in expressing and keeping a good attitude in the face of hardship as a reflection of their relationship with the Higher Power, sense of connectedness with others, and sense of life purpose (Frydenberg, 2018; Haase, 2004; Kim & Esquivel, 2011). Spiritual coping may be in the form of religious orientation or non-religious orientation. Religion-oriented spiritual coping, proven to be effective on resilient individuals in illness and surgery who turn to God for support, hope, strength, and comfort (Bahari et al., 2016; Gall & Guirguis-Younger, 2013). Spiritual coping empower inner strength by finding meaning during illness, thus safeguarding their wellness with hope and motivation to recover. Meditation, fasting, prayer, remembering God, reading scripture, attending religious services or activities, and listening to worship songs or religious conversations are examples of spiritual coping practices for believers, whilst non-believers engage with practices such as listening to soothing music, yoga, recreation activities, and deep breathing (Baldacchino & Draper, 2001).

This paper proposed the idea of combining perspectives of wellness and resilience in the integration of spirituality in digital citizenship, which has limitedly emphasized in digital citizenship. Thus, this new digital citizenship concept is developed by looking at an opportunity offered by technology to improve adolescents' wellness, hence, enhancing their spiritual level. An individual could be safeguarded not only from being a cyber-victim but also from becoming a cyber-offender.



3. Proposing New Definition

In Malaysia, the spiritual element is crucial in producing new citizens. The Nation Pillars (Rukun Negara) were established in 1969 as the foundation for rebuilding a new nation following the historical catastrophe. Belief in God, devotion to king and country, supporting the constitution, the Rule of Law, and courtesy and morality are the five pillars that served as living guidelines for its citizens. These pillars are channeled into education, to form citizenship. Malaysia Education Philosophy 1996, stated the mission and effort to develop citizens' potential holistically, not only intellectually, spiritually, emotionally, and physically balanced and harmonious, but also having firm belief in and devotion to God. Furthermore, the educational strategy attempted to address human capital needs while also producing a society with resilience to face future challenges. The Malaysia Education Blueprint 2013-2025 emphasizes the objective of developing each student's competitiveness through six major criteria: knowledge, thinking skills, ethics and spirituality, leadership abilities, bilingual skills, and national identity. Meanwhile, the Computer Science curriculum of secondary school aims to produce digital citizens with nine profiles: 1) resilient to any challenges of cyberspaces or emotionally; 2) possess communication skills; 3) better thinker; 4) collaboration skills; 5) curiosity; 6) principled 7) informational; 8) loving and caring; and 9) patriotic spirit (Ministry of Education Malaysia, 2015).

Thus, it is acknowledged that values, practices, good manners, and noble qualities, as well as holistic wellness, are the essential characteristics of education in Malaysia especially in digital education (Hassan & Yew, 2013). However, holistic wellbeing in the form of devotion to God and spiritual elements that enable individuals' resilience are missing in the available digital citizenship paradigm. Thus, aligning Malaysian educational outcomes in digital citizenship will increase the possibility to improve students' achievements in positive online behaviors while also supporting the succession of educational vision and mission (Figure 4). Hence, the digital citizenship definitions proposed as well as its sub constructs are tabulated in Appendix B.

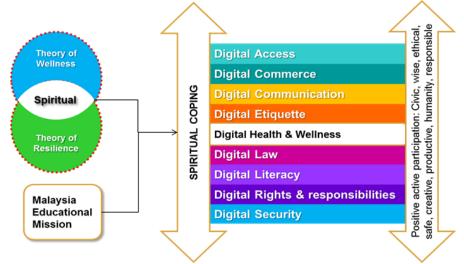


Figure 4. Integration of Malaysia Educational Outcomes and spirituality into digital citizenship concept



In this paper, digital citizenship viewed as individual practice of being positive and meaningful use of technology, which a digital citizen is one who able to contribute to their society and their own self, as an active online member. They are expected not only be the receiver of online information or any digital contents, however, be the contributors or creators of online contents or information. It may in any forms of digital materials, either text-based or image-based such as post, status, comments, messages, pictures, blog or video.

Hence, meaningful use of technology is not only required them to exercise online conducts that are ethical, responsible, respect, safe, and secure in online environment, however, include prudent, polite, wise, tolerant, care, civic, creative, legal, productive, patriotic, spiritual and balance. Meaningful use of technology will maximize the beneficial use of technology and resilience to any online risks, that may come from other online users (e.g. hacked) or own self-harm (e.g. wellness decrement or addiction), and from the risk of harming others (e.g. cyber-perpetrator).

4. Conclusion

From the literature, it is seen that in educational technology perspective, the weightage concern of digital citizenship is on empowering the ability of an individual to use technology safely, wisely, responsibly, critically, productively, civically, and resiliently by actively participating in an online society. Even though there is a slight concern about political engagement, several scholars argued its necessity in the digital citizenship concept. However, it should not be confused in defining digital citizenship in education and educational technology. This is because, in education, digital citizenship is defined generally with a mixture of perspectives (e.g. political science and citizenship education) while in education technology, it is specifically concerned as aforementioned, which only then, mutual consensus could be generated in the future.

