

6-2015

Guiding Learners Toward Digital Fluency

Robin Ashford

George Fox University, rashford@georgefox.edu

Follow this and additional works at: http://digitalcommons.georgefox.edu/libraries_fac



Part of the [Higher Education Commons](#), and the [Online and Distance Education Commons](#)

Recommended Citation

Ashford, Robin, "Guiding Learners Toward Digital Fluency" (2015). *Faculty Publications - George Fox University Libraries*. Paper 6.
http://digitalcommons.georgefox.edu/libraries_fac/6

This Conference Proceeding is brought to you for free and open access by the George Fox University Libraries at Digital Commons @ George Fox University. It has been accepted for inclusion in Faculty Publications - George Fox University Libraries by an authorized administrator of Digital Commons @ George Fox University. For more information, please contact arolfe@georgefox.edu.

Guiding Learners Toward Digital Fluency



INNOVATION:
CATCHING THE WAVE

Robin Ashford / [@rashford](#)
Assoc Librarian / Asst Professor
George Fox University

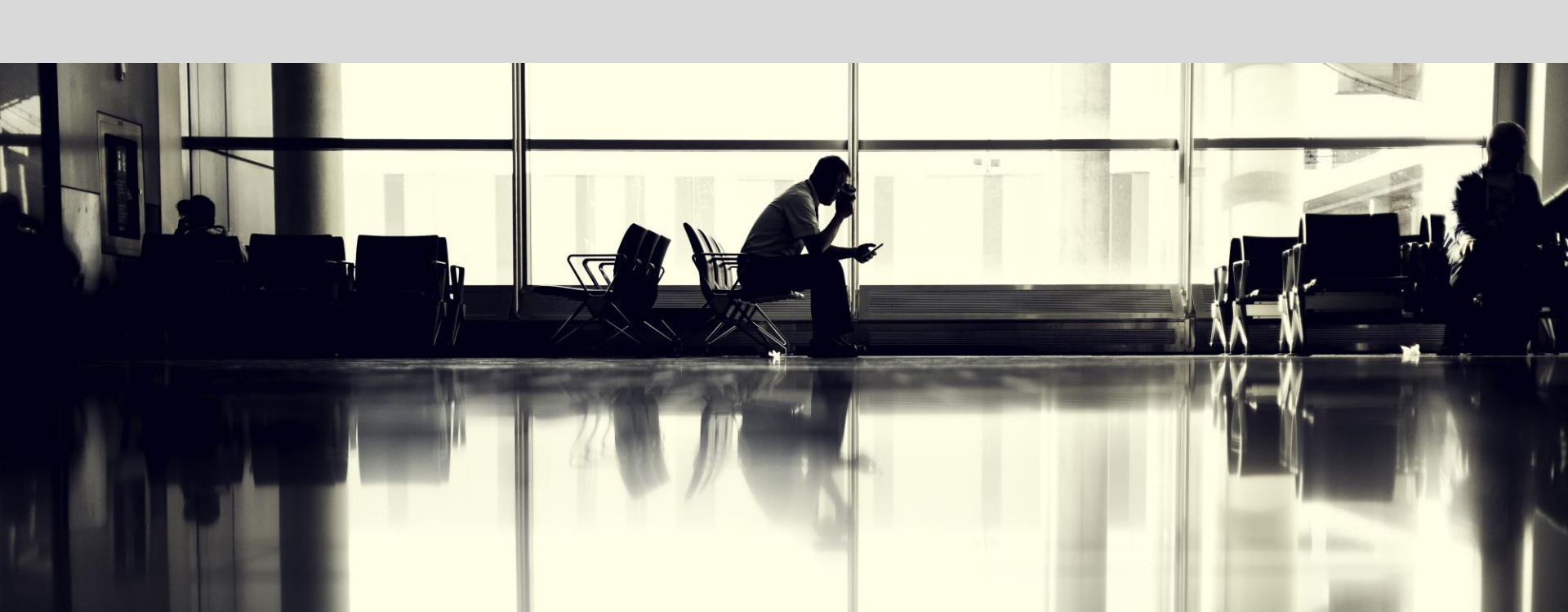
COT CONFERENCE
JUNE 2-5, 2015

WESTMONT COLLEGE
SANTA BARBARA, CA



TODAY – Definitions, overview, why becoming digitally fluent matters

- Digital Literacy
- Digital Fluency
- Participatory Culture - Learning
- Digital Media–Mobile
- Campus Initiatives



