

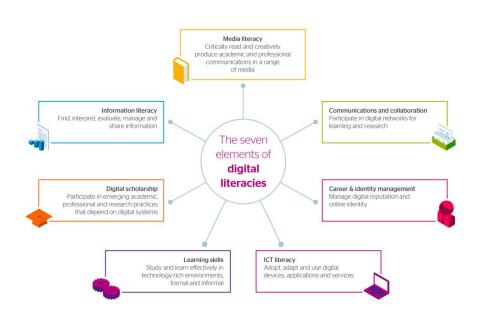


Defining

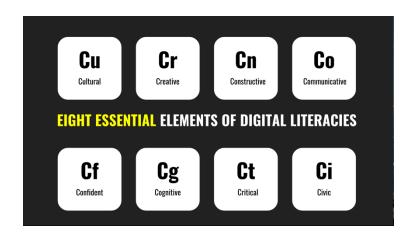
Digital literacy as ...?

Digital literacy frameworks













Appreciation of Digital in the context of the topic studied How can the learning activities and learning outcomes be What contribution has digital equipment/ digitization of assessed? data/materials made to research and/or development in the Is there an appropriate digital tool for creating the assignment? topic area? Is there an appropriate e-assessment tool? Is there a narrative/interpretation of the evolution of the Is the assessment a collaborative activity? Could this be digital world within the topic area? supported by technology? Is a new genre evolving in your topic as a result of Is there a legitimate opportunity for peer review? digital creation/tools? Contextualising relevant Curricula What text-based, multimedia and interactive sources do How will the students interact with online tools or you currently use in the module? resources? Engaging with What Open Educational Resources are available? What can your learners do in class or online to interact Digital Sources Check with your subject librarian with each-other? Can a technology help? Authentic tasks - can you model digital research or creation Are there issues accessing resources? Who can solve activities? them? Digitally Explicit Do these activities reflect the learning outcomes? **Learning Outcomes** Is there any easy way to create a resource?

Do the current outcomes assume a necessary digital skill, activity or resource? If so what, how and why?

Is this explicit?

Given a revised curricula, activities or resources is there a digital aspect to a re-expressed learning outcome?

Digital capabilities



Digital literacy looks beyond functional IT skills to describe a richer set of digital behaviours, **practices** and identities.

What it means to be digitally literate changes over time and across **contexts**....

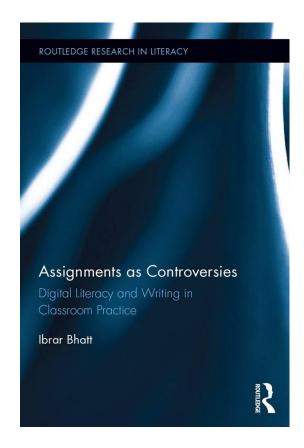
....so digital literacies are essentially a set of academic and professional **situated practices** supported by diverse and changing technologies.

Jisc, 2014

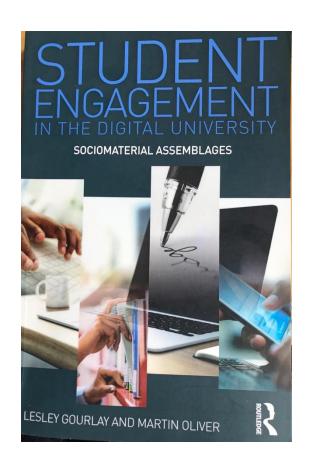
https://www.jisc.ac.uk/guides/developing-digital-literacies

Digital literacy as social practice





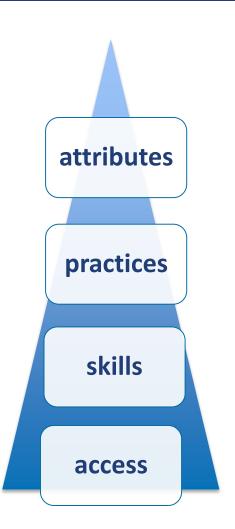
Ibrar Bhatt, 2017



Lesley Gourlay & Martin Oliver, 2018

Digital literacy as a graduate attribute





"The functional access, skills and practices necessary to become a confident, agile adopter of a range of technologies for personal, academic and professional use."

