ALL ABOARD

EMPOWERING STAFF AND STUDENTS TO FLOURISH IN THE DIGITAL AGE
Staff and Students Flourishing in the Digital Age.

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LILAC 2016.
ALL ABOARD - Mapping Digital Skills in Irish Higher Education
TOWARDS A NATIONAL DIGITAL SKILLS FRAMEWORK FOR IRISH HIGHER EDUCATION

ALL ABOARD! Enabling & Empowering Staff & Students to Flourish in the Digital Age

www.allaboardhe.org
A Flexible open framework:

Confidence

Accessible

Informed

Localised

Co-ownership

Appealing

Relevant

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FEEDBACK?
Key recurring themes and topics emerging from feedback...

- Finding and using information and digital resources
- Managing online identity
- Using tools to support learning and the learning of others
- Creating materials in a variety of media formats
- Communicating and collaborating using a range of tools
- High level critique of sources and wider societal implications
Why a digital skills framework?

“the most recent progress report on digital skills in the general European population found that 47% of citizens did not have the basic skills to function in the digital society” (European Commission 2015).

“Digital already supports almost 95,000 jobs both directly and indirectly in the Irish economy” (Doing More with Digital 2013).

Higher education landscape is fragmented...

More than training...about moving towards ‘confidence’ and nurturing opportunities for critical thinking, problem solving, creativity and innovation.
Digital Skills

Working Definition

define digital skills, literacies or competencies as ...

“the capabilities which fit someone for living, learning and working in a digital society, with the knowledge that a digital society is ever evolving”.

An extension of the definition used by JISC in Developing Digital Literacies – https://www.jisc.ac.uk/guides/developing-digital-literacies
Back to basics... a review of existing frameworks for information and digital literacy:

<table>
<thead>
<tr>
<th>Framework</th>
<th>Primary Audience</th>
<th>Domain</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANGL – A new curriculum for information literacy</td>
<td>Students, Librarians &amp; Information specialists</td>
<td>Information literacy</td>
<td>10 strands, each of which has 4 levels of attainment.</td>
</tr>
<tr>
<td>DIGCOMP – A framework for developing and Understanding Digital Competence in Europe</td>
<td>Students, adult learners, citizens</td>
<td>Digital literacy</td>
<td>Foundation, intermediate and advanced proficiency levels for each of 5 skill areas.</td>
</tr>
<tr>
<td>Digitally Ready – Digital literacies and work placement framework</td>
<td>Students, Staff</td>
<td>Digital literacy</td>
<td>An adaptation of Beetham &amp; Sharpe for effective e-learning and application to real world contexts with 3 levels.</td>
</tr>
<tr>
<td>Mozilla Web Literacies Framework</td>
<td>Teachers, learners of all types</td>
<td>Web skills, digital literacy</td>
<td>With a range of resources and tools, this framework provides a list of detailed, specific skills ranging from navigating the web to coding based on 3 strands.</td>
</tr>
<tr>
<td>UNESCO ICT Competency Framework for Teachers</td>
<td>Staff, teachers, students, policymakers</td>
<td>ICT skills and digital literacy</td>
<td>There are 3 dimensions of Technology literacy, Knowledge deepening &amp; Knowledge creation which run through 6 themes such as: curriculum &amp; assessment, pedagogy, ICT.</td>
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</tbody>
</table>
Digital skills a complex range of multiliteracies

- Information literacy
- ICT
- Visual literacy
- Media literacy
- Transliteracies
- Multimodal literacies
Models for digital skills

**Martin and Grudziecki (2006)**  
*A continuum of skills acquisition and the development of competency*

- **Level III**: Digital Transformation (innovation/creativity)
- **Level II**: Digital Usage (professional/discipline application)
- **Level I**: Digital Competence (skills, concepts, approaches, attitudes, etc.)

**Pérez and Murray (2010)**  
*Purpose, reflection and ‘generativity’*

"Knowledge skills and attitudes coalesce in the context of reflective self-awareness and purposeful intent to allow a computer user to achieve generativity — the ability to generate new skills and knowledge that form the basis of creativity."

**21st Century Skills Project**  
*University of Melbourne, Cisco, Intel, Microsoft (2012)*

**JISC (2015)**  
*The Six Elements of Digital Capability*

- Digital capabilities: the six elements
- Information, data and media literacies
- Digital creativity, innovation and scholarship
- Digital learning and self development
- Communication, collaboration and participation
- Digital identity and wellbeing
Skills for Students & Staff

Students

‘I am’ higher order capability than...
Engage as creators
Employment readiness

Staff

Balance between innovation & the learning experience of students
Professional Development

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Projects/Case Study Examples...

✓ SADL – Student Ambassadors for Digital Learning (London School of Economics)
✓ Shadow modules from the Digidol project (Cardiff University)
✓ The Deakin University Library digital literacy tutorials (Deakin University Australia)
✓ in the making...caught on camera (University of Bath)
✓ Knowledge Hub (Digidol: Cardiff University)
UL Take 1 Step Roadshow
Glucksman Library
Thursday February 18th
http://www.t1step.ie/

#t1step

- 5 tips for better search results
- Installing Microsoft Office ProPlus on your devices
- Creating a podcast
- Working with data using UL tools e.g. Strata & Excel
- Using mind mapping to refine a topic, or start an assignment
- Sharing files and collaborating using OneDrive
- Sharpen your presentation skills (Prezi & PowerPoint)
- Getting started with OneNote
- Blogging webinar

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Digital Champions

Innovation Fund

Share one technology or tip that helps you with your studies for a chance to win a 50 euro One for All voucher.

Post your tip to the t1step Facebook page or tweet it to the @t1step Twitter user including the #t1step hashtag.

Examples:
- Use the notes feature in Outlook to save frequently referenced information.
- Use Diigo to keep all your bookmarks in one place.
- Use Office Lens to take a picture of a graph or what is written on board etc.
- Use Soundnote to record audio notes while you study.

The competition runs from 15th - 22nd February with the winner being randomly selected at 2pm on Monday 22nd February.

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References


JISC (2014) *Developing digital literacies*, available: [https://www.jisc.ac.uk/guides/developing-digital-literacies](https://www.jisc.ac.uk/guides/developing-digital-literacies)
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- The Digital Skills Framework - In Practice
- Trial and Evaluate Use of Digital Badges
- Encourage Participation and Develop Resources
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TRAINING MATERIALS
LINKED TO SKILLS IN THE FRAMEWORK
TRAVEL CARDS
DIGITAL BADGE:
A VISUAL REPRESENTATION OF A SKILL OR ACHIEVEMENT
Digital Badges Examples

- Fire Marshall
- Achiever
- Demonstrator
- Creator
- Leader
- Communicator
- Participant
- Shortlisted
- Student Volunteer
Student Volunteering

alive
STUDENT VOLUNTEER
Outreach Programmes

Cell EXPLORERS

- Demonstrator
- Communicator
- Leader
- Achiever
- Master
- Creator
IDENTITY AND WELLBEING
UCD Student Digital Ambassador
DIGITAL CHAMPIONS

Develop and showcase your digital skills

DIGITAL CHAMPIONS
Launch and lunch
Feb 2nd 1pm-2pm
The View, Aras na Mac Léinn
> Develop and showcase your digital skills
> Be part of an explore and national project
> Earn digital badges, the alive certificate, hoodies, tech giveaways and more...

Visit: su.nuigalway.ie/champions

DIGITAL CHAMPIONS WORKSHOP
ONLINE IDENTITY