# Let's face it: A life skills based education campaign on Facebook and social media platform that beat drugs before it starts

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### (A) Introduction

"Let's Face It" is a life skills-based education campaign on Facebook, YouTube, Twitter and other social media platforms jointly developed with the University of Hong Kong. Through eight online interactive thematic activities, participants acquires skills to develop self-esteem and the capacity to say "NO" to drugs.



## **(B) Project Content**

#### Objectives

The project is to develop a "Life Skills Based Education Campaign on Facebook and Social Media Platforms that beat drugs before it starts". The 18-months anti-drugs preventive education and publicity program is aimed to project positive self-esteem for teenagers and young adults between 13 and 24 years old. To establish multiple presences, we integrate selected activities of the program with various web 2.0 social media tools like Facebook, YouTube and Twitter. Multiple channels broadcasting such as Yahoo, Google, Uwants, Ugameasia, Discuss, Schools' Intranet and HKedCity are used to promulgate the project.

The program aiming to achieve the following objectives:

- Develop young people's self esteem and capacity to say "NO" to drugs through "Life skills based education approaches"
- Strengthen the knowledge on how substance and drug abuse affect future opportunities in life and demystify social and behavioral misconceptions or myths
- Impetus wider community engagement and collaboration on enhancing the awareness and support for young people's healthy development











## (C) Output Evaluation

Project achievement

	Expected Result	Achieved Result
Output Indicator 1	Hit rate on thematic website, Facebook's fan page and YouTube (hit rate of 135,000)	Hit rate: 429,729
Output Indicator 2	Number of young participants reached by the programme (200,000 young people)	No. of participants: 330,000
Output Indicator 3	Number of return visit by participants (50,000 participants)	No. of return visits: 36,097
Output Indicator 4	Number of respondents who complete online interactive psycho-social survey (20,000 respondents)	No. of respondents: 20,625



## (C) Outcome Evaluation

Project achievement

	Expected Result	Achieved Result
Outcome Indicator 1	Participant's attitude towards drug abuse (statistical significant improvement in participant's anti- drug attitude)	Statistical significant improvement found among respondents
Outcome Indicator 2	Participant's self efficacy on drug avoidance (statistical significant improvement in participant's self- efficacy on drug avoidance)	Statistical significant improvement found among respondents
Outcome Indicator 3	Participant's self-esteem (statistical significant improvement in participant's self-esteem)	Statistical significant improvement found among respondents



## (D) Experience Gained

#### Online platform

- 94% of students were supportive to the idea of using internet to promote the anti-drug abuse message and information on relevant topics.
- To engage youngsters participation should use non-preaching tone in designing the
  activities, integrate real people with real stories and required strong promotion activities to
  further increase the visibility

#### **Research Data**

- Gender, age & living arrangements were associated with all psychosocial measures used in this study
- "Sending back individual reports" to schools' principals/teachers (& contacts) was a useful
  practice to keep engaging the schools for the pre/post survey



**End**