Oxford Brookes University Strategy for Enhancing the Student Experience, 2010









Digital literacy as a graduate attribute



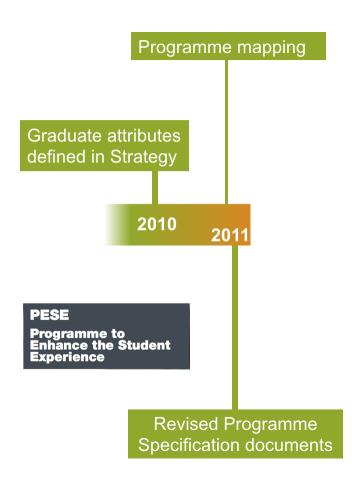
"Abilities, dispositions or qualities that... graduates will need in order to translate and apply their disciplinary knowledge to new contexts"

Oxford Brookes University Strategy for Enhancing the Student Experience, 2010

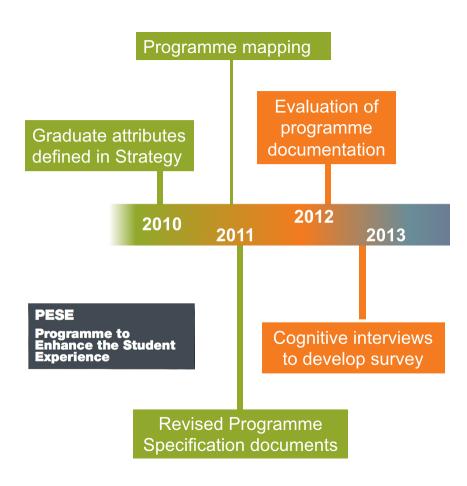
"The complexity of what is being referred to in shorthand as 'graduate attributes' is often masked by simplistic formulation of graduate skills lists"

Barrie et al (2007) cited in Normand & Anderson (2017)