‘We are all teachers and we are all learners’ - Harvard President Drew Faust

Significant Challenges

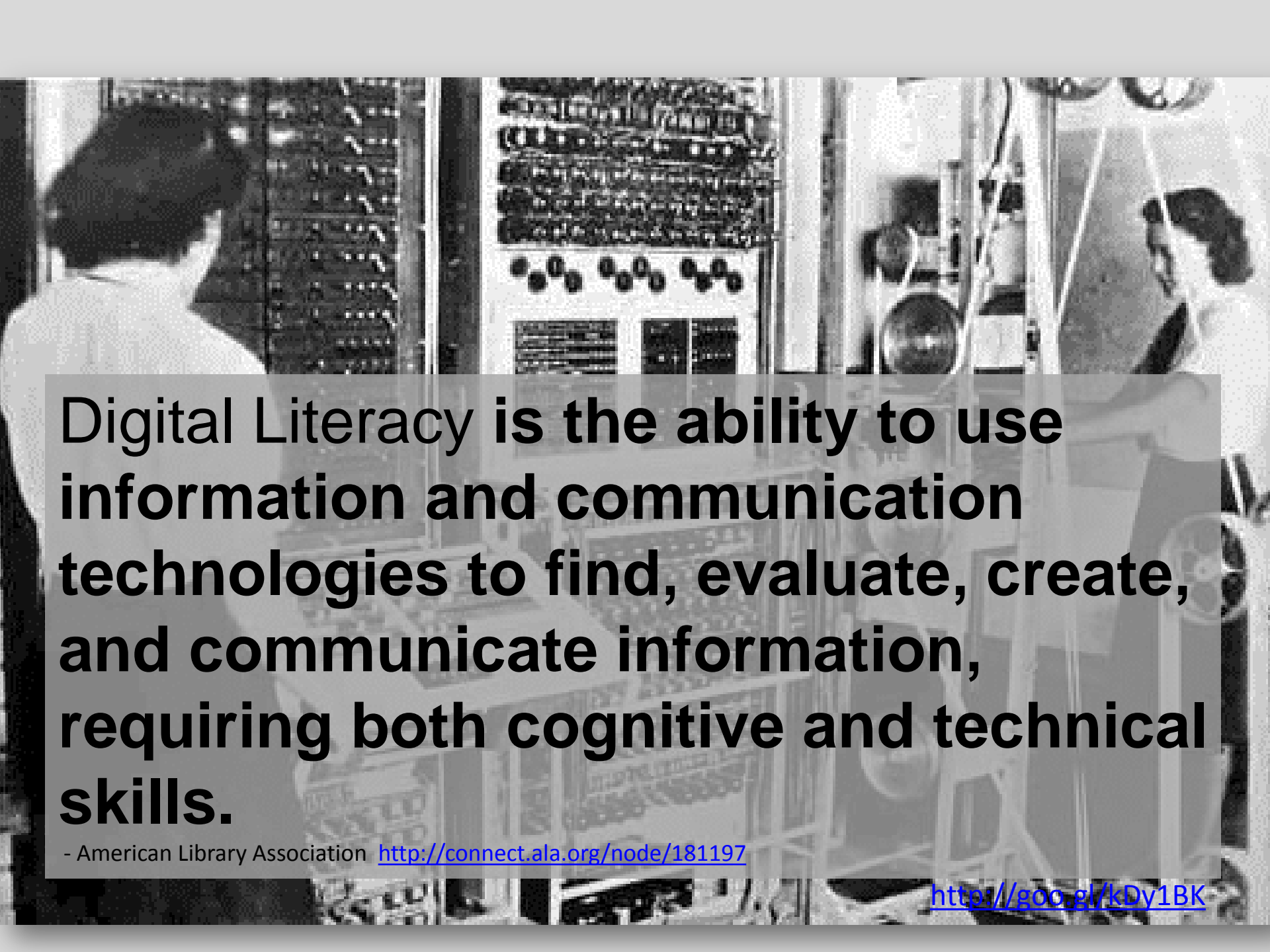
The [NMC Horizon Report 2014](#) Higher Ed Edition -
Significant Challenges Impeding Ed Tech Adoption
in Higher Education:
“Low Digital Fluency of Faculty”

And in the [2015 Horizon Report](#) , again under the
Significant Challenges category:
“Adequately Defining and Supporting Digital
Literacy”



improving
digital literacy

“Another facet of this challenge is in the attitude shift required of instructors; if they are reluctant to embrace new technologies and the promotion of digital literacy, students will not see the importance of these competencies to succeed in the workforce.”—Horizon Report 2015



Digital Literacy is the ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills.

