Closing Digital Divides, Increasing Digital Literacy

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4 Shifts
1. Digital divides & Participation gaps
(Jenkins 2006; Watkins 2012)
Among all 8- to 18-year-olds, total amount of media exposure in a typical day, by race/ethnicity:


- White: 8:36
- Black: 12:59
- Hispanic: 13:00

Young people’s media ecology
2. MOBILE SHIFT
Among all 8- to 18-year-olds, percent who own each item:

- iPod/MP3 player: 18% in 2004, 76% in 2009
- Cell phone: 39% in 2004, 66% in 2009
- Laptop: 12% in 2004, 29% in 2009

Are all digital media ecologies equal?
Connected Learning

home, school, peer culture, afterschool centers, museums, libraries, social media, online communities, extracurricular activities
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Race/Ethnicity
Language
Geography
Parental Education
Class
Gender
What would you like your computer or the Internet to do that it can't do right now?
"I'd like it if my computer could convert images or food and make them real."
– Female, 10, Pakenham, Australia
"I'd like to go through the computer to the places that are inside it." --Female, 4, Medellin, Colombia (translated from Spanish)
“I want to make my own video game.”
--Male, 8, Kennewick, WA, United States
3. DISPOSITIONAL SHIFT
“There aren’t any icons to click. It’s a chalk board.”
GAME DESIGN AS CRITICAL CIVIC ENGAGEMENT
Design Literacy

Diagram:

- Discovery
- Analysis
- Build
- Strategy
- Design
HYBRID LEARNER IDENTITIES
ARTISTS