

ONLINE CATALOGUE

of

DIGITAL CONCEPTS

SHORT HISTORY AND TERMINOLOGY

"INTERNET"

ERASMUS+ YOUTH EXCHANGE

5-12 APRIL 2022



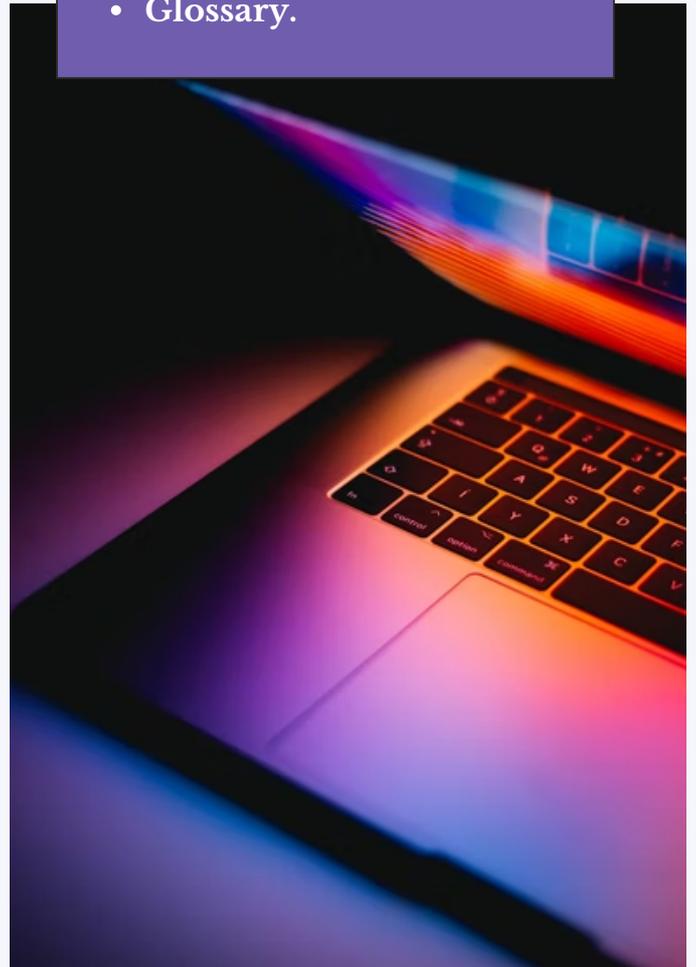
Digital Concepts

WHAT'S IN THIS MONTH'S ISSUE:

- The rise of Digital Concepts;
- Glossary.

THE RISE OF DIGITAL CONCEPTS

It goes without saying that, in most of Europe and many other parts of the world, we live in a computerised society, a society permeated by the digital, in which digital tools frequently mediate our actions, and the objects we encounter are often shaped by digital intervention. Therefore, “digital literacy” becomes a key factor in enabling participation in education, employment, and other aspects of social life and a means of gaining some understanding of the world.



Alongside the rise of digital literacy, our vocabulary evolved, invariably expanding its horizons to make room for new terms, concepts and ideas.

Given these points, we would be more than delighted to introduce to you a catalogue of digital concepts that you might come across while browsing the Internet.

Glossary

PRIVACY

noun [U]
/'prɪv.ə.si/

the level of privacy protection an individual has while connected to the Internet.

SEXTING

noun [U]
/'seks.tɪŋ/

sending or receiving sexually explicit messages, photos, or videos, through the Internet.

TROLLING

noun [U]
/trɒl.lɪŋ/

the act of leaving an insulting message on the internet to annoy someone.

GROOMING

noun [U]
/'gruː.mɪŋ/

the criminal activity of becoming friends with a child with the intention of sexually exploiting them.



Glossary



COOKIE

noun [C]
/'kʊki/

a small file that is sent by a website to your computer and that contains information about how you use the site, so that this information is available the next time you use the site.



JACKING

noun [U]
/'dʒækɪŋ/

the process of illegally copying legitimate website content (usually, in the form of source code) to another website, designed to replicate the original one.



PHISHING

noun [U]
/'fɪʃ.ɪŋ/

a type of social engineering attack in which cybercriminals trick victims into handing over sensitive information or installing malware.