Digital citizenship can be understood as online socializing capacity by being cautiously aware of one's own actions to manifest positivity, by being considerate to others, thus less hurting or harming others. This capacity needs to be learned and taught so the expected norm of behavior could be formed. This paper argued that the digital citizenship concept is now moving into the fourth wave. The first wave was when technology started to be implemented in education, where the concern of the definition focuses on the rules of socializing online. As the technology evolved to the internet, the focus is on how to get people to socialize or participate online safely and securely, especially to students of k12, thus this paper named it as the second wave. The third wave appeared when social media emerged as a way of life and the concern of the digital citizenship concept shifted to equip young citizens with not only skills to socialize safely, ethically, and morally, but also civically. This time, the definition focuses on the skills and competency needed by an individual or a citizen to empower themselves to bring good to society.

The fourth wave of the concept of digital citizenship definition questions how far one could contribute to the online society and to what extent it is considered as far. Why there is still cyberbullying and people with intelligent computer science skills opt to harm others, for the sake of money (e.g. hacker or scammer) without feeling guilty and cause others to live with



the consequences. Would it just be enough to be civic and empathetic to others? What is the lacking element that actually could guide them to the right path to be digitally resilient? How wellness and balanced well-being could be achieved? Hence, after extensive reviews, this paper found that spirituality is the missing piece. Spirituality is the one element that could provide cyber wellness and balance well-being on an individual who lives with technology, thus, spirituality is added in this proposed definition. Therefore, digital citizenship is defined as the practice of online participation by using technology spiritually to create a virtual world that is more pleasant and peaceful by empowering the spirituality of an individual and the online society.

It can be concluded that no matter how digital citizenship is defined in an educational technology discipline, either standard of norms to practice, or positive online participation, or competence for demonstrable skills and characteristics to be digital resilient, the main concern of digital citizenship is with educating, preparing, and cultivating better future drivers of digital society, possessing better online culture via teaching and learning with technology. Thus, to always revisit and redefine the definition is considered as the norm in any discipline that is related to technology, and of course, leads to the advancement of the future.

The proposed definition of digital citizenship is at an initial stage, and not yet empirically tested, which means it may not serve its purpose to complement and extend the currently available digital citizenship definition. Moreover, the proposed definition may not be relevant in some countries, and to different age groups, as it emphasizes the spiritual aspect which may be assumed by many, as a religious aspect. Some scholars may argue this concept is irrelevant in countries that view religion as a human right. However, this paper argued, how should one reason their action to be ethical even in a life-threatening situation? To which extent should we indicate our action is ethical than other groups of people? Thus bringing back the argument to religion seems relevant, in determining what actions are considered good or bad as religion is guidance and a way of life and is considered as an identity of an individual. It is noted that some extremism used religion to warrant their harmful action, however, as promoted in the earlier notion of citizenship and ethic, the rightful actions are judged based on their outcomes to social good and utilitarianism by imparting democratic values, not on certain group of people (oligarchy) or individuals (autocracy) or none (anarchism).

Thus, this paper follows the knowledge path that agrees with the notion of spirituality does significantly relate to religion, however, it is not solely a religion, owing to the fact that spiritual enhancement could be practiced by both the believers and non-believers. Spirituality deals with the inner soul of human beings, by not getting drowned in worldly pleasures. Religions, on the other hand, act as tools to strengthen the soul power, to become a super digital citizen. In the technology context, spiritual enhancement could be achieved by extending spiritual coping into digital ways. With this proposed definition, it is hoped for a better future and society, thus the virtual world could become more pleasant and safe to live in.



Acknowledgments

Special thanks to those involved in assisting this manuscript preparation especially to the Division of Research, Innovation and Funding (PACU) of Faculty of Education, Universiti Putra Malaysia.

References

Ahmad, A. L., Rahim, S. A., Pawanteh, L., & Ahmad, F. (2012). The Understanding of Environmental Citizenship among Malaysian Youths: A Study on Perception and Participation, 8(5), 85–92. https://doi.org/10.5539/ass.v8n5p85

Ahmad, N. A. (2022). Development and validation of an instrument to measure digital citizenship (MyDC) for secondary school students in Malaysia [Doctoral dissertation, Universiti Putra Malaysia]. Unpublished.