- American Library Association <http://connect.ala.org/node/181197>

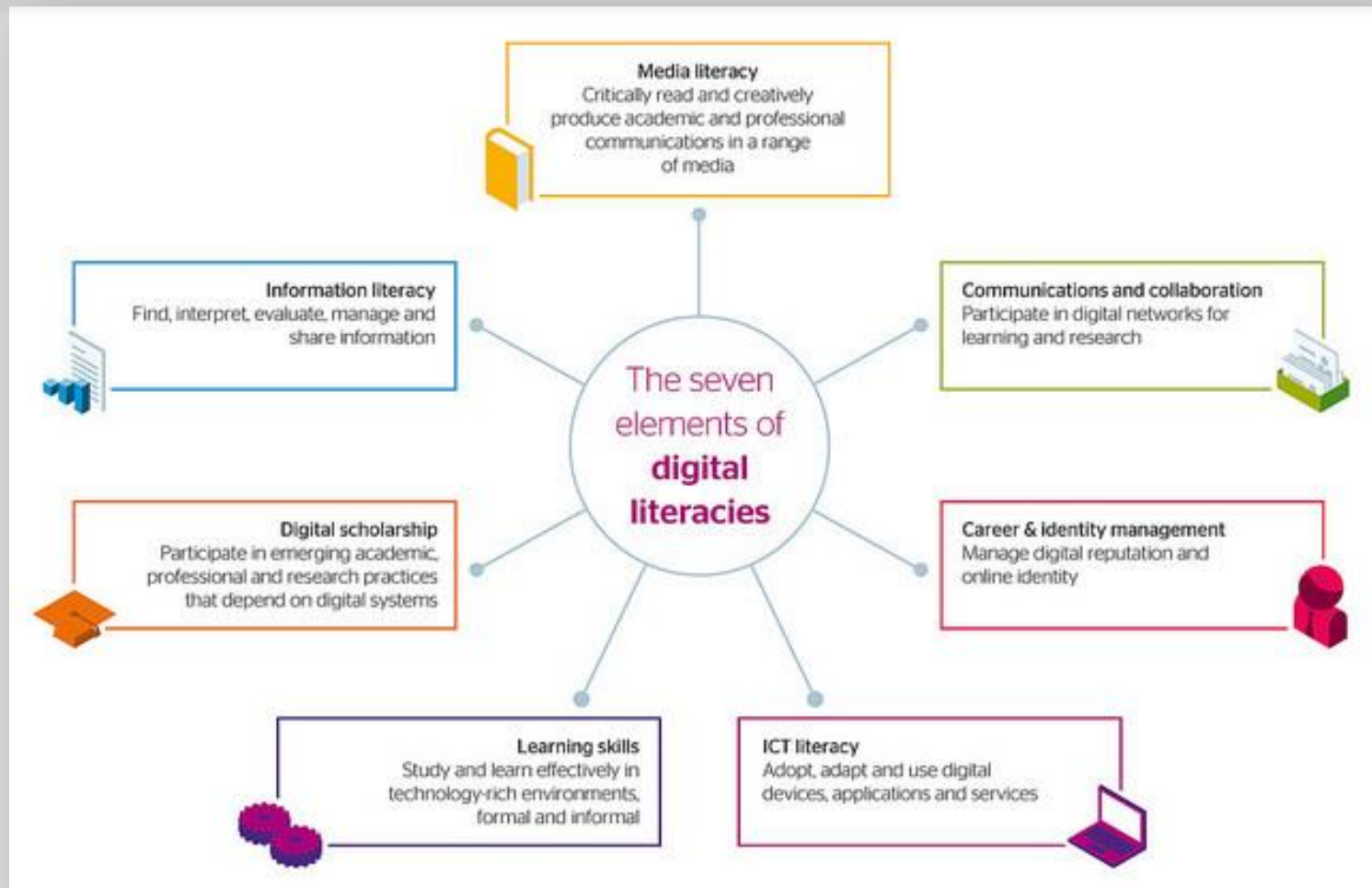
<http://goo.gl/kDy1BK>

Digital literacy is the knowledge, skills, and behaviors used in a broad range of digital devices such as smartphones, tablets, laptops and desktop PCs, all of which are seen as **network** rather than computing devices.



WIKIPEDIA
The Free Encyclopedia

We define digital literacies as the **capabilities** which fit someone for **living, learning and working** in a **digital society**. – [JISC](#)



Jisc 7 Elements of Digital Literacies

And associated competencies

- **Media Literacy**

Critically read and creatively produce academic and professional communications in a range of media.

- **Communications and collaboration**

Participate in digital networks for learning and research.

- **Career and identity management**

Manage digital reputation and online identity.

- **ICT literacy**

Adopt, adapt and use digital devices, applications and services.

- **Learning skills**

Study and learn effectively in technology-rich environments, formal and informal.

- **Digital Scholarship**

Participate in emerging academic, professional and research practices that depend on digital systems.

- **Information Literacy**

Find, interpret, evaluate, manage and share information

Digital Literacy as a Developmental Process

“Literacy is about development so understanding digital literacy in this way is important; we acquire language and become increasingly proficient over time and eventually reach a level of fluency.”



Beetham and Sharpe 'pyramid model' of digital literacy development model (2010)

<http://www.jisc.ac.uk/guides/developing-digital-literacies>

A recent change in the academic library world:

Metaliteracy – Framework for Information Literacy for Higher Education

In addition, this *Framework* draws significantly upon the concept of metaliteracy,⁷ which offers a renewed vision of information literacy as an overarching set of abilities in which students are consumers and creators of information who can participate successfully in collaborative spaces.⁸

DIGITAL LITERACY and why it matters

Video: [University of Derby](#)

Digital literacy skills are needed to:

- help students become employable > know new ways to learn > assessed work is submitted electronically and feedback given online > communicating and collaborating on content can be facilitated through a variety of online platforms

“With all these new opportunities come new requirements and responsibilities for everybody. We need to understand how to evaluate and look at the authenticity and validity of the wealth of information available to us.”

Digital Fluency



Digital Fluency is the aptitude to effectively and ethically interpret information, discover meaning, design content, construct knowledge, and communicate ideas in a digitally connected world.

7 Elements of Digital Literacies

Digital Scholarship

- Participate in emerging academic, professional and research practices that depend on digital systems.

“Digital technologies have transformed how knowledge is embodied, organized, disseminated, and preserved. Use of these technologies has the potential to expand and equalize access to cultural and scholarly resources across sectors of society.” –

Mellon Foundation <https://mellon.org/programs/scholarly-communications/>

Digital Humanities

Digital humanities is an area of research and teaching at the intersection of computing and the disciplines of the humanities. Digital humanities embraces a variety of topics, from curating online collections to data mining large cultural data sets. [-Wikipedia](#)

"Humanités Numériques" by Calvinus - Own work :

<http://www.martingrandjean.ch/wp-content/uploads/2013/10/HumanitesNumeriques.jpg>.

Licensed under CC BY-SA 3.0 via Wikimedia Commons –<http://goo.gl/t2fy7r>

Digital Humanities

- Definitions
- Examples
- Resources



UNIVERSITY LIBRARIES
UNIVERSITY of WASHINGTON
<http://guides.lib.washington.edu/digitalhumanities>

Home start your research ▾ use the libraries

Digital Humanities



UNIVERSITY LIBRARY
UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

[Ask A Librarian](#) [Contact Us](#) [My Library Account](#)

Library » Scholarly Commons » Services » Digital Humanities



Digital Thoreau

Thoreau digitized. Deliberately.

