

ASAIB 2022
Lifelong learning
and digital
citizenship: the
reader of tomorrow
Nicoline Wessels

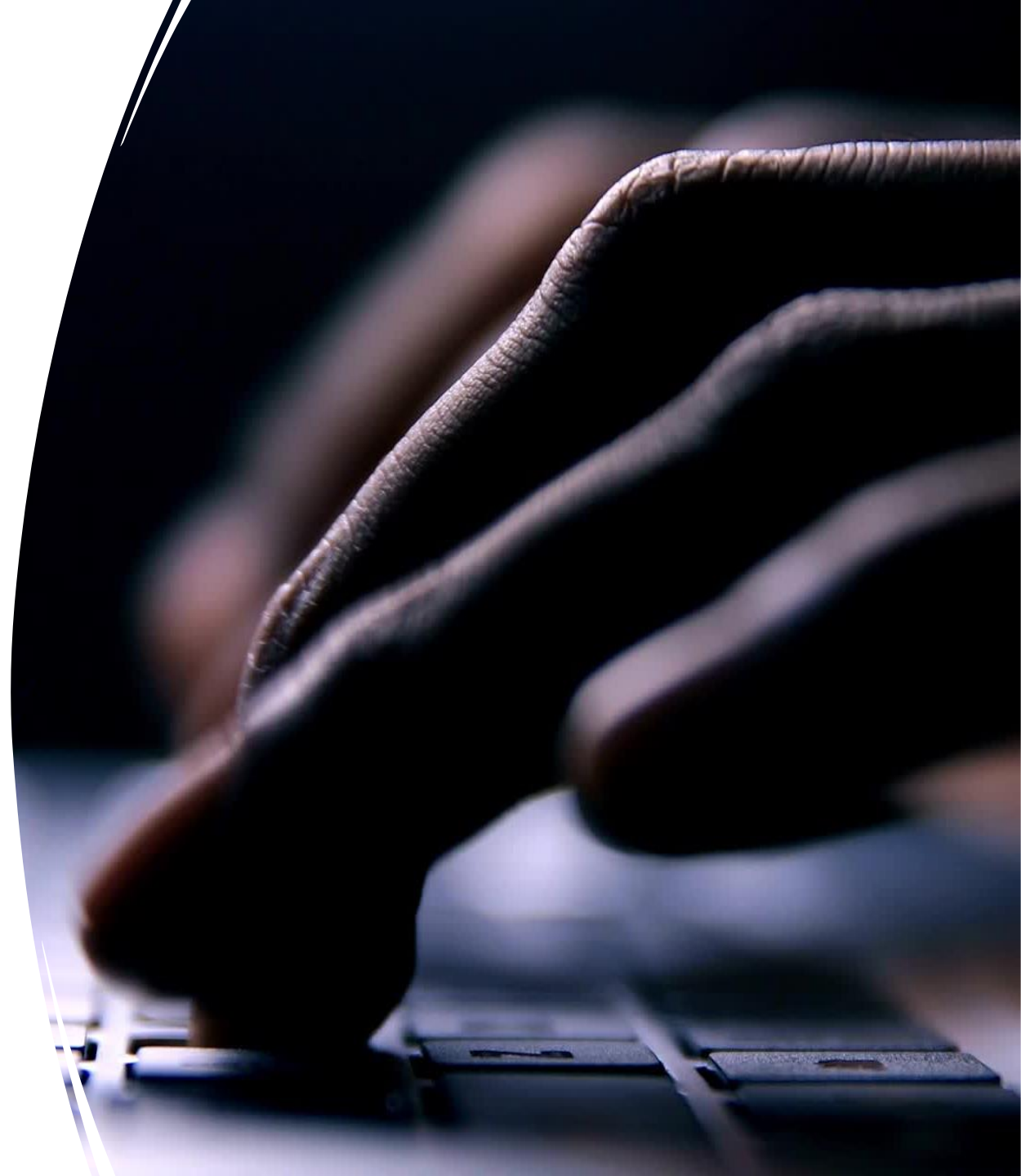
Define tomorrow.