Akçayır, M., Dündar, H., & Akçayır, Go. (2016). What makes you a digital native? Is it enough to be born after 1980? *Computers in Human Behavior*, 60, 435–440. https://doi.org/10.1016/j.chb.2016.02.089

Al-Zahrani, A. (2015). Toward digital citizenship:examining factors affecting participation and involvement in the internet society among higher education students. *International Education Studies*, 8(12), 203–217. https://doi.org/10.5539/ies.v8n12p203

Aldosari, F. F., Aldaihan, M. A., & Alhassan, R. A. (2020). Availability of ISTE Digital Citizenship Standards Among Middle and High School Students and Its Relation to Internet Self-Efficacy. *Journal of Education and Learning*, *9*(5), 59. https://doi.org/10.5539/jel.v9n5p59

Arguedas, M., Daradoumis, T., & Xhafa, F. (2016). Analyzing the effects of emotion management on time and self-management in computer-based learning. *Computers in Human Behavior*, 63, 517–529. https://doi.org/10.1016/j.chb.2016.05.068

Bahari, R., Mohamad Alwi, M. N., Jahan, N., Ahmad, M. R., & Mohd Saiboon, I. (2016). How do people cope with post traumatic distress after an accident? The role of psychological, social and spiritual coping in Malaysian Muslim patients. *European Journal of Psychotherapy* & *Counselling*, 18(4), 349–366. https://doi.org/10.1080/13642537.2016.1260615

Baldacchino, D., & Draper, P. (2001). Spiritual Coping Strategies: A Review of the Nursing Research Literature. *Journal of Advanced Nursing*, 34(6), 833–841. https://doi.org/10.1046/j.1365-2648.2001.01814.x

Bozoglan, B., Demirer, V., & Sahin, I. (2014). Problematic Internet use: Functions of use, cognitive absorption, and depression. *Computers in Human Behavior*, *37*, 117–123. https://doi.org/10.1016/j.chb.2014.04.042

Briggs, M. K., Akos, P., Czyszczon, G., & Eldridge, A. (2011). Assessing and promoting spiritual wellness as a protective factor in secondary schools. *Counseling and Values*, 55(2),



171–184. https://doi.org/10.1002/j.2161-007X.2011.tb00030.x

Carrier, L. M., Spradlin, A., Bunce, J. P., & Rosen, L. D. (2015). Virtual empathy: Positive and negative impacts of going online upon empathy in young adults. *Computers in Human Behavior*, 52, 39–48. https://doi.org/10.1016/j.chb.2015.05.026

Choi, M. (2016). A Concept Analysis of Digital Citizenship for Democratic Citizenship Education in the Internet Age. *Theory & Research in Social Education*, 44(4), 565–607. https://doi.org/10.1080/00933104.2016.1210549

Choi, M., Cristol, D., & Gimbert, B. (2018). Teachers as digital citizens: The influence of individual backgrounds, internet use and psychological characteristics on teachers' levels of digital citizenship. *Computers and Education*, *121*(March), 143–161. https://doi.org/10.1016/j.compedu.2018.03.005

Choi, M., Glassman, M., & Cristol, D. (2017). What it means to be a citizen in the internet age: Development of a reliable and valid digital citizenship scale. *Computers & Education*, 107, 100–112. https://doi.org/http://dx.doi.org/10.1016/j.compedu.2017.01.002

Common Sense Media. (2016). *K-12 Digital Citizenship Curriculum*. Retrieved from https://www.commonsense.org/education/scope-and-sequence

Crimmins, D. M., & Seigfried-Spellar, K. C. (2014). Peer attachment, sexual experiences, and risky online behaviors as predictors of sexting behaviors among undergraduate students. *Computers in Human Behavior*, *32*, 268–275. https://doi.org/10.1016/j.chb.2013.12.012

Curran, M. B. F. X., & Ribble, M. (2017). P-20 Model of Digital Citizenship. In *New Directions for Student Leadership* (pp. 35–46). Wiley Periodicals Inc. https://doi.org/10.1002/yd.20228

DeSmet, A., Bastiaensens, S., Van Cleemput, K., Poels, K., Vandebosch, H., Cardon, G., & De Bourdeaudhuij, I. (2016). Deciding whether to look after them, to like it, or leave it: A multidimensional analysis of predictors of positive and negative bystander behavior in cyberbullying among adolescents. *Computers in Human Behavior*, 57, 398–415. https://doi.org/10.1016/j.chb.2015.12.051

DiPierro, M., Fite, P. J., & Johnson-Motoyama, M. (2018). The Role of Religion and Spirituality in the Association Between Hope and Anxiety in a Sample of Latino Youth. *Child & Youth Care Forum*, 47(1), 101–114. https://doi.org/10.1007/s10566-017-9421-2

ECDL Foundation. (2014). The Fallacy of the 'Digital Native': Why Young People Need to Develop their Digital Skills. ECDL foundation.

Elcicek, M., Erdemci, H., & Karal, H. (2018). Examining The Relationship Between The Levels Of Digital Citizenship And Social Presence For The Graduate Students Having Online Education. *Turkish Online Journal of Distance Education*, 19(1 (14)), 203–214.