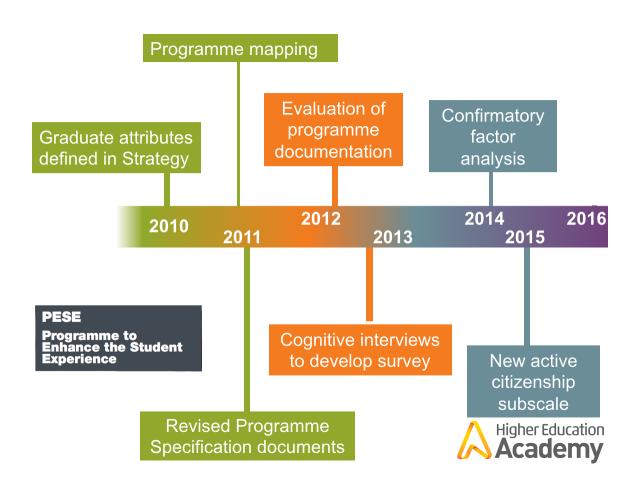




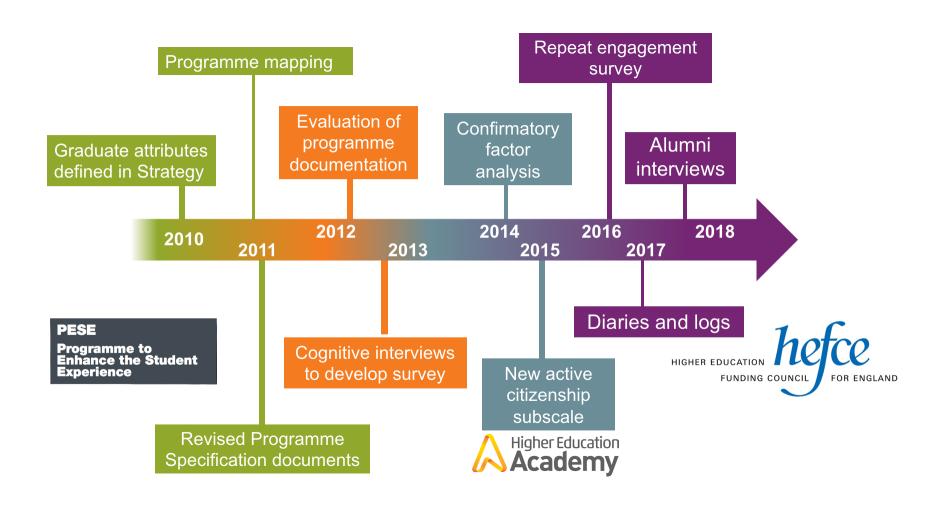














Embedding

Digital literacy from the student perspective

What do incoming students expect?



- Ubiquitous free-at-the-point-of-use access. Easy to connect any number of personal devices to the network.
- A VLE populated with comprehensive organisational information and course related materials.
- Teaching staff who have a good grasp of how to use established digital technology and incorporate technology into their teaching in an appropriate manner.

Are students motivated to develop digital skills?



81% of HE learners feel that digital skills will be important in their career

40% agree they have been made aware of any digital skills they need to improve

50% agree that their course prepares them well for the digital workplace



Jisc digital student experience tracker, 8190 learners from 29 HEIs, July 2017

Are students motivated to develop digital skills?



81% of HE learners feel that digital skills will be important in their career 15% neutral, 3% disagree

40% agree they have been made aware of any digital skills they need to improve 25% neutral, 33% disagree

50% agree that their course prepares them well for the digital workplace 33% neutral, 17% disagree.

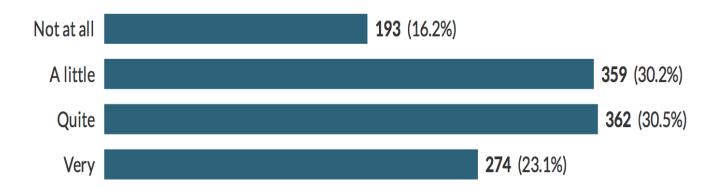


Jisc digital student experience tracker, 8190 learners from 29 HEIs, July 2017

Importance of this at university?



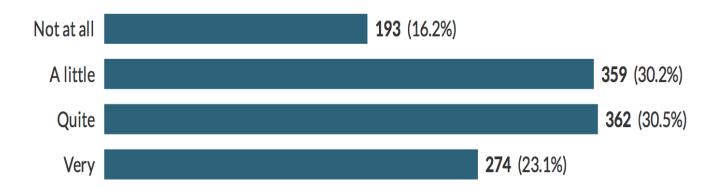
Using digital technologies in innovative or creative ways



Importance of this at university?



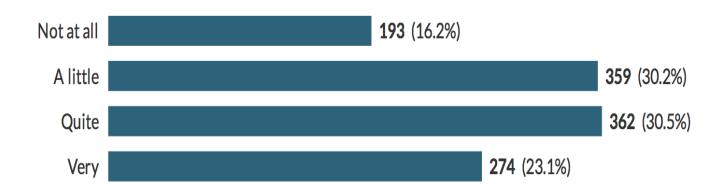
Using digital technologies in innovative or creative ways



Importance of this at university?