The Digital Citizen

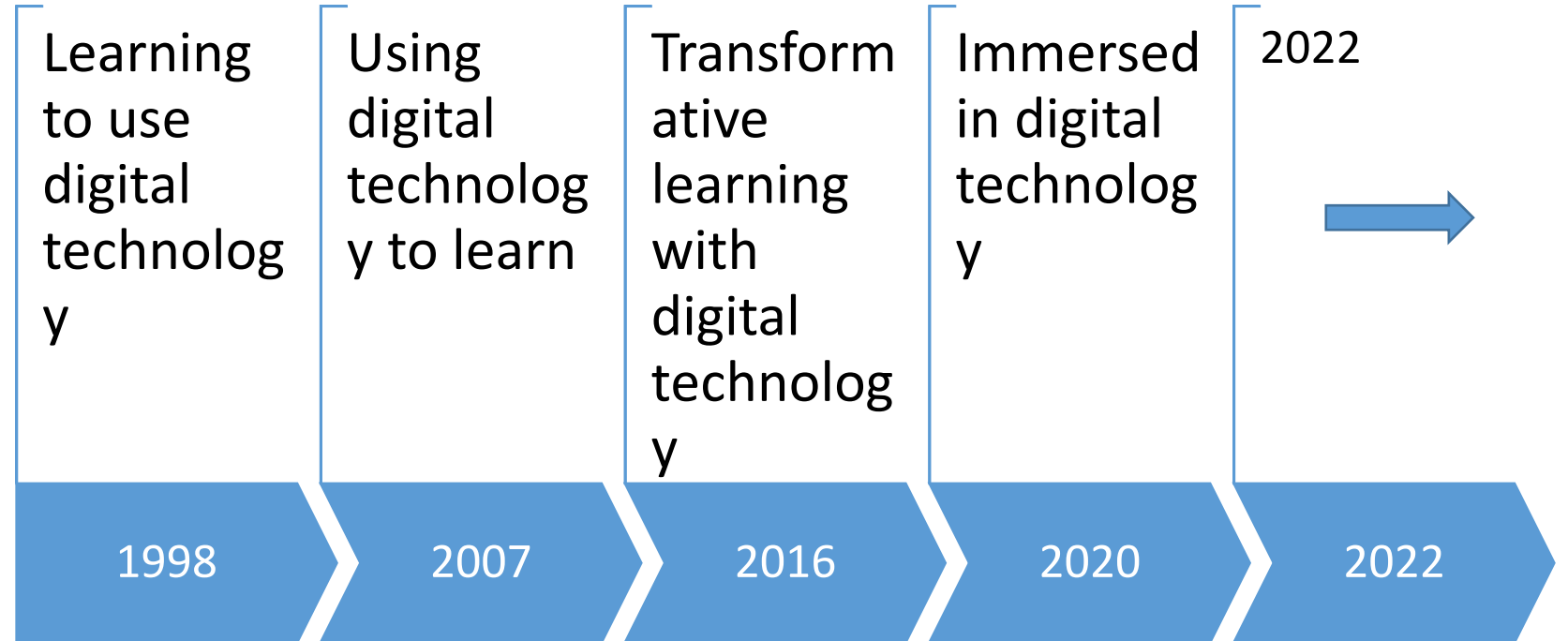
A person who uses the internet regularly, effectively and responsibly on a daily basis.

A person with:

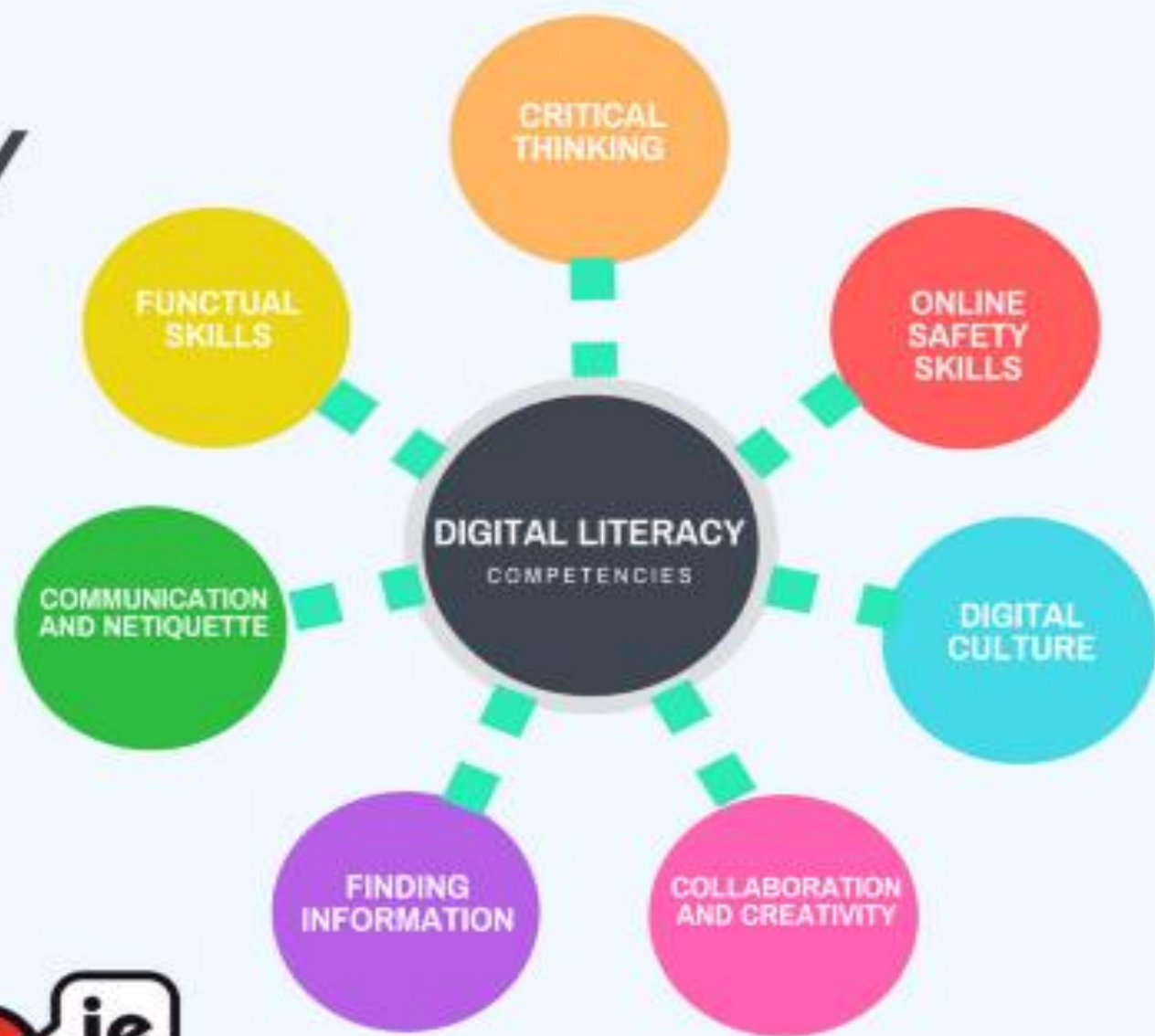
- Technical competencies
- Digital literacy skills
- Understands access
- (Reads well)