VIRUS

noun [C]
/'vaɪ.ə.rəs/

a type of malicious code or programme written to alter the way a computer operates, which is designed to spread from one computer to another.

Glossary

CYBERSTALK

verb [I or T]
/saɪ.bərstɔːk/

a type of cybercrime that uses the internet and technology to harass or stalk a person.

COPYRIGHT

noun [C or U]
/'kɒp.i.raɪt/

the legal right to control all use of an original work, such as a book, play, movie, or piece of music, for a particular period of time.



RATTING

noun [U]
/'rætɪŋ/

the activity of hacking into a computer to take control of its functions.

NOMOPHOBIA

noun [U]
/ˌnɒm.əʊ'fəʊ.bi.ə/

fear or worry at the idea of being without your mobile phone or unable to use it.

SPAM

noun [U]
/'spæm/

digital junk mail.



Glossary

NETIQUETTE

noun [U]
/ˈnet.i.ket/

the set of rules about behaviour that encourages appropriate and courteous online behaviour.

TEASE

verb [I or T]
/ti:z/

to laugh at someone or make jokes about them in order to embarrass, annoy, or upset them.

IDENTITY THEFT

noun [U]
/aɪˈden.tə.ti ,θeft/

the crime of using someone's personal information in order to pretend to be them and to get money or goods in their name.

FRAPE

verb [I or T]
/freɪp/

to use someone else's Facebook account without permission, destroying or creating new and offensive content.

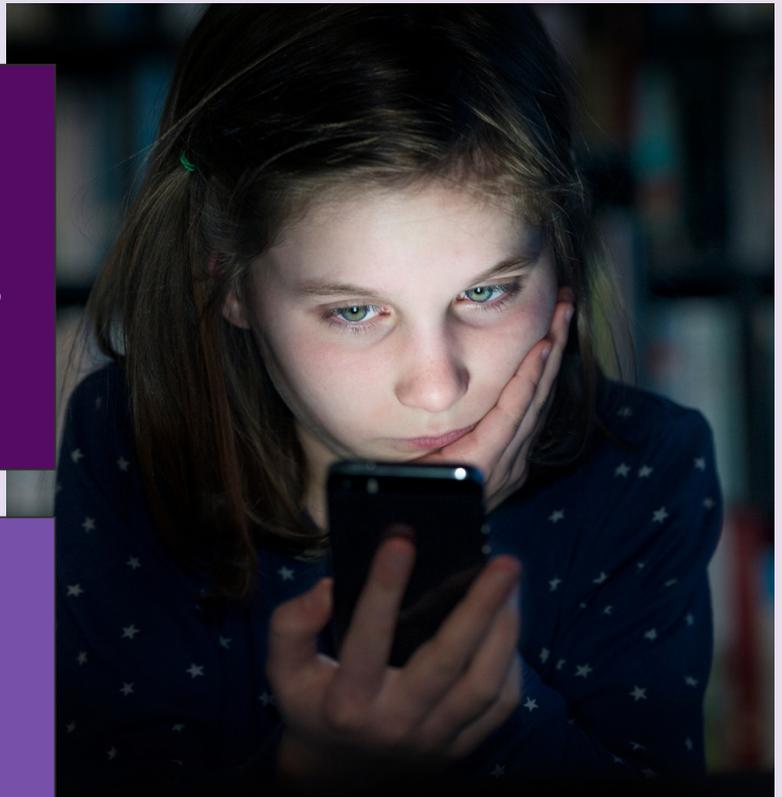


Glossary

CYBERBULLYING

noun [U]
/ˈsaɪ.bəˌbʊl.i.ɪŋ/

the activity of using the internet to harm or frighten another person, especially by sending them unpleasant messages.



MALWARE

noun [U]
/'mæl.wear/

computer software that is designed to damage the way a computer works



HACKING

noun [U]
/'hækiŋ/

the activity of using a computer to access information stored on another computer system without permission, or to spread a computer virus

CLICKBAIT

noun [U]
/'kɪk.beɪt/

articles, photographs, etc. on the internet that are intended to attract attention and encourage people to click on links to particular websites.

THIS PROJECT WOULD NOT BE POSSIBLE WITHOUT...



Funded by the
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