The eQUALITY PROJECT

The eQuality Project is a seven-year partnership project that is working to develop new knowledge about young people's experiences of privacy and equality in networked spaces. We are made up of a partnership between academic researchers, community organizations, educators, policy makers, and civil society groups working with youth to identify evidence-based practices and policies that promote healthy relationships and respect for privacy and equality online.

Our research is informed by participatory action methods. Meaning, we see young people as equal participants in the knowledge-creation process. We are also committed to using intersectional methods that explore whether and, if so how, things like racism and sexism interact to shape young people's sense of self and opportunities. We will use the new knowledge we develop to create innovative education, policy and public engagement initiatives (such as classroom modules, media production-based learning activities for youth, workshops, train the trainer programs, policy intervention toolkits, and an online repository of multi-media materials) to help parents, teachers, school administrators, communities and policymakers work with youth to ensure they have the support they need to fully engage in digital society.

Our mission is to help young people create a networked environment where they can play, learn, communicate and participate equally, free from surveillance and discriminatory harassment.

Imagination Primer 1

What Are Online Harassment & Tech Facilitated Violence Anyway?

Online Sexual Harassment & Tech Facilitated Violence can be defined as online behaviours that harm, or can lead to harm, of a person's physical, psychological or emotional well-being. These behaviours are not necessarily criminal, and just because they are not illegal doesn't mean they don't cause harm! Tech Facilitated Violence can be done or experienced by an individual or group and happen online, through smartphones, during Internet games, on social media, etc. Even though online harassment & tech facilitated violence take place online, they affect people offline and in real life! And more often than not, young women, LGBTQ+ youth, racialized & indigenous youth, and youth living with disabilities are at higher risk to experiencing this kind of violence and harassment.
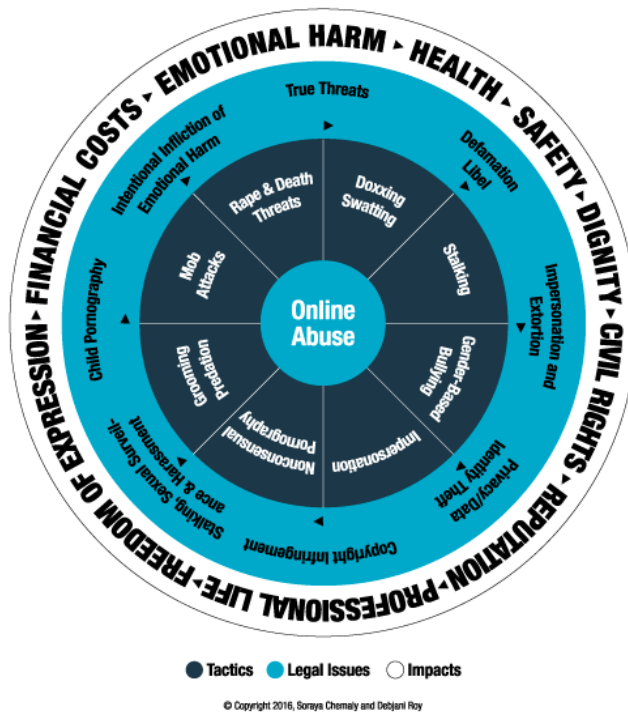
Examples of tech facilitated violence include but are not limited to:

- trolling [1]
- doxxing [2]
- threatening
- bullying
- blackmailing
- unwanted sexting
- stalking
- hate speech
- luring
- non-consensual sharing of images
- recording & distribution of sexual assault

How can we use ART to fight back against ONLINE HARASSMENT?

There are so many creative ways that people have used art to resist and respond when they have experienced online harassment and tech facilitated violence. Often times these ways have been a means of reclaiming your body and your voice! Imagine being bombarded online with sexist comments and hate speech, this can sometimes feel overwhelming and isolating. What could you do to fight back? What about taking those sexist comments and flipping them on their head? Turn trolling into art! Whether it's by using satire and self-portraits, drawing funny cartoons or comics, or even a political statement and public education campaign!

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[1] The Urban Dictionary defines trolling as "random unsolicited and/or controversial comments to provoke an emotional knee jerk reaction from unsuspecting readers to engage in a fight or argument".

