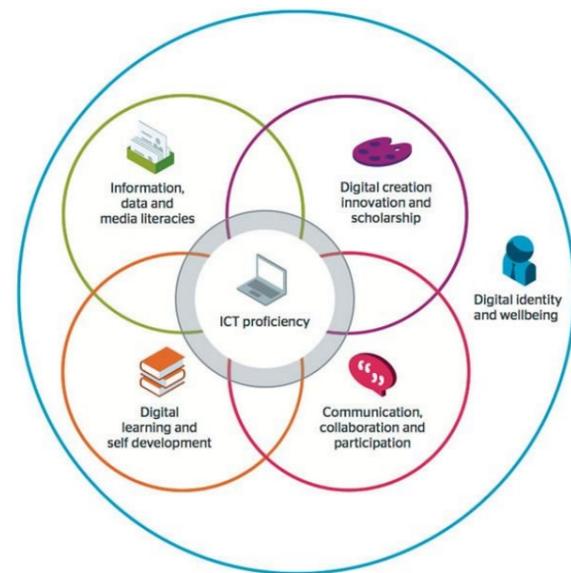


# Digital Fluency

To enable Lancaster staff and students to make the most of **Digital Lancaster** developments, we need to ensure they have the **capabilities** and **experience** needed to **live, work, learn** and **succeed** in an increasingly **digital world**.

Using Jisc's digital capabilities model\* we can describe these abilities in terms of the following 6 elements:



## Digital Creation, Innovation & Scholarship

**Designing and producing new content, information and data through innovative application of technology**

For example, being able to:

- Use digital tools to create materials in a variety of forms, understanding design principles in relation to audience, application, and accessibility.
- Create new solutions and practices using digital technologies and measure the impact of working digitally.
- Discover, develop and share new ideas and research data using digital tools.



## Communication, Collaboration & Participation

**Using digital technologies & social networks to improve engagement with others, socially and professionally**

For example, being able to:

- Communicate effectively and appropriately, for the intended purpose and audience, across a range of digital media (e.g. email, twitter, skype, blogs etc.)
- Collaborate with others using digital tools and media, and identify opportunities for digitally enabled teamwork.
- Participate effectively in digital networks and communities whilst respecting others/behaving safely and ethically



## Information, Data & Media Literacies

**Managing, evaluating, assimilating and using information and data in a range of media**

For example, being able to:

- Find, assimilate, manage, organise, evaluate, interpret and share digital information
- Gather, work with, store and share data digitally, and to understand and apply ethical, legal and security requirements
- Access and critically interpret a range of digital media - text, images, video, animation, audio etc. - and to understand the legal implications of using and sharing media created by others



## Digital Learning & Self Development

**Having the capacity to identify and participate in digital learning opportunities**

For example, being able to:

- Identify personal digital capabilities and opportunities for development
- Take opportunities to improve learning through the use of a range of digital tools, media and learning environments
- Use digital applications to organise, plan and record learning and achievement



## Digital Identity & Wellbeing

**Understanding the potential impact of digital technologies on health, wellbeing & individual identity**

For example, being able to:

- Develop and maintain appropriate personal and organisational digital identities and reputations across a variety of platforms
- Manage issues of health, safety, relationships and work-life balance in relation to digital tools and communities - and to be able to use digital tools to improve wellbeing



## IT Proficiency

**Having the core skills and confidence to use a range of devices, applications and guidance**

For example, being able to:

- Use a variety of devices, from PCs and laptops to tablets, smartphones or cameras.
- Use PC, web and mobile applications confidently, knowing how to access them, how to get started and where to go to learn more.
- Find guidance from online learning resources or support groups
- Adapt and keep up with new developments in technology.



\* Beetham, H. (2015, June 15) Revisiting Digital Capability for 2015. [Jisc digital capability codesign challenge blog] Available from: <http://digitalcapability.jiscinvolve.org/wp/2015/06/11/revisiting-digital-capability-for-2015>

## What does this mean for Lancaster staff & students?

- A summary of current activities can be found at [digital.lancaster.ac.uk](http://digital.lancaster.ac.uk)
- Tell us how this might relate to your current activities - email [digital@lancaster.ac.uk](mailto:digital@lancaster.ac.uk)