[Digital Thoreau](#) is a resource and a community dedicated to promoting the *deliberate reading of Thoreau's works in new ways*, ways that take advantage of technology to illuminate Thoreau's creative process and facilitate thoughtful conversation about his words and ideas.

Online collaborative annotation tools

ABOUT LIT GENIUS



Lit Genius is a community of scholars—and a crew of heroic hearts—devoted to annotating great literature. We host everything from the classics to recent fiction to spoken word.

Connect: [Lit Genius Forum](#) | [Twitter](#) | [Facebook](#)

HOT ON LIT GENIUS

Hamlet Act 1 Scene 2 by William Shakespeare

[Lit Genius](#)

[Introducing Hypothes.is for Education](#)

Career and Identity Management Literacy

Manage digital reputation and online identity

DIGITAL IDENTITY

Digital Identity Is how to represent your best authentic self online. It is taking control of what others see and find about you online.

-[Paul Gordon Brown](#)



While none of us can control everything that is known about us online, there are steps we can take to better understand our online identities and be empowered to share what we want, when we want. - [Internet society](#)

Participatory Culture

New Media Literacies, Web 2.0, Social Media



“Web 2.0 describes World Wide Web sites that emphasize user-generated content, usability, and interoperability.”

"Web 2.0 Map" by Markus Angermeier Vectorised and linked version by Luca Cremonini

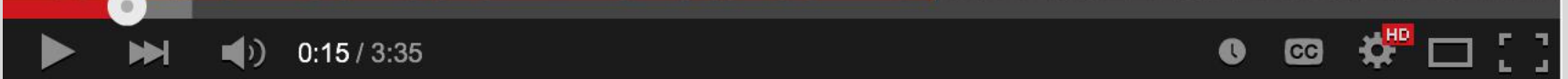
http://en.wikipedia.org/wiki/Web_2.0 -- http://en.wikipedia.org/wiki/Web_2.0

Henry JENKINS

Professor, Communication,
Journalism & Cinematic Arts, USC

Co-Author, "Spreadable Media:
Creating Value and Meaning
in a Networked Culture"

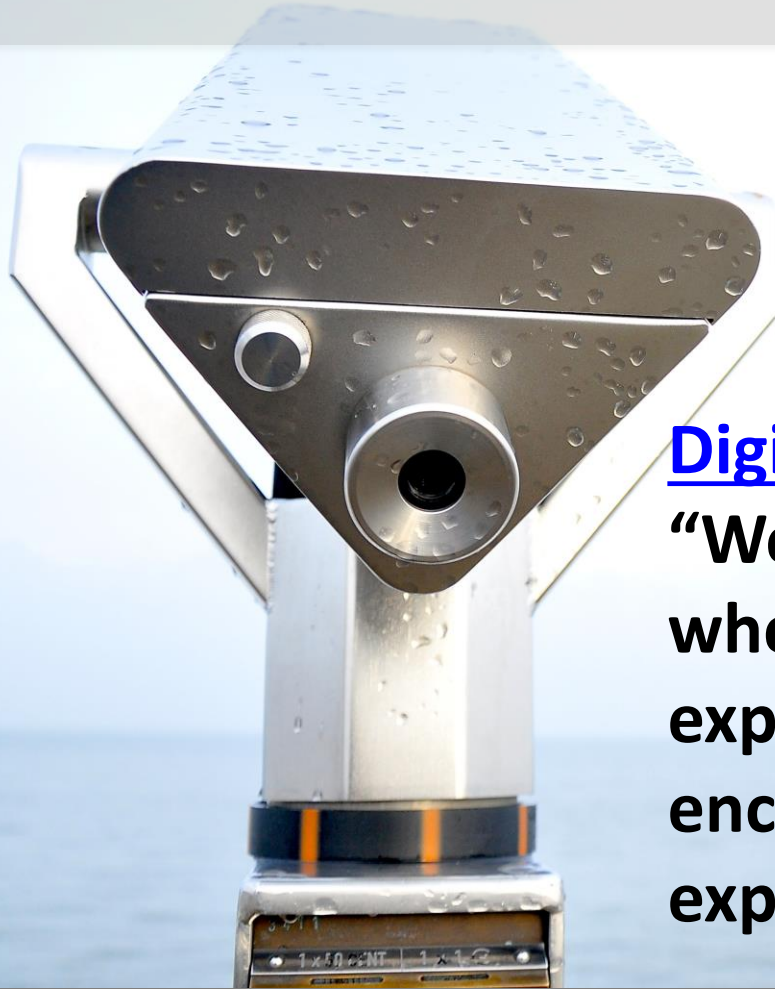
EXPLORING:
Open-sourced education



The influence of participatory culture on education

https://youtu.be/HYbSD_GdkjU

Developing Digital Skills Inquiry, play, & exploration



[Digital Fluency Boise State Univ](#)