[2] The Urban Dictionary defines doxxing as "using private information gleaned from the internet to attack someone with whom you disagree, often by publishing their personal info, opening them to abuse and possibly, danger".

Stop Telling Women to Smile is an art series by Tatyana Fazlalizadeh
http://stoptellingwomentosmile.com/About

Instagram teamed up with local artists & youth communities to create different #KindComments Murals to combat online harassment and homophobia! Their hope is to spread more messages of kindness and positivity!

https://www.clevescene.com/scene-and-heard/archives/2017/06/01/instagram-kicks-off-kind-comments-campaign-with-murals-in-cleveland-one-of-five-global-cities-chosen

Imagination Primer 2

Resisting Online Harassment : #GAMERGATE

The phrase Gamergate is a broad term that refers to a series of events and issues that were related to sexism in video gaming culture. The Gamergate controversy stems from an angry ex-boyfriend's blog post about his former girlfriend. In 2014, Eron Gjoni wrote a blog post, which among other things, accused video game developer Zoe Quinn of having a romantic relationship with a journalist, Nathan Grayson.

Following the blog post, a rumour was picked up and distributed throughout the online community, but especially on the site 4chan, that claimed Quinn's game only got a good review from Grayson because she had a relationship with him. This false claim became a rallying point for many people, mostly men, who wanted to discredit women and their place in gaming. In a coordinated effort, Quinn and other women became the target for an intensely misogynistic harassment campaign, which involved verbal, emotional and financial attacks. Many believe that the Gamergate controversy was a flashpoint moment that brought to light the extremely well established and deeply rooted misogynistic nature of video gaming culture.

Folks on all sides of the Gamergate debate produced different arts based projects to explore the various aspects of sexism in gaming, this was true of those arguing both for and against challenging the status quo in gaming and gaming culture. People created videos, posted and shared memes, developed posters, and others made poetry.

Imagination Primer 3

What is Surveillance Anyway?

For a lot of young people *surveillance* is a part of everyday life. It didn't used to be this way though, young people used to consider being online as a private space where you could hang out, talk with your friends, and explore without worrying about being monitored or watched. This monitoring and feeling of being 'watched' (without your knowledge or consent) is often called **surveillance**. Surveillance can happen by parents, teachers, friends, acquaintances, anonymous people we don't know, and companies like Facebook or Twitter. Surveillance can also mean monitoring your behaviour, activities, or even changing information for the purpose of influencing or deceiving people. Last but not least, surveillance is not just about watching or monitoring people who are suspicious or did something wrong, surveillance can monitor anyone and everyone for all kinds of reasons!

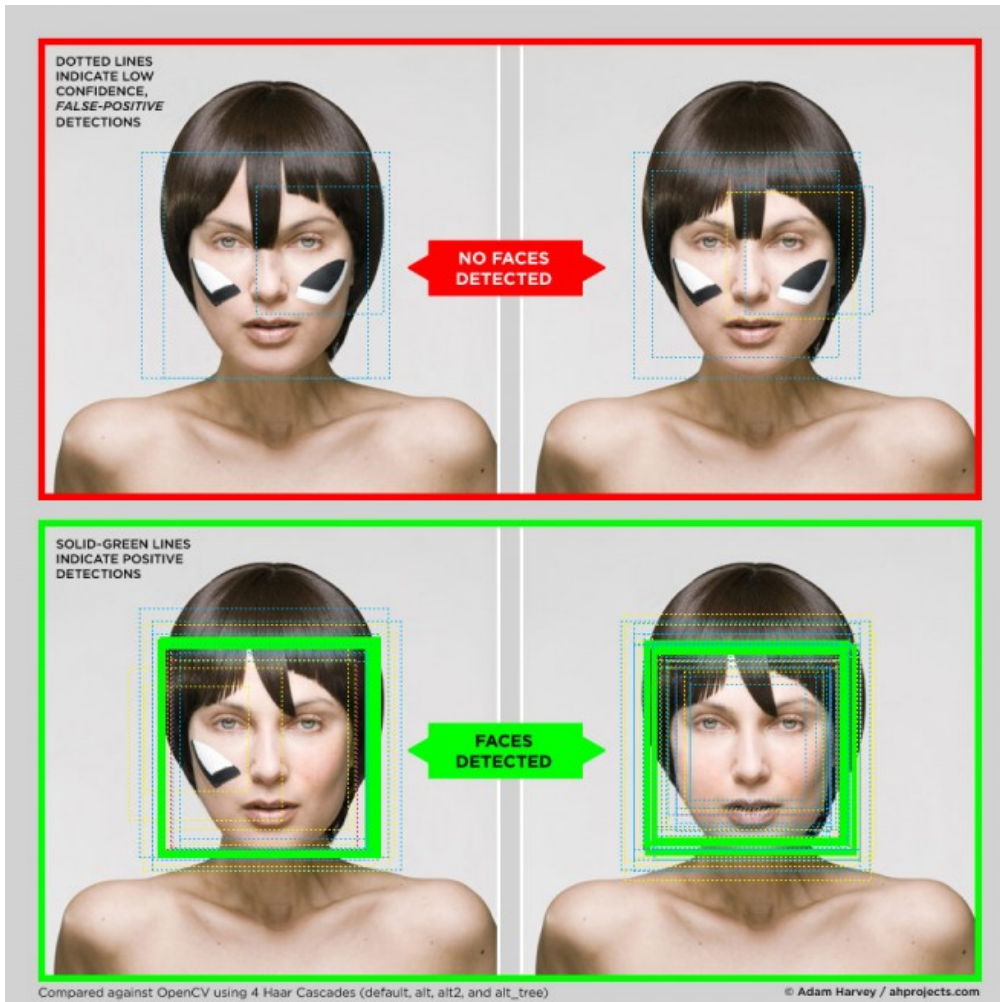## How can we use ART to fight back against SURVEILLANCE?

