SKILLS FOR A DIGITAL WORLD

DIGITAL LITERACIES FRAMEWORK

Enabling a Digital Future
ENABLING A DIGITAL FUTURE

Digital literacies are the capabilities required to live, learn and work in a digital world.

DIGITAL FUTURE STRATEGY

The La Trobe University (LTU) Digital Literacies Framework supports the University’s strategic focus on digital capabilities by outlining the attitudes and skills that LTU staff and students need in a digitally connected world.

DIGITAL LITERACIES AND LA TROBE UNIVERSITY – OUR VISION

At La Trobe University, digital literacies are essential to learning, teaching and research within disciplines and across different domains of professional knowledge and practice.

The University vision is for a digitally capable organisation which supports digital innovation and prepares students for an increasingly digital future. In this environment, staff and students can develop the know-how and skills to enable them to be confident and competent digital agents, operating fearlessly in a digital world.

WHY A DIGITAL LITERACIES FRAMEWORK?

This Framework provides the La Trobe University community with a shared understanding of digital literacies. Creating a unified and shared language around digital literacies is an important and visible starting point for ongoing conversations about existing digital practices and as a reference point for further development of these practices.

Everyone has an existing set of digital practices and understandings that they bring to the university and that they then need to align with scholarly and professional purposes. The Framework supports this transition by articulating required capabilities and conceptualising digital literacies as practices embedded in learning, teaching, research and professional activities.

WHAT ARE DIGITAL LITERACIES?

Developing digital literacies is critical to engaging with our digital future. The Framework defines the attitudes and capabilities required to live, learn and work in a digital world. It sets out digital literacies as a set of interrelated elements. These include:

- data literacy
- media literacy
- communication and collaboration
- digital identity
- scholarship
- innovation and creativity
- information literacy
- IT Proficiency.

This definition of digital literacies recognises the interdependency between all elements and the overlap between ICT proficiency and each of the other elements. When individuals are digitally literate they have the agency to integrate technical competence with thinking about the scholarly use of information and data; creative production of media; engagement and collaboration using digital technologies; learning to learn; and managing identity and well-being in a digital sphere.

90% of future jobs will require digital literacies, but 35% of 15-year-olds are not digitally literate.

Pope & Mutch, 2015

WHY ARE DIGITAL LITERACIES IMPORTANT?

Developing digital literacies is an important factor in narrowing the digital divide in life, learning and work. Closing the gap between those who have the understanding and knowledge to operate in a digital environment widens the choices that individuals can make about how their life in that environment is shaped. Often digital skills don’t transfer easily from social to learning to work environments. Having the know-how to develop existing skills to fit new digital technologies not only increases the diversity of voices in our changing digital landscape, but for staff and students this contributes directly to future academic success and employability.

FRAMEWORK AT A GLANCE

As an integral aspect of all disciplines and services (rather than simply a set of technical or instrumental skills), development of digital literacies is a shared responsibility across the University. Being a digitally-capable organisation involves everyone. The Framework broadly situates digital attitudes and capabilities as part of academic, research and professional practice, staff development, and as part of the undergraduate and taught postgraduate curricula and the overall experience of students and staff at all levels.

FRAMEWORK STRATEGIES

Using the Framework as a tool to establish a shared understanding of digital literacies, and the capabilities individuals need, provides the basis for a coordinated and collaborative approach to:

- building staff capacity for digital practice and scholarship
- building digital knowledge and capabilities into the student learning and research experience
- engaging staff, students and other stakeholders in scholarly conversations about digital issues.


These strategies will be delivered by:

- embedding digital literacies into curriculum and the student experience
- formal and informal conversations about digital issues across disciplines and areas of professional practice
- developing open resources to support staff and students to develop digital capability
- practices which embed digital literacies as an expectation and also support, reward and motivate staff to become digitally literate
- developing an active Community of Practice within the University and with other organisations to share understanding of digital knowledge and skills and the pedagogy and practices to build digital literacies.

These strategies are underpinned by each individual’s digital knowledge and understanding. All staff and students need support to:

- know the technologies available to staff and students at La Trobe University
- know the support available to use digital technologies – institutional and personal – at La Trobe University
- know what others in my role are doing with digital technology
- keep up to date with changes in the technology landscape
- keep up to date with changes in learning, teaching and research practice and know-how
- keep up to date with changes in research methods and scholarly communication.