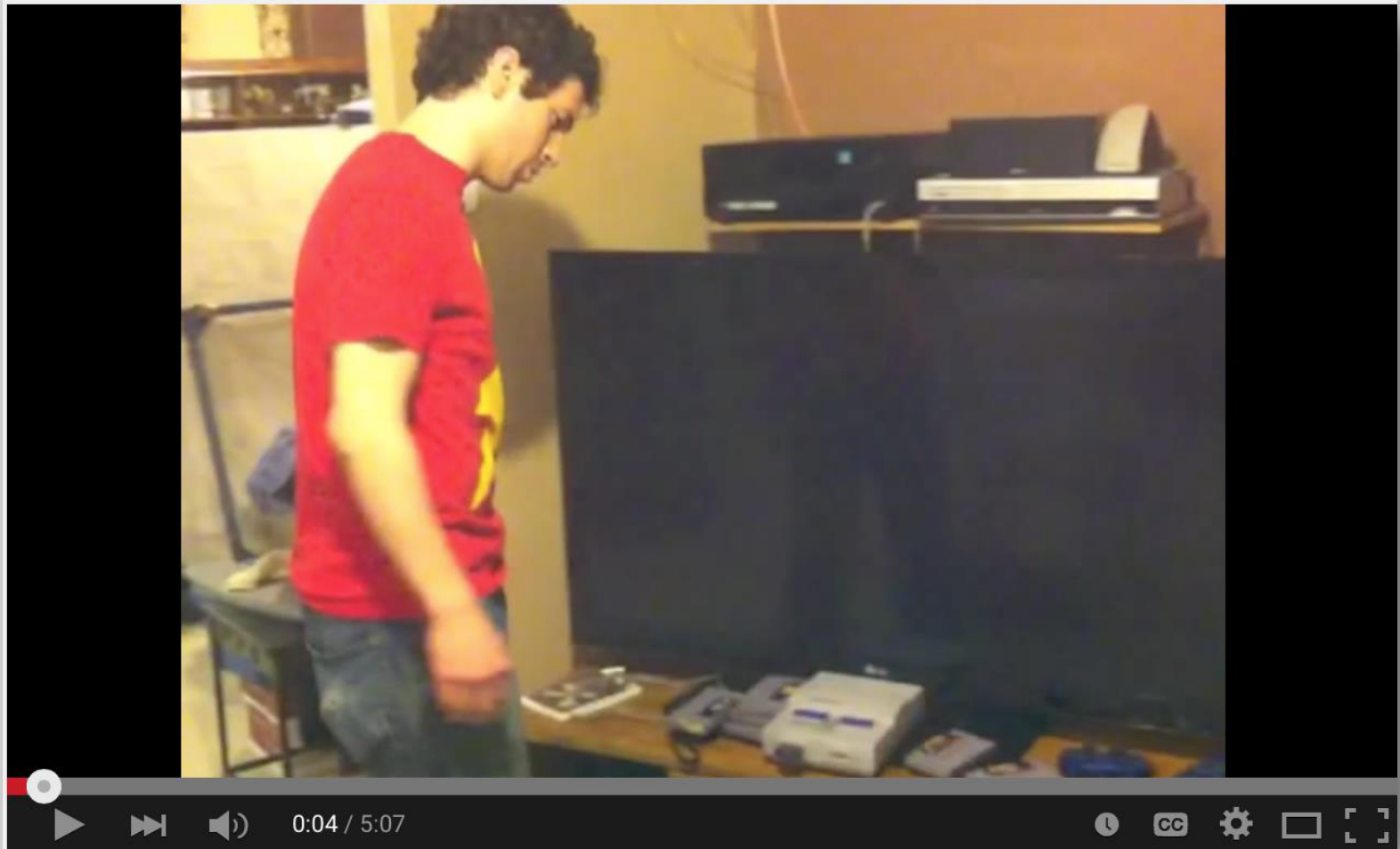
“We believe this aptitude thrives when inquiry, play, and exploration are valued and encouraged as meaningful learning experiences.”

Learners fully engaged #learning - #Minecraft



<https://youtu.be/Tpa7zyliuSo>

Digital Learning: Creativity



ECMP 355 Computers in Edicatopm - Undergrad Course at University of Regina
<https://youtu.be/416h9j7DVM0>

Developing Digital Skills Inquiry, **play, & exploration** examples from my own learning



Convergence of Print & Digital – Augmented Reality



[NYTimes AR Example](#)



[Playing with the AR App IMAG-N-O-TRON](#)



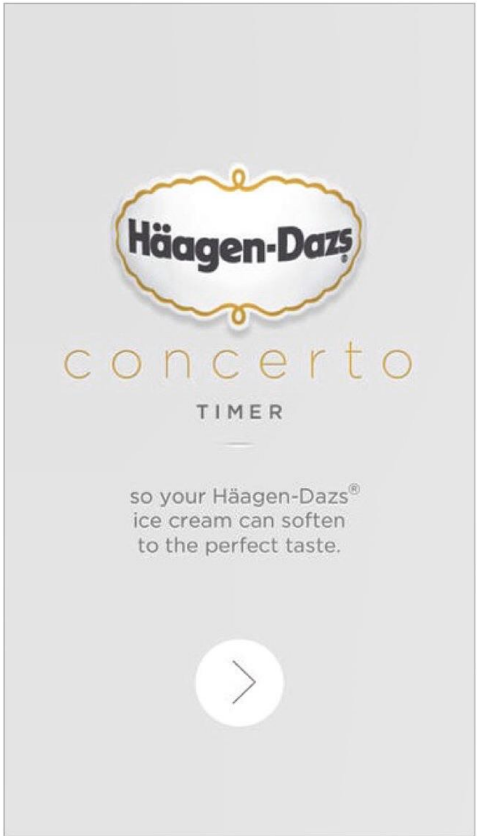
Playing with Flying Morris in the GFU Library

Häagen-Dazs concerto timer 1 Result



Häagen-Dazs Concerto Timer
Goodby, Silvers...
★★★★☆ (99)

+ FREE



#TwitterFiction Festival 2015

May 11–15

Follow [@twfictionfest](#) for all things
[#TwitterFiction](#)



Fiction Festival

@TWfictionfest

Follow

It's time! Announcing [#TwitterFiction Festival 2015: May 11-15!](#) Check out [twitterfictionfestival.com](#) to learn more!
[vine.co/v/OxHUKOjvOir](#)

7:53 AM - 18 Feb 2015




Vine @vine

122 RETWEETS 50 FAVORITES



<http://twitterfictionfestival.com/press/>

Guide: Twitter for Teaching & Learning



GEORGE FOX UNIVERSITY

LIBRARIES

GFU Home

Library » LibGuides » Twitter for Teaching & Learning

Admin Sign In

Twitter for Teaching & Learning

Tags: [education](#), [higher education](#), [miscellaneous](#), [social media](#), [teaching and learning](#), [twitter](#)

A guide to using twitter for teaching, learning, connecting, professional development, and more.