We can create art or even murals in our own spaces and neighbourhoods to let our communities know we are not down with being monitored and watched!

This example mural was created to draw attention to surveillance by using a phone booth and existing items as well as placing the mural in the geographic area where the UK's surveillance agency is housed and operated:

https://streetartnews.net/2014/04/banksy-new-mural-cheltenham-uk.html

Or, like this artist you can use different kinds of art fashion, clothing, makeup and hairstyles to resist surveillance and detection by cameras, monitoring systems, and even facial recognition software!
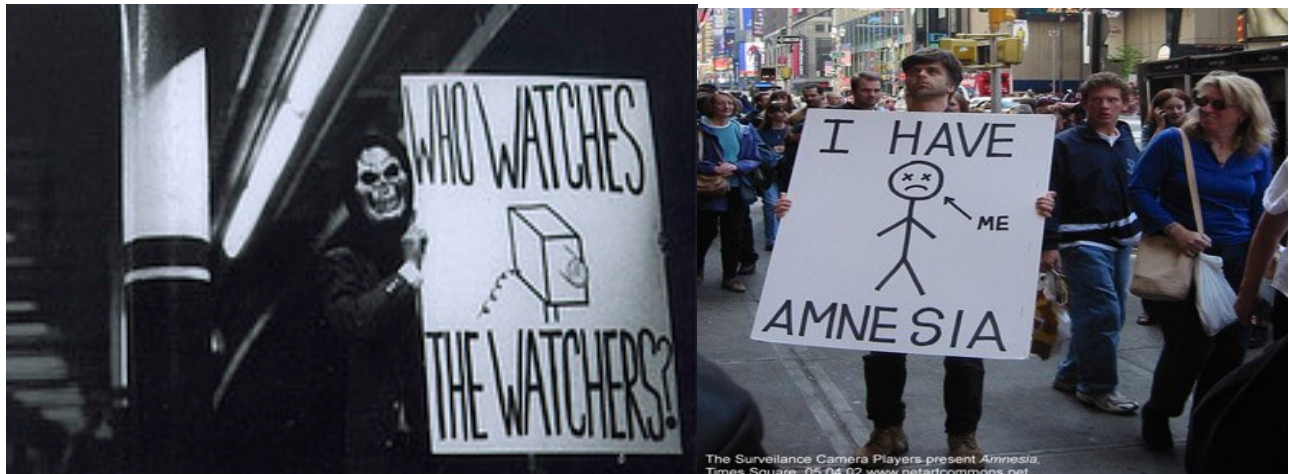
Imagination Primer 4