Timeline



DIGITAL LITERACY SKILLS



webwise.ie

Nine Elements of Digital Citizenship (ISTE2021)

Digital Access

Participation for All

E-government

Digital Commerce

E-banking

Digital Communication and Collaboration

Choices and platforms

Own voice

Digital Literacy

Fake versus authentic news

Understand information

Nine Elements (Continue)

Digital Etiquette (Netiquette)

- Respect and Good Manners

- Online attitude/Keyboard warriors

Digital Health and Welfare

- Physical (Ergonomics; eyes)

- Psychological (Balance; when to unplug)

Digital Law

- Cyberbullying/Sexting

- Popi Act/Copyright

Digital Rights and Responsibilities

- Protecting others and oneself

- Freedom of speech/Hate speech/Harassment

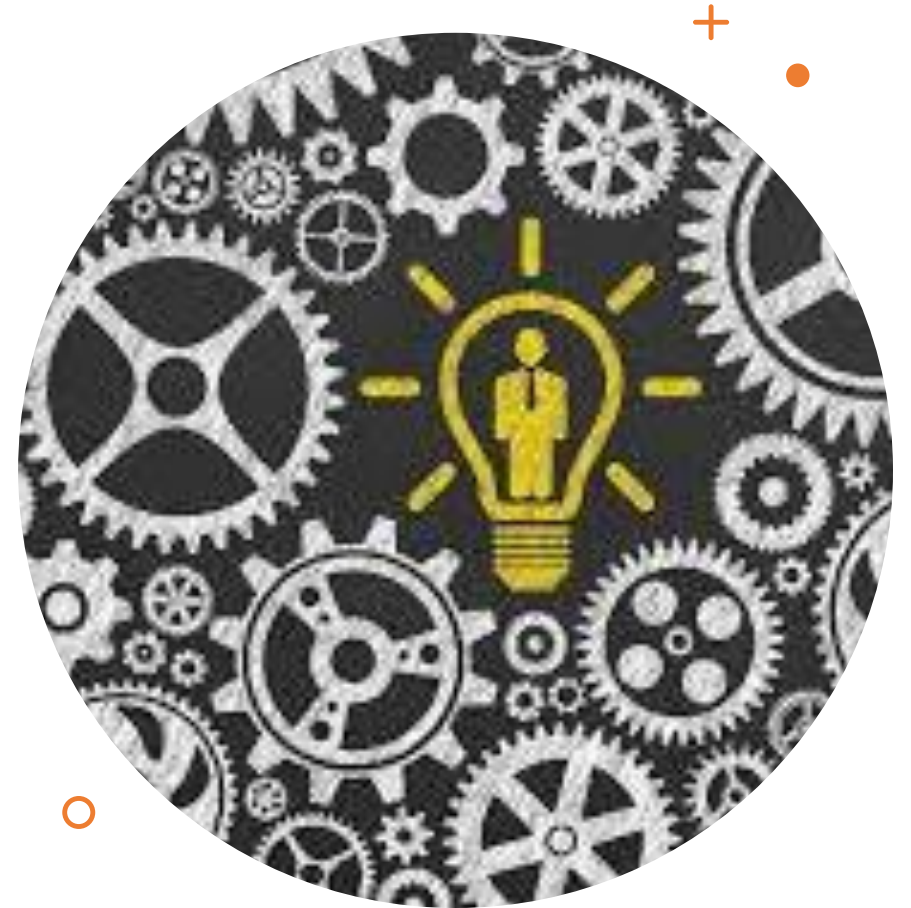
Digital Security and Privacy

- Passwords/virus protection/backups/surge control

Opportunities

Digital citizenship can bring opportunities to individuals, households and (rural) communities, IF the digital divide can be overcome.

- Information provision (e.g. farming)
- Education
- Health services



Digital Divide

Worldwide; not only in developing countries

Education Digital Divide

- Stronger drive to adapt to digital citizenship
- Gender gap
- Competency in English (reading skills)

Digital Divide (continued)

Income digital divide

- E-learning
- E-health
- E-banking

Access

- The obvious (lacking hardware and software, other equipment, data, wifi, fibre)
- Digital skills
- Broadband
- ENERGY (Internet without power is a BLACK HOLE)

Digital Divide (continued)

The Grey Digital Divide

- COVID-19 as catalyst
- Cut off/Loneliness
- Uptake of technology decreases
- Neuroplasticity
- Digital versus analog
- Cognitive abilities
- Lifelong learning



List of Digital Activities (Partnership on Measuring IC for Development 2016)

Getting information about goods or services

Purchasing or ordering goods or services

Selling goods or services

Seeking health information

Making an appointment with a health practitioner via a website

Getting information from general government organizations

Interacting with general government organizations

Sending or receiving e-mail

Telephoning over the Internet/VoIP

Participating in social networks

Accessing chat sites, blogs, newsgroups or online discussions

Digital Activities (2)

Using services related to travel or travel-related accommodation

Internet banking (and financial services)

Doing a formal online course (in any subject)

Consulting wikis (Wikipedia etc.), online encyclopaedias or other websites for formal learning purposes

Listening to web radio (either paid or free of charge)

Watching web television (either paid or free of charge)

Streaming or downloading images, movies, videos or music; playing or downloading games (either paid or free of charge)

Digital Activities (3)

