COURSE UNIT (MODULE) DESCRIPTION

Course unit (module) title	Code
Digital competences for the 21st century	

Lecturer(s)	Department(s) where the course unit (module) is delivered
Coordinator: assoc. prof. Gabrielė Stupurienė **Other(s): prof. dr. Filiz Kalelioğlu**** *In a non-recurring way, the course will also give place to theoretical and practical interventions of foreign researchers and experts in the field.*	Institute of Educational Sciences, Vilnius university

Study cycle	Type of the course unit (module)
Bachelor	Elective

Mode of delivery	Period when the course unit (module) is delivered	Language(s) of instruction
Blended	Spring	English

Requirements for students	
Prerequisites: Satisfactory level of English language proficiency	**Additional requirements (if any):** Group size max. 16 students

Course (module) volume in credits	Total student's workload	Contact hours	Self-study hours
5	130	48	82

Purpose of the course unit (module): programme competences to be developed

The aim of the course is to empower students with the ability to confidently, critically, and responsibly engage with and utilize digital technologies for learning, in the workplace, and in society. The primary objective is to enable students to navigate the digital world effectively and efficiently, use digital tools to their full potential, protect themselves from digital risks, and contribute to society in the digital realm.

The purpose of the course unit is to introduce students to the theoretical basics of the digital competence framework and to develop students' digital competences in terms of knowledge, skills, and attitudes towards the digital era. In the course, students will become familiar with the key components of digital competence as information and data literacy, communication and collaboration, digital content creation, safety, and problem-solving.

Generic competences:

- Communication and collaboration.
- Life-long learning.
- Social responsibility.

Subject specific competences:

- Students will be able to explain the digital competencies frameworks.
- Students will be able to explicate current literacies required for 21st-century society.
- Students will be able to use digital technologies for searching and managing the data and digital content.
- Students will be able to use digital technologies for communication and collaboration to develop, edit, and share digital content in different formats.
- Students will be able to explain how to protect devices, digital content, personal data, and privacy in digital environments.
- Students will be able to create a sequence of instructions for a computing system with the aim of solving a given problem or performing a specific task.

Learning outcomes of the course unit (module)	**Teaching and learning methods**	**Assessment methods**
Students will be able to explain the digital competencies framework. They will be able to explicate current literacies required for 21st-century society.	Problem-oriented teaching; Active learning; Interactive lectures; Visualizations; Self-assessment; Group work; Discussions in pairs and in groups.	Active participation in discussions during the seminars; Evaluation of the prepared individual work; Evaluation of the prepared group work.
Students can use digital technologies to search and manage the data and digital content.		
Students will be able to use digital technologies for communication and collaboration.		
Students will be able to develop and edit digital content in different formats. They will be able to create a sequence of instructions for a computing system with the aim of solving a given problem or performing a specific task.		
Students will be able to explain how to protect devices, digital content, personal data, and privacy in digital environments.		
Students will be able to create a website to share the digital content.		

Content: breakdown of the topics	**Contact hours**							**Self-study work: time and assignments**	
	Lectures	Tutorials	Seminars	Exercises	Laboratory work	Internship/work placement	**Contact hours**	**Self-study hours**	**Assignments**
1. What are digital competences? Digital competences for citizens. Digital competences for educators. Various DC frameworks. STEAM and 21st Century Skills. Computational thinking skills. AI literacy.	4						4	**8**	Self-study of literature to deepen knowledge. Preparation for active participation in seminars.
2. Digital competences self-assessment tools, proficiency levels, and results interpretation.	2		4				6	**6**	
3. Area – Information and data literacy: browsing, searching and filtering data, information and digital content. Evaluating and managing data, information and digital content.	2		4				6	**8**	

4. Area – Communication and collaboration: interacting, collaborating and sharing through digital technologies. Netiquette, managing digital identity.	2		6				8	**10**	
5. Area – Digital content creation: developing, integrating and re-elaborating digital content. Copyright and licenses. Programming.	2		6				8	**10**	
6. Area – Safety: protecting devices. Protecting personal data and privacy. Protecting health and well-being. Protecting the environment.	2		2				6	**6**	
7. Area – Problem solving: solving technical problems. Identifying needs and technological responses. Creatively using digital technology. Identifying digital competence gaps.	2		2				6	**6**	
8. Introduction to website design,	2		4				2	**4**	
Preparation for the final website and presentation								**24**	
Presentation of the final artifact (exam)							**2**		
Total	**18**		**28**				**48**	**82**	

