Framework of Digital Literacies

Digital Literacies					
		First focus: language	**Second focus: language**	**Third focus: Connections**	**Fourth focus: (Re-) design**
Increasing complexity	*	Print literacy Texting literacy			
	**	Hypertext literacy	Tagging literacy		
	***	Multimedia literacy	Search literacy Information literacy Filtering literacy	**Personal literacy** Network literacy Participatory literacy	
	****	**Gaming literacy** **Mobile literacy**		Intercultural literacy	
	*****	Code literacy			**Remix literacy**

LANGUAGE	INFORMATION
the ability to comprehend and create a variety of written texts □	the ability to create and interpret *folksonomies* (user-generated indexes of online resources) □

LANGUAGE

the ability to comprehend and create a variety of written texts □

the ability to communicate effectively in *netspeak* or *textspeak* □

the ability to process hyperlinks appropriately and to use them effectively □

the ability to effectively interpret and create texts in multiple media, using images, sounds and video □

the ability to effectively navigate and achieve goals in a gaming environment □

the ability to navigate, interpret information from, contribute information to and communicate through the mobile internet □

the ability to read, critique and modify computer code in order to tailor software □

INFORMATION

the ability to create and interpret *folksonomies* (user-generated indexes of online resources) □

the ability to effectively use a wide array of search engines □

the ability to critically evaluate online documents □

the ability to reduce information overload □

CONNECTIONS

the ability to use digital tools to shape a desired online identity □

the ability to use online social and professional networks to communicate with others □

the ability to contribute to the collective intelligence of digital networks □

the ability to interpret documents from a range of cultural contexts □

RE-DESIGN

the ability to create new meanings by modifying and / or combining pre-existing texts and artefacts □

Adapted from: *Digital Literacies* [Dudeney / Hockly / Pegrum: Pearson 2013]