Emejulu, A., & McGregor, C. (2019). Towards a radical digital citizenship in digital education. *Critical Studies in Education*, 60(1), 131–147.



https://doi.org/10.1080/17508487.2016.1234494

Fisher, J. (2011). The four domains model: Connecting spirituality, health and well-being. *Religions*, 2(1), 17–28. https://doi.org/10.3390/rel2010017

Frydenberg, E. (2018). *Adolescent Coping: Promoting Resilience and Well-Being* (3rd ed.). London: Routledge. https://doi.org/10.4324/9781315165493

Gall, T. L., & Guirguis-Younger, M. (2013). Religious and spiritual coping: Current theory and research. In *APA handbook of psychology, religion, and spirituality (Vol 1): Context, theory, and research.* (pp. 349–364). Washington: American Psychological Association. https://doi.org/10.1037/14045-019

Greene, R. R., Galambos, C., & Lee, Y. (2004). Resilience Theory. *Journal of Human Behavior in the Social Environment*, 8(4), 75–91. https://doi.org/10.1300/J137v08n04_05

Haase, J. E. (2004). The Adolescent Resilience Model as a Guide to Interventions. *Journal of Pediatric Oncology Nursing*, 21(5), 289–299. https://doi.org/10.1177/1043454204267922

Hamzah, R., Isa, K. M., & Janor, R. Mo. (2010). Spiritual Education Development Model. *Journal of Islamic and Arabic Education*, 2(2), 1–12. Retrieved from http://www.ukm.my/jiae/pdf/16.pdf

Hassan, A., & Yew, S. K. (2013). Successful Implementation of the National Philosophy of Education Pertaining to the Level of Emotional and Spiritual Intelligences in the Educational Environment. *International Journal of Psychology and Behavioral Sciences*, *3*(6), 184–187. https://doi.org/10.5923/j.ijpbs.20130306.07

Hawi, N. S., & Samaha, M. (2016). To excel or not to excel: Strong evidence on the adverse effect of smartphone addiction on academic performance. *Computers and Education*, 98, 81–89. https://doi.org/10.1016/j.compedu.2016.03.007

Hawkins, J. D. (2002). *Delinquency and Crime: Current Theories*. Cambridge University Press.

Hosseini, M., Elias, H., Krauss, S. E., & Hassan, S. A. (2010). A Review Study on Spiritual Intelligence, Adolescence and Spiritual Intelligence, Factors that may Contribute to Individual Differences in Spiritual Intelligence and the Related Theories. *International Journal of Psychological Studies*, 2(2), 179–188. https://doi.org/10.3844/jssp.2010.429.438

Hui, B., & Campbell, R. (2018). Discrepancy between Learning and Practicing Digital Citizenship. *Journal of Academic Ethics*, 1–15. https://doi.org/10.1007/s10805-018-9302-9

Imam, S. S., Nurullah, A. S., Makol-Abdul, P. R., Rahman, S. A., & Noon, H. M. (2009). Spiritual and psychological health of Malaysian youths. *Research in the Social Scientific Study of Religion*, 20, 85–101. https://doi.org/10.1163/ej.9789004175624.i-334.28

Ismail, Z. M., & Rahman, N. S. N. A. (2012). School Violence and Juvenile Delinquency in Malaysia: A Comparative Analysis between Western Perspectives and Islamic Perspectives. *Procedia - Social and Behavioral Sciences*, 69(Iceepsy), 1512–1521.



https://doi.org/10.1016/j.sbspro.2012.12.093

ISTE. (2018). The ISTE Standards for Students. Retrieved July 15, 2017, from https://www.iste.org/standards/for-students

Jones, L. M. & Mitchell, K. J. (2016). Defining and measuring youth digital citizenship. *New Media & Society*, 18(9), 2063–2079. https://doi.org/10.1177/1461444815577797

Judi, H. M., Ashaari, N. S., Zin, N. A. M., & Yusof, Z. M. (2013). Framework of ICT Impact on Adolescent. *Procedia Technology*, 11, 1034–1040. https://doi.org/10.1016/j.protcy.2013.12.291

Kane, R. G., Fook, N. N. A., & Butler, J. K. (2017). Conceptualizing and contextualizing digital citizenship in urban schools: Civic engagement, teacher education, and the placelessness of digital technologies. *Citizenship Education Research Journal*, *6*(1), 24–38.