Downloading software or applications (includes patches and upgrades, either paid or free of charge)

Reading or downloading online newspapers or magazines, electronic books (includes accessing news websites, either paid or free of charge; includes subscriptions to online news services)

Looking for a job or sending/submitting a job application (includes searching specific web sites for a job; sending/submitting an application online)

Participating in professional networks (including social networking sites)

Managing personal/own homepage

Digital Activities (4)

Uploading self/user-created content to a website to be shared (text, images, photos, videos, music, software, etc.)

Blogging: maintaining or adding contents to a blog

Posting opinions on civic or political issues via websites (blogs, social networks, etc.) that may be created by any individual or organization

Taking part in online consultations or voting to define civic or political issues

Using storage space on the internet to save documents, pictures, music video or other files (including cloud storage)

Using software run over the internet for editing text documents, spreadsheets or presentations

INTERNET: essential for information access from political awareness to healthcare services, entertainment to essential and non-essential services and goods.

What is Missing?

Online Library Catalogues

Online conferences, webinars,
workshops, training

???



Digital Citizens and Reading

Remember; “Once upon a time” reading was a result of “new” writing technologies

Digital age brings new opportunities for reading

Reading is evolving; more choices/ more expectations

Digital text is increasing and increases reading

Audio, BUT reading is much faster than audio. An adult reads 200-400 wpm; listens at half that rate

Digital text is less static, more adaptable

Reading is becoming more of a social act

Reading is now more complex than ever

We must all learn how to purposefully “deepread” digitally

A digital citizen actually reads more, in different formats. Better decoding, technical reading skills and comprehension are essential.



Where do
Indexes fit
in?

An index is a finding tool; more necessary than ever

Precursor to finding information on the internet

The lower the digital skills; the more technology is used for entertainment

Higher skills lead to instructional activities; the use of indexes

Good readers use and understand indexes and their concepts

Tension between technology and education. New expectations; new skills

Mere access will not improve learning outcomes.

Matthew Effect



Sources

Huxhold, O, Hees, E & Webster, NJ. 2020. Towards bridging the grey digital divide. *European Journal of Ageing* 17:271-280. <https://doi.org/10.1007/s10433-020-00552-z>.

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