

ANEW Social Media Policy

GUIDELINES FOR CONTENT

- Ensure that all content on social media is appropriate, reflects public and accurate information, and portrays ANEW in a positive light.
- Acceptable Posts – News relating to ANEW such as ANEW events or professional recognition of a member. This applies to all Social Media outlets including Facebook, Twitter, Google Plus, and LinkedIn.
- All social media content is subject to the approval by the ANEW Technology Committee; inappropriate content will be removed.
- Do not post members' contact information on any social media outlet.
- Promotion of community service or nonprofit events and/or organizations is not allowed.
- It is not appropriate to use ANEW's social media sites to solicit fundraising requests from a member or for product endorsements or personal/commercial advertising.
- Members may not tag the venue where an event is held on an ANEW social media outlet.
- Each member must abide by any and all applicable federal, state and local laws, especially those governing computer and telecommunication use, privacy and publicity rights and defamation.

FACEBOOK

Facebook currently offers Pages and Groups to promote an organization. ANEW currently only has a Facebook Page. A Page is a good way to share information about ANEW and its members, as well as to create interest for potential new members. Pages can be viewed by anyone with a Facebook profile who chooses to "Like" the page.

TWITTER

- The Technology Committee will monitor Twitter followers, and block ones who are deemed inappropriate.
- ANEW discourages members from using MT (modified Tweet), as the original tweets may become muddled or misunderstood when they are edited or shortened.

LINKEDIN

- LinkedIn is useful in finding people who share the same occupation or career goals as you do. Appropriate uses for LinkedIn include asking an individual in a shared field for career advice, or obtaining contact information or an introduction to a company in which you are interested in learning more.