Last Updated: May 31, 2015 | URL: <http://libguides.georgefox.edu/twitter> | [Print Guide](#) | [RSS Updates](#)

Home | **Twitter Basics** | Teaching & Learning | Professional Development | Twitter for Teachers | Twitter Research | You

Home | [Print Page](#) | Search: | This Guide | Search

About this guide


Welcome! This guide is all about Twitter.

The **gold tabs above** contain information on the **basics of getting started on Twitter**, using **Twitter for professional development** and to develop your PLN (Personal Learning Network), as well as **case studies of Twitter use in the classroom**, **research articles about Twitter**, using **Twitter for research** and more.


Learn about the **History of Twitter** from the two short videos below.

[Comments \(0\)](#)

Twitter Founders (1min 40sec)



Ref & E-Learning Librarian



Robin Ashford, MSLIS

[in](#) [t](#)

Contact Info
Phone: 503.554.6136
The best way to reach me is by Email:
rashford@georgefox.edu
[Send Email](#)

Links:
[Profile & Guides](#)

<http://libguides.georgefox.edu/twitter>

CURATING & SHARING

Sharing your best content
Storify, Scoop.it, Pinterest, etc.

The image shows a screenshot of a Storify story page. The background is a hand-drawn diagram with various icons like a laptop, a document, a Twitter bird, and a play button, connected by red and green lines. The text is overlaid on this background.

Embracing Social Networks for Teaching and Learning by Dr. Alec Couros - Opening Plenary Session #TPtech14

Highlights and tweets from #TPtech14 Opening Plenary Session Presented by @courousa

by Robin Ashford 6 months ago 1 Like 76 Views ▾

<https://storify.com/rashford/tptech14>

At the top of the page, there is a blue navigation bar with a search bar labeled "Search Stories...", a "Log In" button, and a "Sign Up" button. The Storify logo is on the left.

