

STATE OF NEW YORK

6994

2023-2024 Regular Sessions

IN ASSEMBLY

May 10, 2023

Introduced by M. of A. RAGA -- read once and referred to the Committee on Veterans' Affairs

AN ACT to amend the veterans' services law, in relation to enacting the "New York veteran digital navigator program act of 2023"

The People of the State of New York, represented in Senate and Assembly, do enact as follows:

1 Section 1. Short title. This act shall be known and may be cited as
2 the "New York veteran digital navigator program act of 2023".

3 § 2. The veterans' services law is amended by adding a new section
4 29-b to read as follows:

5 § 29-b. New York veteran digital navigator program. 1. The state
6 commissioner shall establish a program to promote digital citizenship,
7 through which the state commissioner shall award grants to eligible
8 entities to enable those eligible entities to carry out the activities
9 described in subdivision three of this section.

10 2. An eligible entity seeking a grant under the program required by
11 subdivision one of this section shall submit to the state commissioner
12 an application therefor at such time, in such manner, and containing
13 such information as the state commissioner may require, including, at a
14 minimum the following:

15 (a) a description of the activities the eligible entity intends to
16 carry out with the grant funds;

17 (b) an estimate of the costs associated with such activities; and

18 (c) such other information and assurances as the state commissioner
19 may require.

20 3. An eligible entity shall use the amount of a grant awarded under
21 the program required by subdivision one of this section to carry out one
22 or more of the following activities to promote cybersecurity best prac-
23 tices and increase digital literacy among veterans:

24 (a) develop competencies in cybersecurity best practices; and

25 (b) develop digital citizenship competencies by promoting veterans':

EXPLANATION--Matter in italics (underscored) is new; matter in brackets
[-] is old law to be omitted.

LBD10941-01-3

1 (1) research and information fluency;
2 (2) critical thinking and problem solving skills;
3 (3) technology operations and concepts;
4 (4) information and technological literacy;
5 (5) concepts of digital representation and stereotyping;
6 (6) understanding of explicit and implicit digital messages;
7 (7) understanding of values and points of view that are included and
8 excluded in digital content;
9 (8) understanding of how digital content may influence ideas and
10 behaviors;
11 (9) understanding how information on digital platforms can be altered
12 through algorithms, editing, and augmented reality;
13 (10) ability to create digital content in civically and socially
14 responsible ways; and
15 (11) understanding of influence campaigns conducted by foreign adver-
16 saries and the tactics employed by foreign adversaries for conducting
17 influence campaigns.
18 4. (a) Each recipient of a grant under the program required by subdivi-
19 vision one of this section shall, not later than one year after the date
20 on which the recipient first receives funds pursuant to the grant,
21 submit to the state commissioner a report describing the activities the
22 recipient carried out using grant funds and the effectiveness of those
23 activities.
24 (b) Not later than ninety days after the date on which the state
25 commissioner receives the last report the state commissioner expects to
26 receive under paragraph (a) of this subdivision, the state commissioner
27 shall submit to the legislature a report describing the activities
28 carried out under this section and the effectiveness of those activ-
29 ities.
30 5. The state commissioner shall:
31 (a) establish and maintain a list of eligible entities that receive a
32 grant under the program required by subdivision one of this section, and
33 individuals designated by those eligible entities as participating indi-
34 viduals; and
35 (b) make that list available to those eligible entities and partic-
36 ipating individuals in order to promote communication and further
37 exchange of information regarding sound digital citizenship practices
38 among recipients of grants under the program required by subdivision one
39 of this section.
40 6. For the purposes of this section:
41 (a) "cybersecurity best practices" means practices and steps that
42 users of computers and other internet connected devices take to maintain
43 and improve online security, maintain the proper functioning of comput-
44 ers devices, and protect computers and devices from cyberattacks and
45 unauthorized use;
46 (b) "digital citizenship" means the ability to:
47 (1) safely, responsibly, and ethically use communication technologies
48 and digital information technology tools and platforms;
49 (2) create and share media content using principles of social and
50 civic responsibility and with awareness of the legal and ethical issues
51 involved; and
52 (3) participate in the political, economic, social, and cultural
53 aspects of life related to technology, communications, and the digital
54 world by consuming and creating digital content, including media;
55 (c) "eligible entity" means:

1 (1) a civil society organization, including community groups, nongov-
2 ernmental organizations, nonprofit organizations, labor organizations,
3 indigenous groups, charitable organizations, professional associations,
4 and foundations; and

5 (2) congressionally chartered veterans' service organizations.

6 § 3. This act shall take effect on the one hundred eightieth day after
7 it shall have become a law.