Kara, N. (2018). Understanding University Students 'Thoughts and Practices about Digital Citizenship: A Mixed Methods Study. *Educational Technology & Society*, 21(1), 172–185. Retrieved from https://eric.ed.gov/?id=EJ1165955

Kim, J. E., & Kim, J. (2015). International note: Teen users' problematic online behavior: Using panel data from South Korea. *Journal of Adolescence*, 40, 48–53. https://doi.org/10.1016/j.adolescence.2015.01.001

Kim, M., & Choi, D. (2018). Development of Youth Digital Citizenship Scale and Implication for Educational Setting. *Educational Technology & Society*, 21(1), 155–171. Retrieved from https://eric.ed.gov/?id=EJ1165972

Kim, S., & Esquivel, G. B. (2011). Adolescent spirituality and resilience: Theory, research, and educational practices. *Psychology in the Schools*, 48(7), 755–765. https://doi.org/10.1002/pits.20582

Kühn, S., & Gallinat, J. (2015). Brains online: structural and functional correlates of habitual Internet use. *Addiction Biology*, 20, 415–422. https://doi.org/doi:10.1111/adb.12128

Kuş, Z., Güneş, E., Başarmak, U., & Yakar, H. (2017). Development of a Digital Citizenship Scale for Youth: A Validity and Reliability Study. *Journal of Computer and Education Research*, 5(10), 298–316. https://doi.org/10.18009/jcer.335806

Lee, Y. K., Chang, C. T., Lin, Y., & Cheng, Z. H. (2014). The dark side of smartphone usage: Psychological traits, compulsive behavior and technostress. *Computers in Human Behavior*, *31*(1), 373–383. https://doi.org/10.1016/j.chb.2013.10.047

Lippman, L. H., Ryberg, R., Terzian, M., Moore, K. A., Humble, J., & McIntosh, H. (2014). Positive and Protective Factors in Adolescent Well-Being. In A. Ben-Arieh, F. Casas, I. Frønes, & J. E. Korbin (Eds.), *Handbook of Child Well-Being* (pp. 2823–2866). Dordrecht: Springer Netherlands. https://doi.org/10.1007/978-90-481-9063-8 141

Livingstone, S., & Haddon, L. (2012). Theoretical framework for children's internet use. *Children, risk and safety on the internet*, 1-14.



Lowry, P. B., Zhang, J., & Wu, T. (2017). Nature or nurture? A meta-analysis of the factors that maximize the prediction of digital piracy by using social cognitive theory as a framework. *Computers in Human Behavior*, 68, 104–120. https://doi.org/10.1016/j.chb.2016.11.015

Lu Chen, L., Mirpuri, S., Rao, N., & Law, N. (2021). Conceptualization and Measurement of Digital Citizenship Across Disciplines. *Educational Research Review*, 100379. https://doi.org/10.1016/j.edurev.2021.100379

Lucey, T. A., & Lin, M. (2020). Ghosts in the machine: understanding digital citizenship as the struggle of students' souls with classroom technology. *International Journal of Children's Spirituality*, 1–18. https://doi.org/10.1080/1364436X.2020.1797641

Lutz, C., Ranzini, G., & Meckel, M. (2014). Stress 2.0: Social Media Overload among Swiss Teenagers. *Studies in Media and Communication*, *1*(8), 1–22. https://doi.org/10.1108/S2050-206020148

Manning, L., Ferris, M., Narvaez Rosario, C., Prues, M., & Bouchard, L. (2019). Spiritual resilience: Understanding the protection and promotion of well-being in the later life. *Journal of Religion, Spirituality* & *Aging*, 31(2), 168–186. https://doi.org/10.1080/15528030.2018.1532859

Mansor, N., & Khalid, N. S. (2012). Spiritual well-being of INSTED, IIUM Students' and Its Relationship with College Adjustment. *Procedia - Social and Behavioral Sciences*, 69(Iceepsy), 1314–1323. https://doi.org/10.1016/j.sbspro.2012.12.068

Marshall, T. H. (1950). Citizenship and Social Class: and Other Essays. Cambridge: University Press.

Martin, F., Hunt, B., Wang, C., & Brooks, E. (2020). Middle School Student Perception of Technology Use and Digital Citizenship Practices. *Computers in the Schools*, 1–20. https://doi.org/10.1080/07380569.2020.1795500

McNicol, M. L., & Thorsteinsson, E. B. (2017). Internet Addiction, Psychological Distress, and Coping Responses Among Adolescents and Adults. *Cyberpsychology, Behavior, and Social Networking*, 20(5), cyber.2016.0669. https://doi.org/10.1089/cyber.2016.0669

Michaelson, V., Brooks, F., Jirásek, I., Inchley, J., Whitehead, R., King, N., ... Kolarcik, P. (2016). Developmental patterns of adolescent spiritual health in six countries. *SSM - Population Health*, 2, 294–303. https://doi.org/10.1016/j.ssmph.2016.03.006

Ministry of Education Malaysia. (2015). Dokumen Standard Kurikulum dan Pentaksiran. Retrieved from http://bpk.moe.gov.my/index.php/terbitan-bpk/kurikulum-sekolah-menengah/category/17-dsk p-tingkatan-4

Ministry of Education Singapore. (2014). Cyber Wellness Syllabus Secondary School.