Definitions

Throughout the Framework ‘digital technologies’ includes:

- devices or hardware (e.g. desktop computer, laptop, tablet, smartphone, digital camera)
- applications or software (personal applications e.g. word processing, spreadsheet, presentation, editing, design, analysis; mobile apps; and institutional systems e.g. learning management systems, assessment systems)
- networks (e.g. broadband, mobile)
- services (e.g. social media, sharing sites, communication services, commercial services).

Sometimes these different aspects of digital technology are distinguished; at other times the term ‘digital technologies’ is used in a collective sense i.e. networked digital devices and the applications and services available through them.

The term ‘digital media’ is used to mean digital text, images, video, animations and simulations, games, virtual worlds and other interactive media delivered via digital devices.
ABOUT THE STAFF FRAMEWORK

The Framework for staff focuses on digital literacies from the perspective of the essential attitudes and capabilities required by professional staff, academic staff, researchers and graduate researchers. While this focus fosters a holistic approach to development, not all aspects will be relevant to all university staff. The Framework for staff provides statements in terms of personal effectiveness and development aspirations and needs.

The staff framework includes a separate section for staff with teaching responsibilities because of their direct impact on students’ digital literacies development within the curriculum.

STAFF FRAMEWORK PURPOSE

As an overview of the digital attitudes and capabilities required by staff, the Framework can be used:
- by individuals to identify their own digital strengths and preferences
- in conversation between individuals and supervisors to identify development needs, and how best to use individual strengths within a team
- for developing position descriptions
- by teams to assess the spread of attitudes, capabilities and confidence within a department or team.

The capabilities sections in the Framework include statements at two levels. It is assumed that ‘expert’ activities in particular will be role-specific. The purpose of the Framework is to suggest a range of activities that might be relevant to a range of roles, but there will be a great deal of role-specific variation in what counts as digital expertise.

While the capability statements are organised in two levels, this implies three development levels. For example, staff not yet at the proficient level can use the activities outlined in this level as areas for development. Staff already at the proficient level can aspire to capabilities at the expert level that are relevant to their role. Staff at any level of capability can develop and share their expertise through mentoring others or setting up or joining a specialist community of practice.