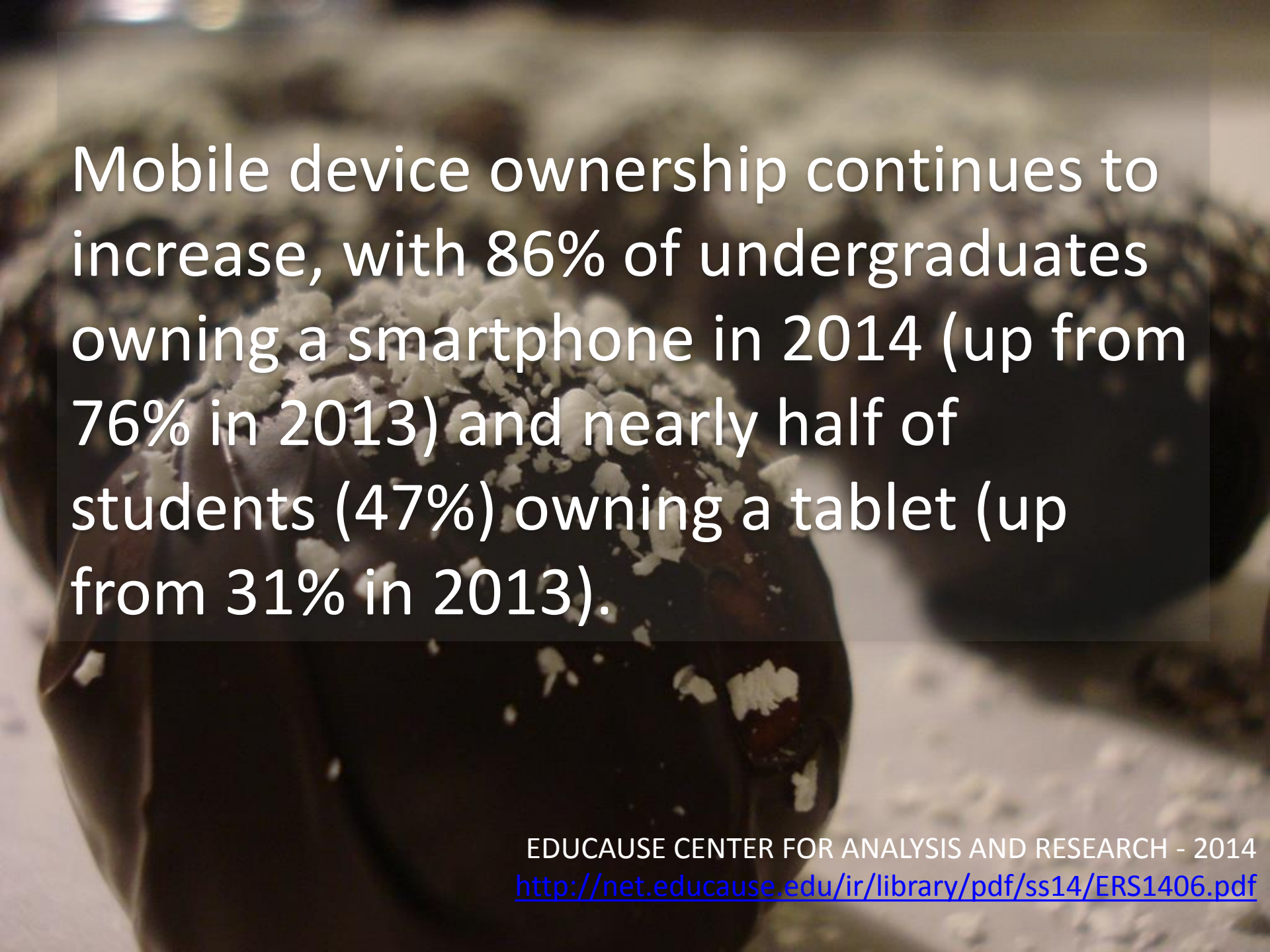


WHY MOBILE MATTERS

ICT literacy

Adopt, adapt and use digital devices, applications and services

by [sea turtle](#) on flickr



Mobile device ownership continues to increase, with 86% of undergraduates owning a smartphone in 2014 (up from 76% in 2013) and nearly half of students (47%) owning a tablet (up from 31% in 2013).

Changing librarian roles - Guides & Tools: Mobile Apps for Research & Education

The screenshot shows the George Fox University Libraries website. The header includes the university logo and the word "LIBRARIES". A navigation bar contains "Library » LibGuides » Mobile Apps for Research & Education" and a "GFU Home" button. Below the navigation, the page title is "Mobile Apps for Research & Education" with tags "miscellaneous, mobile". A brief description states: "Use this guide to learn about useful apps - Explore and download apps directly from your smartphone or tablet." It also provides the last update date (Apr 21, 2015), the URL, and links for "Print Guide" and "RSS Updates". A horizontal menu of gold tabs includes "Home", "Research", "Productivity", "Reading", "Notes", "Presenting", "GFU-Specific", "Misc.", "iPads", and "By Discipline". Below this is a search bar and a "This Guide" dropdown. The main content area is divided into three columns. The left column, "Categories", lists links for Home, Library Research, Productivity, Reading, Notes, Presenting, GFU-Specific, Miscellaneous, and iPad Resources. The middle column, "Welcome", features a heading "Welcome to Mobile Apps for Research and Education!" and a sub-heading "Mobile Apps!". It includes a paragraph: "Click on gold tabs above or links on left sidebar to browse. Free apps are specified, others range in price. Access guide on smartphone, iPad/tablets for easy downloading of apps." Below the text are three images: a smartphone displaying various app icons, a tablet displaying a grid of app icons, and a laptop displaying a grid of app icons. The right column, "Ref & E-Learning Librarian", features a portrait of Robin Ashford, MSLIS, with her name and social media icons for LinkedIn and Twitter. Below her photo is her contact information: "Contact Info", "Phone: 503.554.6136", "The best way to reach me is by Email: rashford@georgefox.edu", and a "Send Email" link. At the bottom of this column are "Links: Profile & Guides".

GEORGE FOX UNIVERSITY LIBRARIES

GFU Home

Library » LibGuides » Mobile Apps for Research & Education Admin Sign In

Mobile Apps for Research & Education Tags: miscellaneous, mobile

Use this guide to learn about useful apps - Explore and download apps directly from your smartphone or tablet.

Last Updated: Apr 21, 2015 URL: <http://libguides.georgefox.edu/MobileApps> Print Guide RSS Updates

Home Research Productivity Reading Notes Presenting GFU-Specific Misc. iPads By Discipline

Home Comments(0) Print Page Search: This Guide Search

Categories

- Home
- Library Research
- Productivity
- Reading
- Notes
- Presenting
- GFU-Specific
- Miscellaneous
- iPad Resources

Comments (0)

Please take our poll!

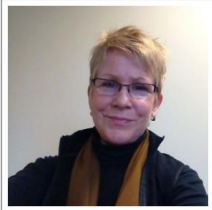
Welcome

Welcome to Mobile Apps for Research and Education!



Click on gold tabs above or links on left sidebar to browse
Free apps are specified, others range in price
Access guide on smartphone, iPad/tablets for easy downloading of apps

Mobile Apps!

Ref & E-Learning Librarian



Robin Ashford, MSLIS

Contact Info
Phone: 503.554.6136
The best way to reach me is by Email: rashford@georgefox.edu
[Send Email](#)

Links:
[Profile & Guides](#)

<http://libguides.georgefox.edu/MobileApps>

Digital Content: Library E-books & DRM (Digital Rights Management)



E-book guides: Because using library e-books on any device is not as simple as we'd like

EBSCO Academic E-Book Collection Tags: e-books, ebSCO
A Guide to the EBSCOhost Academic E-book Collection From the GFU Library
Last Updated: Jun 22, 2013 URL: <http://libguides.georgefox.edu/EBSCOebooks> Print Guide RSS Updates SHARE

Home Search Reading Create EBSCO Account Download Cite Printing/Saving/Notes Mobile Devices & Apps


Mobile Devices & Apps Comments(0) Print Page Search: This Guide Search

Free Bluefire App for iPad, iPhone and Android Devices

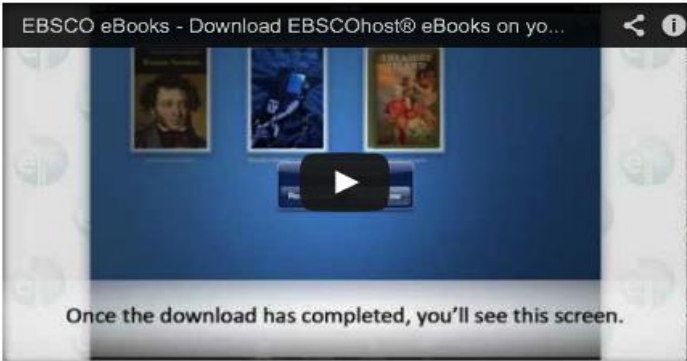
Apple and Android devices: Bluefire Reader is recommended

A free Adobe ID account must be created, the Bluefire Reader app will prompt for an Adobe ID login and password to authorize before e-books can be downloaded.

