

Behavioral culture of young people in

cyberspace

**Team:Flames**

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(Andy)

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# INTRODUCTION

## COVER LETTER

Dear Andy;

Thank you for taking the time to listen and check out our project.

We are the Flames team and the project we want to bring to everyone is the non-standard communication culture of young people in cyberspace or more specifically on social networks. In this proposal you will see the status, causes, consequences and solutions of this problem

We looking forward to discuss with you.

Sincerely,

Team Flames



# OVERVIEW

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**SUMMARY**

PROPOSAL SUMMARY

Through this proposal, our team hopes that people will be more aware of incorrect communication behaviors on social networks, through the information we provide to jointly overcome and limit these behaviors. not beautiful contributes to a better social network. Each of us has had inappropriate behavior on social networks, but let's limit and overcome it together with us.



# DETAILS

## PURPOSE

Our group are people who have also experienced bad behavior on social networks, so we understand the harm it causes. So we decided to do this project with the purpose of condemning such behaviors and helping people know how to overcome them so as not to become victims of social networks.



# DETAILS

## PROBLEM

Today, when technology 4.0 is developing more and more strongly, and especially in the context of the Covid-19 epidemic that has broken out in recent years, it is important for teenagers to have a laptop, or a laptop. A smartphone has become so popular. But you are not taught about the rules of behavior on social networks and this project we made with the desire to help young people as well as people know how to communicate on social networks properly.

## NEED

NEED

Implement the project in a new way: participants will have to look at themselves in the past whether they have been a victim of bullying, a victim, or have had bad words on social networks. or not yet? Thereby, together with us, let's change that bad habit.

We hope this project will be accepted by everyone and it will quickly spread on a larger scale.

# DETAILS

## BACKGROUND

This project will be developed in a way that is accessible and makes people better understand social network This project it is built on facebook and that fanpage is under development. Our Team Flames will be the first milestone in the process of forming and developing this project. Starting from seeing the culture on social media go downhill, so we made this project to make people understand its importance on social media platforms. This can be a platform to help people connect with each other on social networks and thereby help them form relationships and gradually become friends, thereby making the community more civilized and developed. Following that success, the project will be expanded on a larger scale.



# DETAILS

## BENEFITS OF THE PROPOSAL

We hope that our project will be accepted and shared widely because the audience we want to target is not only young people but we hope it can spread. in Vietnam, helping those who have been doing bad behavior on social networks to see its harmful effects and know how to fight it.



# DETAILS

## DESCRIPTION OF THE SOLUTIONS

Talking about our group solution, we will first let the participants see how the harmful effects of bad words on social networks will be, thereby helping people see what they think is simple, but how it causes great impact on people and society, from there we will come up with solutions. First we will help people practice the ability ability to control close friends by listening to a song, breathing deeply, ....Next they will advise parents to limit the use of social networks for young people, in addition to For those of you who are old enough to use social networks, it is necessary to teach them how to properly communicate on social networks in a correct and safe way. We believe that with the above solutions we will make the social network fresh and good, so that it becomes a place where we entertain instead of a place where we curse each other.



# DETAILS

## EVALUATION PLAN

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Procedure** | **Content** | **Target** | **Time** | **Person nel** | **Evaluate** |
| **1. Market**  **research** | **Survey to collect information** | **Gather as much material as possible about the topic** | **2 days**  **(13-15/12)**  **(Done)** | **The whole group** | **choose good ideas to put in the project** |
| **2.** **Design** | **Create and design fanpage** | **Unique eye- catching interface design.**  **-Phúc , Tiến ,Tuấn design fanpage.**  **-Bảo, Hào writing content.** | **3 days**  **(16-19/12)**  **(Done)** | **The whole group** | **400 interactions** |
| **3.Content**  **clips** | **Brainstorm ideas and write content for the clip,** | **Through the videos spread the group's message as well as convince the participants of the program** | **4-5 days**  **(20-25/12)** | **The whole group** | **Through the videos spread the group's message as well as convince the participants of the program** |
| **4. Build the product** | **Make video clips to propagate through social networks such as facebook, instagram, .....** | **Through the videos spread the group's message as well as convince the participants of the program.** | **21days**  **(26-16/1)** | **The whole group** | **3-4clips** |
| **5. Communication on fanpage** | **write content and post clips on fanpage** | **About 1000 people know about fanpage.** | **7weeks** | **The whole group** | **Every week: At least 3-4 posts and 1 clip.** |

**DETAILS**

QUALIFICATIONS OF PERSONNEL

* Nguyễn Đình Thành

### K16 - FPT University

### Software engineering

### Team leader

### Nguyễn Minh Phúc

### K16 - FPT University

### Software engineering

### Team member

### Nguyễn Ngọc Bảo

### K16 - FPT University

### Software engineering

### Team member

### Nguyễn Thành Tiến

### K16 - FPT University

### Software engineering

### Team member

### Nguyễn Gia Hào

### K16 - FPT University

### Software engineering

### Team member

### Nguyễn Hoàng Anh Tuấn

### K16 - FPT University

### Software engineering

### Team member

### Lê Vĩnh Hưng

### K14 - FPT University

### Software engineering

### Team member