Regardless of level, the Framework is designed to start conversations about the activities and resources required to reach proficiency and how to share knowledge and skills within wider communities of practice. In building digital capabilities everyone is a resource for others across the University.
<table>
<thead>
<tr>
<th>FRAMEWORK FOR STAFF</th>
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<tbody>
<tr>
<td>DIGITAL ATTITUDES</td>
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<table>
<thead>
<tr>
<th>LA TROBE STAFF MEMBERS</th>
<th>What each attitude might look like in practice</th>
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<tbody>
<tr>
<td><strong>INTEGRATE</strong></td>
<td>Adopt new digital technologies and methods as appropriate to role and discipline or professional practice</td>
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<td></td>
<td>Upgrade devices and software as required</td>
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<td></td>
<td>Work confidently with digitally-connected academics, researchers, professionals and students</td>
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<td></td>
<td>Address day-to-day technical issues as they arise, knowing where help is available if needed</td>
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<tr>
<td><strong>INNOVATE</strong></td>
<td>Try new digital technologies and methods, and adapting proven technologies and methods to new contexts</td>
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<td></td>
<td>See new opportunities presented by digital technologies in teaching and scholarship</td>
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<td></td>
<td>Use digital technologies to support other kinds of innovation e.g. student partnerships, cross-disciplinary work</td>
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<td></td>
<td>Create new digital artefacts to support teaching and/or scholarship</td>
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<td></td>
<td>Act as a digital advocate or change leader</td>
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<tr>
<td><strong>INQUIRE</strong></td>
<td>Take a scholarly interest in digital media, methods and tools</td>
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<td></td>
<td>Take an evidence-based approach to curriculum development and professional (academic) practice</td>
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<td></td>
<td>Critically discriminate in the choice and use of digital technologies</td>
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<td></td>
<td>Explore the impact digital developments are having on education generally and on subject specialisms</td>
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<td></td>
<td>Reflect on digital practice</td>
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<td></td>
<td>Evaluate the impact of digital innovations</td>
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<tr>
<td><strong>ARE ETHICAL</strong></td>
<td>Proactively stay safe and help others to stay safe in digital settings, e.g. through privacy settings</td>
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<td></td>
<td>Willing to address negative online behaviours such as flaming and bullying</td>
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<td></td>
<td>Aware of personal wellbeing (self and others) in the use of digital technologies, e.g. ergonomics, managing time and overload</td>
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<td></td>
<td>Aware of environmental wellbeing in the use of digital technologies, e.g. power management, green computing</td>
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<td></td>
<td>Act with academic integrity and values in digital settings</td>
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<td></td>
<td>Deal with learning and research data within ethical and legal frameworks</td>
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<tr>
<td><strong>ARE STUDENT-FOCUSED</strong></td>
<td>Aware of different learning approaches and media preferences in theory and among specific student cohorts</td>
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<td></td>
<td>Aware of the potential for digital technologies to enhance access for some students, e.g. via assistive technologies, accessible media</td>
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<td></td>
<td>Aware of the potential for digital technologies to exacerbate some forms of educational disadvantage, e.g. by assuming all students have access to connected devices</td>
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<td></td>
<td>Engage students in discussions and decisions about the use of digital technologies in their learning</td>
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<td></td>
<td>Focus on how students can use digital technologies actively in their learning rather than on our use as educators</td>
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<td></td>
<td>Work in partnership with students on digital projects</td>
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<td></td>
<td>Try and sharing apps, software and resources that can support students’ learning needs</td>
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<td></td>
<td>Model confident use of digital technologies to students</td>
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<tr>
<td><strong>GLOBALLY CONNECTED</strong></td>
<td>Participate in digital networks relevant to role and subject specialism</td>
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<td></td>
<td>Collaborate with other teachers, scholars and students in online spaces</td>
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<td></td>
<td>Use digital connectivity to break down barriers, e.g. cultural, national, linguistic, disciplinary</td>
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FRAMEWORK FOR STAFF
DIGITAL CAPABILITIES

COMMUNICATION AND COLLABORATION

Capabilities at a proficient level:
- Communicate effectively in a variety of digital media and digital forums (email, text, video etc.)
- Collaborate effectively using shared digital tools and media
- Be aware of different cultural, social, professional and personal norms (etiquette) when communicating
- Be safe and respectful online
- Participate in digital networks
- Participate in social and cultural life using digital services
- Create positive connections and build rapport in digital settings

Capabilities at expert levels:
- Build digital teams and working groups, develop collaborative practices and environments
- Build, facilitate and maintain new digital networks
- Develop a digital communication strategy

INFORMATION LITERACY

Capabilities at a proficient level:
- Find, access and evaluate digital information
- Organise digital information for personal use through files, tags, bookmarks and curation tools
- Be aware of the provenance and credibility of digital information
- Be aware of and follow the rules of online copyright and reference appropriately

Capabilities at expert levels (to be customised to role):
- Use a range of open content with an awareness of different licences
- Curate, organise and share digital information for use by others
- Manage information in data bases and other content systems
- Record and preserve information for future access e.g. creating appropriate metadata records

DIGITAL IDENTITY

Capabilities at a proficient level:
- Develop and project a positive digital identity e.g. social/professional network profile
- Tweet and/or contribute to blogs
- Use digital media to foster personal relationships and community actions
- Look after personal health, safety, relationships and work-life balance in digital settings
- Manage digital stress, workload and distraction

Capabilities at expert levels:
- Keep personal profile(s) up to date with publications, achievements etc.
- Monitor digital footprint and impact across networks
- Collate and curate personal materials across networks, creating a coherent digital identity or narrative
- Manage at least one professional blog or website

SCHOLARSHIP

Capabilities at a proficient level:
- Collect evidence and data using digital tools and methods
- Design online data collection tools, e.g. survey instruments, system data logs
- Analyse and make sense of data using digital tools
- Use digital media to communicate scholarly ideas

Capabilities at expert levels (to be customised to role e.g. full time researchers):
- Discover, investigate, develop and share new ideas using digital media
- Critically evaluate the impact of digital developments and interventions
- Develop new digital tools, processes and methods in the subject area or research field
### DATA LITERACY