Mirghafourvand, M., Charandabi, S. M. A., Sharajabad, F. A., & Sanaati, F. (2016). Spiritual Well-Being and Health-Related Quality of Life in Iranian Adolescent Girls. *Community*



Mental Health Journal, 52(4), 484–492. https://doi.org/10.1007/s10597-016-9988-3

Myers, J. E., Luecht, R. M., & Sweeney, T. J. (2004). The factor structure of wellness: Reexamining theoretical and empirical models underlying the Wellness Evaluation of Lifestyle (WEL) and the Five-Factor Wel. *Measurement and Evaluation in Counseling and Development*, 36, 194–208.

Nordin, M. S. (2015). Self-Regulated Digital Citizen: A Survey of Malaysian Undergraduates. *Research Journal of Social Sciences*, 8(11), 20–24. Retrieved from http://www.aensiweb.com/

Nordin, M. S., Ahmad, T. B. T., Zubairi, A. M., Ismail, N. A. H., Rahman, A. H. A., Trayek, F. A. A., & Ibrahim, M. B. (2016). Psychometric Properties of a Digital Citizenship Questionnaire. *International Education Studies*, 9(3), 71–80. https://doi.org/10.5539/ies.v9n3p71

O'Brien, T., & Stavert, B. (2011). *Creating good digital citizens*. (M.-V. A, Ed.), *Education in a Technological World: Communicating Current and Emerging Research and Technological Efforts*. Retrieved from http://www.formatex.org/ict/chapters.html

Ohler. (2015). History and Future of Digital Citizenship. Retrieved January 6, 2018, from http://www.jasonohler.com/wordpressii/?page_id=16

Pandya, S. P. (2015). Adolescents, well-being and spirituality: Insights from a spiritual program. *International Journal of Children's Spirituality*, 20(1), 29–49. https://doi.org/10.1080/1364436X.2014.999230

Park, S., Na, E. Y., & Kim, E. mee. (2014). The relationship between online activities, netiquette and cyberbullying. *Children and Youth Services Review*, 42, 74–81. https://doi.org/10.1016/j.childyouth.2014.04.002

Pedersen, A. Y., Nørg ård, R. T., & Köppe, C. (2018). Patterns of Inclusion: Fostering Digital Citizenship through Hybrid Education. *Educational Technology & Society*, 21(1), 225–236. Retrieved from http://www.ifets.info/journals/21_1/20.pdf

Peker Ünal, D. (2017). Digital Citizenship Elements in A Curriculum and Secondary School Students' States of Having Digital Citizenship Elements. *Karaelmas Journal of Educational Sciences*, *5*, 180–195. Retrieved from ebd.beun.edu.tr

Phornprasert, W., Parnichparinchai, T., Prachanban, P., & Ongardwanich, N. (2020). The Development Of Students Digital Citizenship Scale And Norms In Higher Education Institutions. *Journal of Education Naresuan University*, 22(3), 217–234. Retrieved from https://so06.tci-thaijo.org/index.php/edujournal_nu/article/view/179932/165377

Reynolds, L., & Scott, R. (2016). *Digital Citizens: Countering Extremism Online*. London: DEMOS. Retrieved from www.demos.co.uk

Ribble, M. (2008). Passport to digital citizenship. *Learning & Leading with Technology*, (December/January), 14–17. Retrieved from



http://crestomere.wolfcreek.ab.ca/documents/general/PassporttoDigCitizenship1.pdf

Ribble, M. S., & Bailey, G. D. (2004). Digital Citizenship. *Learning & Leading with Technology*, 32(2), 12–15. https://doi.org/10.1093/itnow/bws084

Richards, R. (2010). Digital citizenship and web 2.0 tools. *MERLOT Journal of Online Learning and Teaching*, 6(2), 516–522.

Richardson, J., & Milovidov, E. (2019). *Digital Citizenship Education. Council of Europe*. Council of Europe. Retrieved from https://rm.coe.int/168093586f

Roscoe, L. J. (2009). Wellness: A review of theory and measurement for counselors. *Journal of Counseling and Development*, 87(2), 216–226. https://doi.org/10.1002/j.1556-6678.2009.tb00570.x

Rutter, M. (1985). Resilience in the Face of Adversity. *British Journal of Psychiatry*, *147*(6), 598–611. https://doi.org/10.1192/bjp.147.6.598

Ryff, C. D., & Burton, S. (1996). Psychological Well-Being: Meaning, Measurement, and Implications for Psychotherapy Research. *Psychother Psychosom*, 65(1), 14–23.

Schultze-Lutter, F., Schimmelmann, B. G., & Schmidt, S. J. (2016). Resilience, risk, mental health and well-being: associations and conceptual differences. *European Child & Adolescent Psychiatry*, 25(5), 459–466. https://doi.org/10.1007/s00787-016-0851-4

Sharma, B. S., & Arif, A. (2015). Spiritual intelligence, self-esteem and mental health status among the school going adolescents. *Indian Journal of Positive Psychology*, 6(3), 233–237.