Using digital technologies in innovative or creative ways



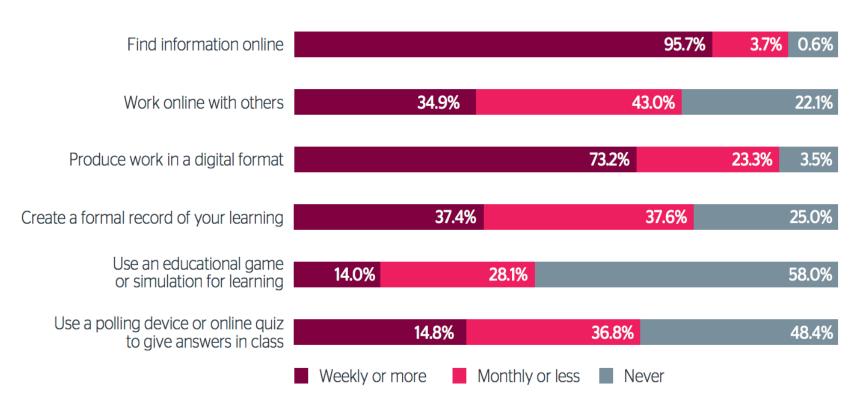
Gaining knowledge, skills and qualification that will help me have a fulfilling car



Digital practices



Figure 3. The percentage of **HE learners** who said that during their course they carried out the following digital activities either weekly or more, monthly or less, or never



Brookes Survey of Student Engagement

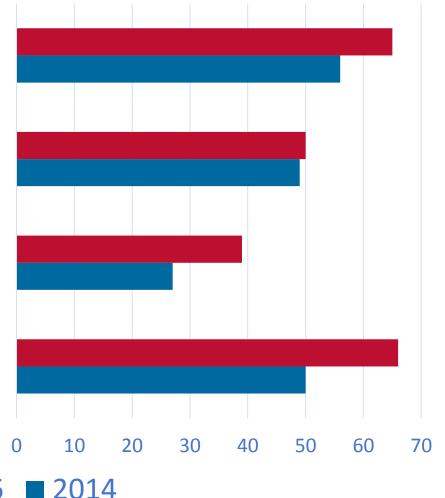




Used technology to collaborate with others or engage with online communities e.g. wikis, online forums, discussion...

Used technology to reflect on and record your learning? E.g. blogs, e-portfolios, mindmaps, learning diaries

Using technology in innovative or creative ways



■ 2016 **■** 2014

% responding 'very much &' quite a bit' or 'very often' & 'often'

Digital practices



What has been the most useful examples of technology-based learning that you've experienced so far in your university course?' 'Please explain why these were particularly helpful/useful'.

- 1. Organizing and managing the logistics of studying (46.9% of respondents).
- 2. Flexibility of place and location (32.7%)
- 3. Time-saving (30.6%)
- 4. Reviewing, replaying and revising (27.9%)
- 5. Researching information (27.9%)
- 6. Supporting basic tasks (26.4%)
- 7. Communicating and collaborating (16.8%)
- 8. Augmenting university materials (14.6.%)
- 9. Seeing information in different ways (11.7%)
- 10.Cost saving (4.4%)

All the questions relate to time spent in activities as part of your academic studies.

How many hours did you spend working on the following activities on this day? *

	None	0-1 hours	1-2 hours	2-3 hours	4-5 hours	5-6 hours	6+ hours
Using technology to collaborate with others or engage with online communities e.g. wikis, online forums, discussion boards, social media.	0	0	0	0	0	0	0
Using technology to reflect on and record your learning e.g. blogs, e- portfolios, mindmaps, learning diaries	0	0	0	0	0	0	0

All the questions relate to time spent in activities as part of your academic studies.

How many hours did you spend working on the following

activiti

Description of activities

Using technolo collabora with othe engage v online commun e.g. wikis online fo discussion boards, s media.

Using technolo reflect or record you learning blogs, eportfolio mindman learning diaries Please give us more details on any activities you participated in on this day that relate to:

- using technology to collaborate with others or engage with online communities;
- using technology to reflect on and record your learning;

Which modules were these activities related to?

Where possible give module codes.

Your answer

Please give a description of these activities.

What were you doing? Who else was there? How did you feel about it?

Your answer

Digital practices



54 log entries collected from 7 students over 2 weeks.

