



WINSTON-SALEM
STATE UNIVERSITY

*College of Arts, Sciences,
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Digital Literacy: A New 21st Century Student Learning Outcome

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*Rethinking digital assignments: Digital applications are not the endpoint. Digital proficiency is an important 21st century skill set for communicating ideas. **We must teach students to be as much digital producers as digital consumers.***

DIGITAL GLOSSARY

Digital divide refers to persons who lack the digital capital necessary for success in today's global economy, e.g., access to digital resources and/or digital skills.

Digital fluency represents the ability to accomplish goals by means of a digital environment to create/reformulate, problem-solve and collaborate where needed (Wang, Myers, & Sundaram, 2013).

Digital literacy has many definitions; one of which is the ability to use technology tools (Wang, Myers, & Sundaram, 2013) effectively.

Digital native is typically used to refer to the generation(s) born after 1980 and who are native speakers of the digital languages of computers, video games, the internet and social media (Yong, Gates, & Harrison, 2016).

Digital revolution represents the transition from the resource-based economy to one that is technology-driven and knowledge-based.

DIGITAL MEDIUMS

- Digital text, e.g., Prezi, Spark allows users to combine text with images, videos, etc.
- Video, e.g., Playposit, Adobe Rush & Premier
- Audio, e.g., MP3, podcast (NPR, Stitcher, Spotify, Pandora, Google Podcasts)
- Pictograms, e.g., Canva, Venngage, Pictochart
- Graphics, Adobe Photoshop, Illustrator, Animate
- Visual Collages, e.g., Wordclouds
- Social Media Pages, e.g., Instagram, Tumblr, FB, Snapchat
- Blogs & Vlogs, e.g. Wordpress
- E-portfolio, e.g., WIX, Portfolium
- Your Ideas?

Digital Must-haves: 5 things that every digital assignment should incorporate

- Make your digital assignment incorporate a digital outcome in addition to the content outcomes.
 - E.g., include at least one digital assessment component in your rubric
- Respect the nuances of digital ethics for digital products.
- Challenge to present digital design effectively.
- Encourage your students' creative licenses.
- Never shy away from rigor just because the assignment is in a digital format.

ASSIGNMENT EXAMPLES:

- E-portfolio
- 1-min. elevator talk video
- Use Spark to tell me 5 things about yourself
- Create a digital magazine to present your social justice topic
- Develop a public health PSA
- Create a 5-minute video about fitness after age 80. (or a topic appropriate to your discipline)
- Develop a visual presentation that represents a musical score.
- Produce a script that dramatizes the action or narrative depicted within a work of art.
- Find and demonstrate 3 recent events anywhere in the world that reflect or represent the themes present in *To Kill a Mockingbird*.
- Generate a pictogram that distinguishes everyday life in an agrarian society as compared to everyday life in an industrial society.
- Assemble a documentary video explaining the role of physical therapy in a case study.

Tips for creating a good video: <https://www.youtube.com/watch?v=j7HymeSeKx0&feature=youtu.be>

Our Presentation: <https://spark.adobe.com/page/ZfArFvilhYKFM/>

References:

Wang, Q., Myers, M. D., & Sundaram, D. (2013). Digital Natives and Digital Immigrants: Towards a Model of Digital Fluency. *Business & Information Systems Engineering*, 5(6), 409-419. doi:10.1007/s12599-013-0296-y

Yong, S. T., Gates, P., & Harrison, I. (2016). Digital native students—where is the evidence. *The Online Journal of New Horizons in Education*, 6(1), 46-58.