**Capabilities at a proficient level:**
- Collate, manage, access and use digital data in databases, spreadsheets or other data-based media
- Interpret data in databases or spreadsheets by running queries, data analyses and reports
- Visualise and find patterns in data

**Capabilities at expert levels (to be customised to role):**
- Use a range of software applications to manipulate raw data
- Ethically mine and link data from a variety of sources
- Analyse large digital datasets and a variety of data types
- Curate, organise and share digital data for use by others
- Use data analytics from a range of sources to draw conclusions
- Interpret diverse kinds of data and present such data in ways that others can readily understand it

### INNOVATION AND CREATIVITY

**Capabilities at a proficient level:**
- Create new digital artefacts and materials
- Adopt new digital tools, processes and methods
- Participate in innovative projects, communities and discussions

**Capabilities at expert levels (to be customised to role, e.g. media developers, web developers specialist researchers):**
- Generate new digital projects, new discussions/debates about digital issues, new online spaces and communities
- Design apps/applications, games, virtual environments, simulations, interactive environments and interfaces
- Develop new digital tools, processes and methods
- Act as a digital advocate or change leader in an organisation

### MEDIA LITERACY

**Capabilities at a proficient level:**
- Read and make sense of communications in a range of digital media – text, graphic, video, animation, audio, haptic etc.
- Judge messages in digital media for credibility and relevance
- Re-edit and repurpose digital media content
- Design effective digital communications, incorporating different media, including social media, as appropriate

**Capabilities at expert levels (to be customised to role):**
- Produce original digital media content with an appreciation of accessibility, purpose and audience
- Produce interactive media
- Understand digital media production as an industry and a technical and creative practice

### IT PROFICIENCY

**Capabilities at a proficient level:**
- Use a range of digital devices via their interfaces (mouse, keyboard, touch screen, voice control etc.)
- Use a range of digital applications and services; access these from different devices and networks
- Use basic productivity software, web browser, writing/presentation and numerical software
- Use digital capture devices such as a digital camera

**Capabilities at expert levels (to be customised to role):**
- Work across a range of devices and services (personal and institutional), connecting them as and when appropriate
- Use specialist digital tools appropriate to role and/or subject specialism
- Cope with technology problems: find solutions or work-arounds
- Adapt and customise applications and systems to suit personal needs and preferences
- Assess the benefits and constraints of different digital tools
- Set up shared solutions for team working, e.g. document sharing
- Look for ways of integrating technologies, e.g. synchronising devices and services
- Explore new technologies and experiment with established ones
- Use computational ways of thinking such as coding, writing apps and algorithms, designing interactive experiences
TEACHING
(FOR TEACHING STAFF ONLY)

Capabilities at a proficient level:
- Use available classroom technologies to ensure an engaging, active learning experience, e.g. presentation software, live polling, live access to web sites
- Encourage use of students’ own digital devices to support active learning in the classroom
- Set up digital activities for students to undertake independently and in collaboration, e.g. problems, scenarios, quizzes, design tasks, presentations, building web or wiki pages, collating online resources
- Provide access to engaging content relevant to the subject area and appropriate to different students’ learning needs
- Support online discussion
- Set up and deliver online assessments
- Provide feedback to students in digital formats they find accessible and actionable
- Provide a blended learning experience with an appropriate mix of online/face to face, independent/guided/collaborative activities

Capabilities at expert levels:
- Design online materials that are accessible, engaging and relevant to students’ learning needs
- (Re)Design subjects and courses to include digital learning outcomes and associated activities and assessment regimes
- Incorporate innovative digital methods into teaching
- Teach courses wholly online using a variety of methods: discussion, webinar, online resources and activities, set tasks
- Use open platforms to deliver learning resources and opportunities beyond La Trobe, e.g. via iTunesU, TED, MOOCs, OERs, social and sharing media.