- -discussing essays with friends on Facebook
- -browsing forums
- -editing a group essay with Google docs
- -participating in group work remotely
- -discussing groupwork on WhatsApp,
- -writing reflective assignment in Word
- -audio recording a lecture
- -making a presentation in google slides
- -using Word as a planning tool to draft an essay
- -using Pinterest to see how to present work



@LearningGains

Digital practices



"Used Google Docs to finish up a conference position paper with the coursework group. I was able to do it from home, which was great because I didn't have to go and meet the group for it.

"I spent a lot of time on different forums learning about things that aren't related to my studies. "I used Pinterest to look at architectural work to see how I could lay out my work. I used online communication to talk to my friend about what we have to do for the crit coming up friday." (Beta)

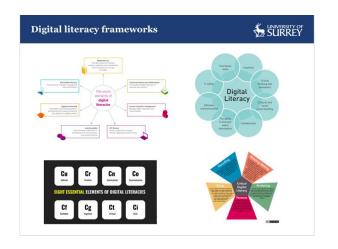
"For our research studies module we have to design a questionnaire on google forms. We made a WhatsApp group to talk about it."

(Alpha)

What do we know so far?



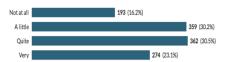








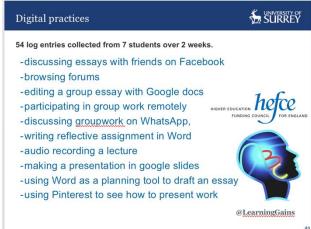
Using digital technologies in innovative or creative ways



Gaining knowledge, skills and qualification that will help me have a fulfilling car







Digital literacy as learning gain



Learning Gains is a growth or change in knowledge, skills and abilities over time that can be linked to the desired learning outcomes or goals of the course.





Learning gain in Active Citizenship Strategic Excellence project, led by Mary Deane



Research questions

- 1. How do students and alumni understand and interpret the learning gains they experience?
- 2. How do students understand and interpret measures of learning gain currently in use?
- 3. To what extent can these two be reconciled?
- 4. What is the contribution of learning gains to employability/work readiness?







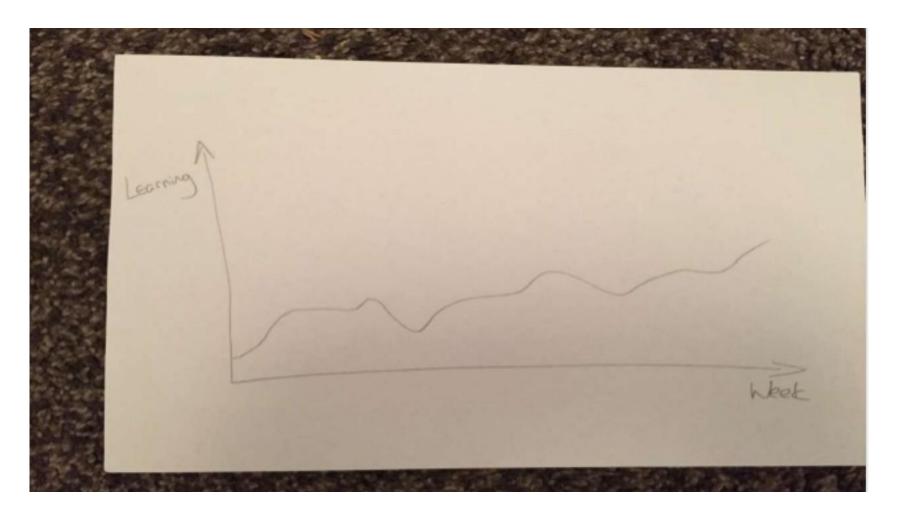


Methodology and participants

Semi-structured interviews with 19 OU learners 12 Surrey students and 12 Brookes alumni.

