TECHNOLOGY LITERACY:
Digital Literacy + Technological Efficacy = Technology Literacy

- The availability of technology and information has and will continue to increase at an exponential rate.
- New media and new trends in education require professionals and students to possess competency in both digital literacy as well as possess a high level of technological efficacy. Which when combined and applied enhances one's technological literacy.
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TECHNOLOGY LITERACY: COMPONENTS & CHARACTERISTICS

Mobile Learning
- Mobile learning, or M-learning, involves the use of mobile devices to deliver educational content.
- Benefits include flexibility, accessibility, and the potential for real-time interaction.

Social Networking
- Social networking platforms allow for the sharing of information and resources online.
- They can facilitate collaboration and networking among professionals and students.

Personal Learning Networks
- Personal learning networks (PLNs) are collections of online resources and connections.
- PLNs help individuals find and share information, resources, and knowledge.

Augmented & Virtual Reality
- Augmented reality (AR) combines real and virtual elements to enhance the learning experience.
- Virtual reality (VR) provides immersive environments that can simulate real-world scenarios.

Gamification
- Gamification involves incorporating game-like elements into non-gaming contexts.
- It can increase engagement and motivation in educational settings.

Data Analytics
- Data analytics involves the collection, analysis, and interpretation of data.
- It helps educators make informed decisions to improve teaching and learning outcomes.

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Mobile Learning

- Mobile learning is defined as "learning across multiple contexts, through social and content interactions, using personal electronic devices." (M-Learning, 2016)
- Ubiquitous Just-In-Time learning.
Mobile Learning

(Alchin, 2011)
Social Networking

- Based in connectivism, social networking provides learners with access to individuals and professionals that they may not be able to interact with in person for various reasons.
- Comprised of elements such as open access, user driven and collaborative content generation, feedback and digital delivery (Conway, 2011).
- Examples include Facebook, Twitter, Instagram, LinkedIn, Wikis, and Blogs.
- User safety is a major area of concern and consideration.
Social Networking

(V, 2012)
Personal Learning Networks

- A personal learning network is a network or collection of interactions from which an individual derives knowledge.
- PLNs can be both formal or informal.
- In education and the business world alike, collaboration is a mark of scholarliness and demonstrates an ability to think critically and problem solve (Martin, 2011)
Personal Learning Networks

(Miller, 2016)
Augmented & Virtual Reality

- Augmented and Virtual realities provide learners with two-way flows of data (Harrington, 2016).
- Augmented reality or AR superimposes images and data over real-world environment artifacts and indicators using image recognition-capable viewers (Harrington, 2016).
- Virtual reality strives to provide entirely immersive digital environments (Harrington, 2016).
Augmented & Virtual Reality

(E, 2015)
Gamification

- The application of the elements of game playing.
- Studies have shown that the brain absorbs more information in perceived "Play" scenarios (Turkay, Hoffman, Kinzer, Chantes, & Vicari, 2014).
- New media offers many educational opportunities and already serves an interest-driven educational function in leisure and interest settings (Martin, 2011).
Gamification

(M, 2016)
Data Analytics

- Big data analytics is the process of examining large data sets containing a variety of data types (Martinek Stedman, 2016).
- The overarching objective is to collect, analyze, and provide information and data in an attempt to make more informed and effective decisions.
- Scenario specific data is paramount to making informed decisions.
Data Analytics

(B, 2013)
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