Simsek, E., & Simsek, A. (2013). New Literacies for Digital Citizenship. *Contemporary Educational Technology*, 4(2), 126–137. Retrieved from http://eric.ed.gov/?id=ED542213

Smith, B. W., Epstein, E. M., Ortiz, J. A., Christopher, P. J., & Tooley, E. M. (2013). The Foundations of Resilience: What Are the Critical Resources for Bouncing Back from Stress? In *Resilience in Children, Adolescents, and Adults: Translating Research into Practice* (pp. 167–187). New York: Springer Science+Business Media. https://doi.org/10.1007/978-1-4614-4939-3_13

Tapingkae, P., Panjaburee, P., Hwang, G.-J., & Srisawasdi, N. (2020). Effects of a formative assessment-based contextual gaming approach on students' digital citizenship behaviours, learning motivations, and perceptions. *Computers & Education*, 103998. https://doi.org/10.1016/j.compedu.2020.103998

Trayek, F. A. A. (2017). Religious Orientation And Digital Citizenship Behaviour Of University Undergraduates: An Inter-Ethnic And Inter-Faith Comparison. International Islamic University Malaysia. Retrieved from http://myto.upm.edu.my/find/Record/iium.u546518/Description#tabnav

Tsitsika, A., Janikian, M., Schoenmakers, T. M., Tzavela, E. C., Olafsson, K., Wójcik, S., ... Richardson, C. (2014). Internet addictive behavior in adolescence: a cross-sectional study in seven European countries. *Cyberpsychology, Behavior and Social Networking*, 17(8),



528–535. https://doi.org/10.1089/cyber.2013.0382

UNESCO. (2015). Fostering Digital Citizenship through Safe and Responsible Use of ICT. UNESCO Bangkok. Bangkok. Retrieved from http://www.unescobkk.org/education/ict/resources/publications/elibrary-themes/teaching-and-learning/fostering-digital-citizenship-through-safe-and-responsible-use-of-ict/

UNESCO. (2016). A Policy Review: Building Digital Citizenship in Asia-Pacific Through Safe, Effective and Responsible Use of ICT. Bangkok. Retrieved from http://unesdoc.unesco.org/images/0024/002468/246813e.pdf

Unterrainer, H. F., Ladenhauf, K. H., Moazedi, M. L., Wallner-Liebmann, S. J., & Fink, A. (2010). Dimensions of Religious/Spiritual Well-Being and their relation to Personality and Psychological Well-Being. *Personality and Individual Differences*, 49(3), 192–197. https://doi.org/10.1016/j.paid.2010.03.032

van Dierendonck, D. (2004). The construct validity of Ryff's Scales of Psychological Well-being and its extension with spiritual well-being. *Personality and Individual Differences*, 36(3), 629–643. https://doi.org/10.1016/S0191-8869(03)00122-3

Waldo, A. D. (2014). Correlates of Internet addiction among adolescents. *Psychology*, 5(November), 1999–2008. https://doi.org/10.4236/psych.2014.518203

Xu, S., Yang, H. H., MacLeod, J., & Zhu, S. (2018). Social media competence and digital citizenship among college students. *Convergence: The International Journal of Research into New Media Technologies*, 25(4), 735–752. https://doi.org/10.1177/1354856517751390

Yaacob, S. N., Aun, T. S., Rahim, S. M. B. A., Hasbullah, M., Juhari, R., & Baharudin, R. (2015). Religiosity and internal developmental assets amongst Malay adolescents in Malaysia. *Asian Social Science*, 11(12), 181–188. https://doi.org/10.5539/ass.v11n12p181

Yahaya, N., Momtaz, Y. A., Othman, M., Sulaiman, N., & Arisah, F. M. (2012). Spiritual well-being and mental health among Malaysian adolescents. *Life Science Journal*, *9*(1), 440–448. https://doi.org/doi:10.7537/j.issn.1097-8135

Zimmerman, M. A. (2013). Resiliency Theory. *Health Education & Behavior*, 40(4), 381–383. https://doi.org/10.1177/1090198113493782

Žukauskienė, R. (2014). Adolescence and Well-Being. In A. Ben-Arieh, F. Casas, I. Frønes, & J. E. Korbin (Eds.), *Handbook of Child Well-Being* (pp. 1713–1738). Dordrecht: Springer Netherlands. https://doi.org/10.1007/978-90-481-9063-8_67



Appendix A

The elements of digital citizenship in available theory/ model.