Assessment strategy	**Weight, %**	**Deadline**	**Assessment criteria**
Active and constructive participation in seminar activities and development of digital artifacts.	70%	**Before examination session**	**The criteria for assessment of participation in the seminars are:** Constructive participation in seminar activities (participating in group discussions, generating ideas, explaining concepts) (20 points). **The criteria for assessment of created artifacts are as follows:** **1. Content of created artifacts (30 points)** **Relevance and clarity (10 points):** The content addresses the task's purpose and objectives and will be included in the final website and presentation. Information is accurate, up-to-date, and relevant to the target audience. The content is presented in a clear and concise manner. Key messages are easily understood by the audience. **Organization (10 points):** Information is well-organized and follows a logical flow. **Depth of Information (10 points):** The content provides sufficient depth and detail to support the key points. Relevant examples, data, or evidence are included where necessary. **2. Design and Layout (20 points)** **Visual Appeal (5 points):** The website and presentation are visually appealing. Consistent color schemes, fonts, and imagery enhance overall aesthetics. **Navigation and consistency (10 points):** Website navigation is intuitive and user-friendly. Design elements are consistent across the website and well-structured with clear transitions.

			Innovation (5 points): Demonstrates creativity and innovation in design choices. Utilizes visuals and multimedia elements effectively.
Oral presentation of the final website (exam)	30%	Examination session	**The criteria for assessment of the final artifacts and presentation are as follows:** **1. Content, Functionality, and Technical Aspects (20 points)** **Website Functionality (20 points):** All links, buttons, and interactive elements function as intended. Audio and visual elements are clear and of high quality. No technical issues interrupt the flow of the presentation. **2. Presentation Skills (5 points)** **Delivery and Engagement (5 points):** The presenter speaks clearly and audibly. Maintains a confident and engaging tone throughout the presentation. The presenter engages the audience effectively (e.g., through questions and interactive elements). Maintains eye contact and uses body language appropriately. **3. Overall Impression (5 points)** **Professionalism and overall Impact (5 points):** The website and presentation demonstrate high professionalism. Attention to detail is evident in all aspects. The website and presentation leave a positive and memorable impact on the audience. Effectively conveys the intended message.

Author	Year of publication	Title	Issue of a periodical or volume of a publication	Publishing place and house or weblink
Compulsory reading				
VUORIKARI Riina; KLUZER Stefano; PUNIE Yves	2022	DigComp 2.2: The Digital Competence Framework for Citizens - With new examples of knowledge, skills and attitudes		https://joint-research-centre.ec.europa.eu/digcomp/digcomp-framework_en
Punie, Y., editor(s), Redecker, C.	2017	European Framework for the Digital Competence of Educators: DigCompEdu		https://publications.jrc.ec.europa.eu/repository/handle/JRC107466
Council of the EU	2023	A digital future for Europe		https://www.consilium.europa.eu/en/policies/a-digital-future-for-europe/#your%20life%20online
Council of the EU	2023	Your life online: How is the EU making it easier and safer for you?		https://www.consilium.europa.eu/en/your-online-life-and-the-eu/
European Commission	2023	Data protection in the EU		https://commission.europa.eu/law/law-topic/data-protection/data-protection-eu_en

Council of the EU	2023	Council Recommendation on the key enabling factors for successful digital education and training		https://data.consilium.europa.eu/doc/document/ST-15741-2023-INIT/en/pdf
Council of the EU	2023	Council Recommendation on improving the provision of digital skills and competences in education and training		https://data.consilium.europa.eu/doc/document/ST-15740-2023-INIT/en/pdf
Ng, D. T. K., Leung, J. K. L., Su, J., Ng, R. C. W., & Chu, S. K. W.	2023	Teachers' AI digital competencies and twenty-first century skills in the post-pandemic world	71(1), 137-161	Educational technology research and development. https://link.springer.com/article/10.1007/s11423-023-10203-6
Santana, M., & Díaz-Fernández, M.	2023	Competencies for the artificial intelligence age: visualisation of the state of the art and future perspectives	17(6), 1971-2004.	Review of Managerial Science https://link.springer.com/article/10.1007/s11846-022-00613-w
Benvenuti, M., Cangelosi, A., Weinberger, A., Mazzoni, E., Benassi, M., Barbaresi, M., & Orsoni, M.	2023	Artificial intelligence and human behavioral development: A perspective on new skills and competences acquisition for the educational context	148, 107903	Computers in Human Behavior. https://www.sciencedirect.com/science/article/pii/S0747563223002546
Optional reading				
ArIN	2023	Educational Programme in AI Literacy		https://www.arin-project.eu/educational-programme-in-ai-literacy/
etwinning	2022	21 Digital Competences for 21st Century		https://etwinningonline.eba.gov.tr/lesson/introduction-8/