Resisting Surveillance with Theatre: Surveillance Camera Players

In 1996, the Surveillance Camera Players were founded in New York City. A group of activists and friends came together to oppose the growing use of video surveillance in public spaces. Beginning in the 1960s and 70s, the New York Police Department began installing surveillance cameras in an attempt to combat organized crime. At first, the cameras were placed at major landmarks, namely around City Hall and in Times Square. However, in the 1990s and under Mayor Giuliani's "zero tolerance" approach to street crime, the use of surveillance cameras was becoming more widespread throughout the city. Following September 11th, New York City saw a second significant increase in the use of surveillance technologies and soon after the city was flooded with new fibre-optic and wireless digital cameras. The Surveillance Camera Players are adamantly opposed to the use of surveillance cameras in public spaces because they believe these forms of surveillance violate an individual's right to privacy. The group has sought to challenge the government's increased use of surveillance technologies in the name of fighting crime and safety.

To oppose these technologies and surveillance strategies, the Surveillance Camera Players perform several different plays that they have adapted and shortened in front of the surveillance cameras. The group has adapted several famous works including Samuel Beckett's Waiting for Godot, Edgar Allan Poe's The Raven, and Wilhelm Reich's The Mass Psychology of Fascism. The Surveillance Camera Players' most well-known performance was their adaptation of George Orwell's 1984. The performances reposition the individuals from surveilled citizen to active performers. The Surveillance Camera Players use their political and activist theatre to bring attention to what they believe are the dangers of increasing public surveillance.

Imagination Primer 5

Resisting Racism With Art[3]

KC Adams is a visual artist in Winnipeg, who wanted to fight back against negative representations of Indigenous people. She had well-known Indigenous people from Winnipeg pose for two photos. For the first, she mentioned a racist comment against Indigenous people and photographed the person's reaction. For the second, she mentioned a happy incident or idea and then photographed the person's reaction to that. She showed each person their photos and asked them to label the first photo based on how they felt the community often reacted to them. She added the label on the first photo and then on the second photo labelled the person's name and what they actually do. Her art appeared on billboards, in storefronts and in bush shelters and can also be seen online. Below is one example of her photos:
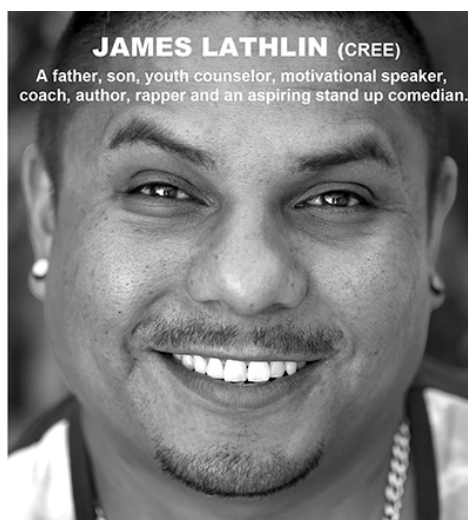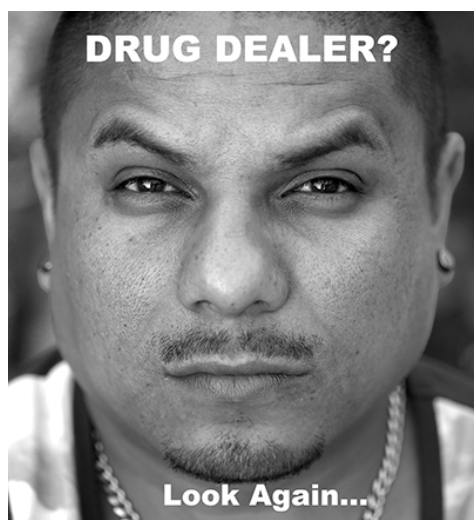
The Historica-Dominion Institute wanted to encourage students to explore the issues of diversity and immigration in Canada.[4] The Institute sponsored an art contest, where students had to submit both a work of art and an artist's statement describing the work. Abhira Raveendran won the contest in 2013 for a piece that she said calls on people to "join together [and] stop racism". Abhira says she also meant for the piece to say "stop discrimination against people based on how they look". Abhira's art is shown below and can also be viewed online.

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[3] http://www.macleans.ca/news/canada/winnipegs-new-art-project-stares-down-racism-in-the-face/
[4] http://passagestocanada.com/ajax-students-anti-racism-poster-wins-national-contest/