Theory/ Model	Digital access	Digital Commerce	Digital Communication	Digital Etiquette/ Ethic	Digital Law	Digital Literacy/ information literacy/ technical skills	Digital Rights & Responsibilities	Digital Security	Digital Health & wellness/ Balance use	Internet Political Activism	Local/ Global Awareness	Critical perspective	Networking Agency/ positive presence	Privacy of Personal Information	Relationship (healthy & safe)	Reputation/ digital 1 footprint	Self- identity/ self-image	Reasonable activity online (social/culture engagement	Fluency of digital tools	Cyberbully/ digital drama	Online respect	Online civic engagement	Creative credit & copyright
The Nine Elements of Digital	X	X	X	X	X	X	X	X	X														
Citizenship (Ribble, 2008)																							
Three Condition Model (Choi et al.,						X				X	X	X	X										
2017)																							
Six Pillar model (iKeepSafe)				X					X					X	X	X							
Common Sense Education			X			X		X						X	X	X	X			X			X
S.A.F.E. model (Kim & Choi,				X													X	X	X				
2018)																							
Measurement (Jones & Mitchell,																					X	X	
2016)																							
Cyberwellness (MOE Singapore,									X				X		X		X						
2014)																							
Total	1	1	2	3	1	3	1	3	3	1	1	1	2	2	3	2	3	1	1	1	1	1	1



Appendix B

Details of conceptualization of the proposed digital citizenship concept for Malaysia secondary school students.

Malaysia	1) A citizen who potentially contributes to the family, nation, and social							
Educational	harmony by:							
Outcomes:	- devotion to God and firm belief							
	- high-level personal well-being (with balanced state of mind							
	(intellectual), spiritual, emotional, physical)							
	- possess high moral standards							
	- responsible personally and socially							
Digital	Refer as practices of being digitally resilient in online active							
citizenship:	participation, in recognizing opportunities and coping challenges to							
	enable optimal and meaningful use of technology, with the aim to							
	empower the wellness of individuals and society.							

Use	Construct	Definition & Indicator	Embedded
Technology			spiritual
Meaningfully			
Actively, and	Digital Access	Refer as practice of online participation in	Sense of
civically		awareness of the opportunity of growing new	community,
		knowledge from each other's and opportunity to	and civic
		benefit oneself and others.	relations
		- Civic Participation	
		- Online Community of Practice	
		- Technological Access	
Wisely, and	Digital	Refer as practice of using digital technology	Sense of
safely	Commerce	wisely, safely and trustworthy on financial related	community,
		matters to achieve financial wellness of individual	gratitude, and
		and other too	presence
		- Wise Consumer	thought
		- Trustworthy Entrepreneurship	
		- Safe Transaction	
Prudently,	Digital	Refer as practice of using effective online	Peace/ harmony
effectively,	Communication	communication medium to positively	relations,
and politely		communicate online, by expressing one's thoughts	love/care for
		to be well understood by others, as well as	others, and
		understand well of others, without hurting other's	respect others
		feeling.	
		- Intercultural Communication	
		- Appropriate format	
		- Empathic response	



		- Interpret positively	
		- Medium Selection	-
Tolerantly,	Digital	Refer as practice of using digital technology with	God
humanly,	Etiquette	sensitivity or consideration of others.	remembrance,
and ethically		- Basic politeness	forgiving, good to other,
		- Content courtesy	sense of
		- Decency of usage	humanity, and
		- Group Politeness	embrace
			diversity of God
			creation
Balance and	Digital Health	Refer as practice of using digital technology	God
spiritually	& Wellness	balancely to achieve optimum state of wellness	remembrance,
		with empowerment of spirituality to enhance	mindfulness,
		holistic wellness.	and gratitude
		- Balance Use	
		- Sense of God	
		- Wellness empowerment	1
Legally	Digital Law	Refer as practice of using digital technology	Sense of
		legally by aware the bounded national digital law,	community, and
		and the consequences of law violations of the	obligation
		illegal usage.	
		- Rules of Law	
		- Legal Eligible Rights	
Creatively,	Digital Literacy	Refer as practice of using digital technology	Sense of
critically, and		competently to sufficiently gather information,	community,
productively		critically evaluate information, and creatively	pursuit goal
		process the information to produce new or more	and, God
		meaningfully digital information.	remembrance
		- Information Literate	
		- Content Production	
		- Technical Proficiency	
Responsibly,	Digital Rights	Refer as practice of using digital technology safe,	Sense of
respectfully,	&	fairly and responsibly to protect, maintain and	community,
and	Responsibility	expressing own rights (personal responsibility) and	respect/ good to
patriotically		other rights (social responsibility) in online	other,
		environment.	sense of
		- Acknowledge others	identity, and
		- Humanitarian	sense of
		- Online Reputation	humanity
		- Sense of Identity	
Securely, and	Digital Security	Refer as practice of using digital technology	Sense of
privately		securely and safely in protecting personal	community and



2021, Vol. 11, No. 4S

	information, identity, data assets and online	God
	connected devices of own and others	remembrance
	- Adjust Setting	
	- Prudent	
	- Device Care	

Copyright Disclaimer

Copyright for this article is retained by the author(s), with first publication rights granted to the journal.

This is an open-access article distributed under the terms and conditions of the Creative Commons Attribution license (http://creativecommons.org/licenses/by/4.0/).

79