- Student perception of gain and progress
- Cognitive, behavioural and affective change
- Relationship between grades and progress
- Study expectations
- Graduate attributes and employability
- Work relevancy and readiness

Turning Points



Turning points / Pivot moments

What

Goal setting

Critical selfawareness

Formative feedback

Independence

Where

Level of study

Learning design and sequence

Ownership of Learning

Work-Life

No gain



IT – didn't use it too much. Did essays. One sociology module had a lot of statistics but I couldn't really grasp it. (A3)



Digital and information literacy, kind of and kind of not, because I've always been quite good in that sort of area. So I wouldn't say it's something that Uni particularly helped me build upon, because I think I was already at a decent level with it anyway. (A10)



Some gain







But it sort of made me go out of my way to actually look things up that I probably wouldn't have otherwise. (A4)

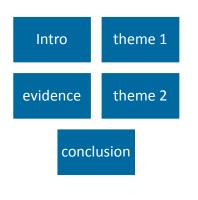
Some gain







But it sort of made me go out of my way to actually look things up that I probably wouldn't have otherwise. (A4)





I don't think I ever really used the internet to what it was capable of prior to education (A6)

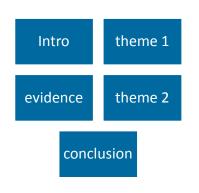
Some gain







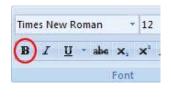
But it sort of made me go out of my way to actually look things up that I probably wouldn't have otherwise. (A4)





I don't think I ever really used the internet to what it was capable of prior to education (A6)





previously I don't really know how to use Microsoft Word to actually make something, actually pick out the format or something (A9)

Using technology in innovative and creative ways



they said that we need a business plan and they didn't care how you presented it or anything like that so long as it convinced them to invest.

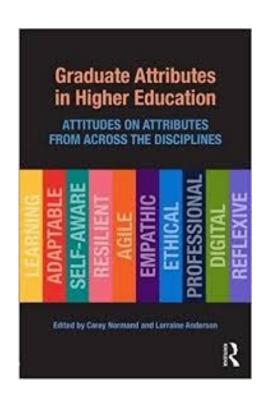
that was so helpful being able to express my coursework in the way that I want to and the way that I think a real live situation would want to see it.

And in the end I used a design software programme to create the PB and I use that now every single day in my job. I've got the whole company using this design tool (A5)

Engaging students



"Working with students to develop and take ownership of their attributes is the way to underpin an effective learning experience that travel beyond simple acknowledgement of a listed attribute." (p. 15)

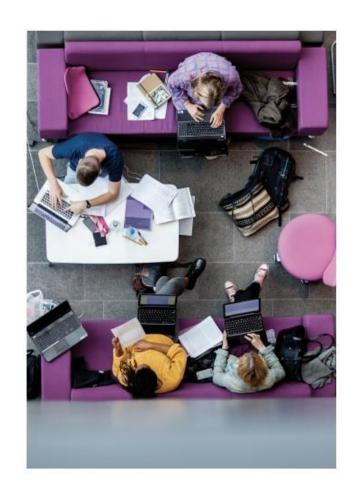


Carey Normand & Lorraine Anderson (eds), 2017

Lessons learnt



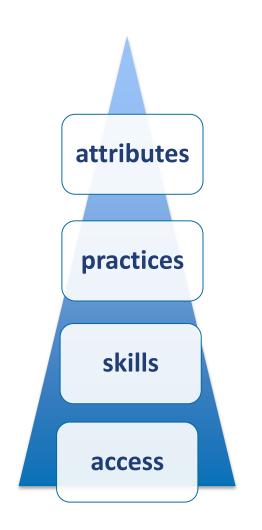
- 1. Set expectations of what digital literacies learners need to develop and why.
- Check with students what they are actually doing and provide feedback
- 3. Give students space to develop personalised uses of technology in innovative and creative ways
- Share ideas for developing digital practices and attributes through curricular and co-curricular activities.



What might this look like?



- Tackle an issue of professional relevance through a live project
- Produce and publish a digital artefact
- Audit and map the development of context specific discipline practices
- An accessible, inclusive curriculum with ongoing assessment of skills.



Sharpe & Beetham, 2010

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