- Download Bluefire Reader app for iPhone, iPad or iPod touch
- Download Bluefire Reader app for Android smartphones and tablets



Download EBSCO eBooks on iPad, iPhone, or iPod Touch



Comments (0)

Transfer EBSCO ebooks to a Mobile Device

Popular Devices that Are Compatible with EBSCOhost E-book Download include:

- Barnes & Noble NOOK
- Sony Reader Daily Edition™
- Sony Digital Readers (PRS-300, 505, 600 and 700BC)
- And many more...
- iPad (works with third-party applications BlueFire)

<http://libguides.georgefox.edu/content.php?pid=461430&sid=3777009>

Teaching Library Research Classes on Mobile

(For programs gone mobile – iPad & tablet initiatives, etc.)



Blog Post: <http://librarianbydesign.blogspot.com/2012/06/teaching-library-research-on-ipad.html>

Digital Fluency Efforts by Colleges and Universities

The screenshot shows the Boise State University website. The header includes the university logo, navigation links (MY.BOISESTATE, A-Z INDEX, DIRECTORIES, MAPS, NEWS, EVENTS), a search bar, and a dropdown menu (ALL BOISE STATE, THIS SECTION). The main navigation bar contains links for ABOUT, ADMISSIONS, ACADEMICS, RESEARCH, ADMINISTRATION, GIVING, and ALUMNI. The page content is for 'DIGITAL FLUENCY TRAINING' under 'FACULTY CONSULTATIONS / DIGITAL FLUENCY TRAINING'. It includes a breadcrumb trail, a 'PRINT | SHARE' link, and a main heading 'DIGITAL FLUENCY TRAINING'. The text describes digital fluency as the ability to use technology tools for teaching and assessment. A sidebar on the left lists 'Instructional Design & Educational Assessment (IDEA Shop)', 'HOME', 'ABOUT INSTRUCTIONAL DESIGN & EDUCATIONAL ASSESSMENT', and 'PROGRAMS'. A link to 'Boise State University' is at the bottom right.

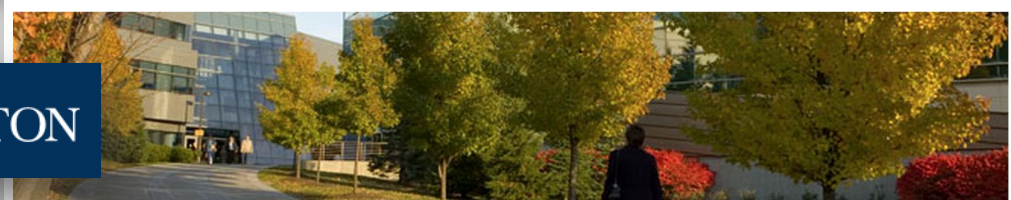
UNIVERSITY OF MARY WASHINGTON

[Proposal for UMW Digital Learning Initiative](#)

New iStudy Tutorial on Technological Fluency Now Available

By Courtney S Robinson On February 23, 2015 · Add Comment

[Penn Stae "Consuming and Creating in the Digital Age: How Fluent Are You?"](#)



[binghamton.edu](#) → [clt](#) → [instructional enrichment](#) → [teaching tips techniques](#)

Digital Fluency

Binghamton University's Center for Learning and Teaching will be launching a Digital Initiative this coming 2014-2015 academic year. Throughout the year, we will be offering various seminars and events to introduce the concepts of Digital Fluency and we hope to have volunteers to pilot various pedagogies that relate to our success (see below). Toward the end of the year, we would like to host an event where practitioners of Digital Fluency can showcase their work.

[Binghamton University](#)

Digital Fluency Initiative—George Fox University



This wordle was generated from faculty comments regarding perceived needs for technology on the GFU campus from the Digital literacy at George Fox University Faculty Survey administered on Dec. 14th, 2014. Over 152 responses were recorded.

Digital Fluency Initiatives – George Fox University

Email (partial) to Faculty from the Provost, May 2015:

Introducing The Digital Fluency Initiative

We are pleased to announce that the university has provided faculty development funds in support of The Digital Fluency Initiative, a program designed to support faculty in the use of pedagogically-informed technology.

This summer we will launch a 1-year pilot with 15 faculty and a team of faculty mentors. In addition, we will be joined this fall by about 10 newly hired faculty. Faculty who wish to participate can apply via the online application form.



Why do we fear **technology?**

3 Reasons We Fear Technology:

- 1) Fear of Dissonance
- 2) Fear of Losing Your Job
- 3) Fear of Perception**

Fear of Perception: “No one wants to look like they don't know something in front of their peers. Okay, maybe some people are okay with it, but most professionals seem to have a lot of anxiety around the perception of not knowing something...If you don't know how to use a new technology, don't worry, everyone else is figuring it out, too.”

This boy has a great attitude about failure



<https://www.youtube.com/watch?v=0uDDEEHdf1Y>

Thank you!

[Robin M. Ashford-About Me](#)