LEARNING AND SELF-DEVELOPMENT
(FOR ALL STAFF)

Capabilities at a proficient level:
- Learn from others who are using digital tools and techniques
- Identify and participate in online learning/development opportunities
- Use digital learning resources, e.g. how-to videos
- Use digital tools to record learning events/data and use them for self-analysis, reflection and planning
- Manage attention and motivation to learn in digital settings

Capabilities at expert levels:
- Complete an online course or qualification
- Complete a professional qualification with a digital element
- Support the learning of others in digital settings (see Teaching)

THE FRAMEWORK FOR STAFF IN PRACTICE

Digitally literate staff are able to make full use of the investments that the University has made in digital infrastructure. They find digital opportunities to innovate in their specialist field. Their digital capabilities are critical in using the available digital resources to support and inform teaching, research and services for students. The Framework for staff outlines the capabilities required to meet these demands.

For researchers and graduate researchers, using digital know-how to support and to achieve research goals is fundamental. They need to be able to engage in the global knowledge economy and in a globally connected society, and to be resilient in the face of ongoing technological change. The capability to confidently access digital data, and the capability to engage with appropriate digital tools to design and curate digital objects and manage research data is essential. Being part of a scholarly community involves maintaining a digital research identity and engaging with that community in the digital environment. The Framework for staff outlines the capabilities that researchers and graduate researchers need to sustain robust digital research practices.

Encouraging discussion about supporting students with digital skills and practices and the associated impact on teaching roles helps to widen awareness of digital literacies across the institution. Teaching staff have a direct impact on students’ digital literacies development within the curriculum. They are in a position to open up conversations with students about the increasing importance of digital literacies for personal, educational and professional worlds, and how digital skills help students achieve education and employment goals. They can help students make connections between digital practices used for living, learning and work.

For teaching staff, the framework for staff and framework for students can be used together. The staff framework can be used as a prompt to reflect on required capabilities and expectations to be digitally literate as an educator. The student framework can be used directly to support curriculum design, to determine which digital literacies are most important in a particular subject context and the best way to develop these digital literacies.
ABOUT THE STUDENT FRAMEWORK
The Digital Literacies Framework for students outlines the high level attitudes and capabilities that students need for successful study, learning and work in a digital world.

At La Trobe University the development of student digital capability is undertaken as a partnership between academic and research staff, La Trobe Learning and Teaching staff, Library staff, College staff, staff from ICT, and other professional staff and students. The Framework for students provides all partners with a shared starting point for embedding digital literacies into the curriculum and into the broader student experience.

STUDENT FRAMEWORK PURPOSE
For the purpose of embedding digital capability into curriculum design, some high level capabilities need to be contextualised for different disciplines.

For implementation at course/subject level, the framework capability areas can be used to inform writing of intended learning outcomes and are a prompt to consider how each outcome will be progressed through specific learning activities, and assessed and demonstrated within specific subjects and across year levels.

Proficiency levels for each capability area are not included within the Framework in order to keep it flexible, as the demands for digital literacies vary significantly across different subjects and year levels. This means the Framework has a high level focus on attitudes, capability and opportunity.

FRAMEWORK FOR STUDENTS
The digitally literate La Trobe University graduate has the understanding, attitudes and capabilities to live, learn and work in a digitally connected world.
## FRAMEWORK FOR STUDENTS
### DIGITAL ATTITUDES

<table>
<thead>
<tr>
<th>LA TROBE GRADUATES</th>
<th>What each attitude might look like in practice</th>
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</thead>
<tbody>
<tr>
<td>CONFIDENT</td>
<td>Try new devices, applications and services and new digital approaches</td>
</tr>
<tr>
<td>CURIOUS</td>
<td>Explore devices and services beyond their basic functionality</td>
</tr>
<tr>
<td>RESILIENT</td>
<td>Cope with regular change in the digital environment and finding solutions to routine technical difficulties</td>
</tr>
<tr>
<td>REFLECTIVE</td>
<td>Use digital devices to record learning events for revision and review</td>
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</tbody>
</table>

In order to develop these attitudes, La Trobe students will have opportunities to:

- Use their personal devices to access networks and services on our campuses
- Access institutional computers and printing facilities and other hardware necessary to complete their course
- Produce, edit and share digital documents
- Capture, copy, edit and share digital images
- Produce digital presentation materials (live or online)
- Make use of spreadsheets, databases or other data tools
- Practice using up-to-date technologies (hardware and software) of their chosen subject area
- Develop a repertoire of digital practices across different devices and applications
- Create an e-portfolio or other personal learning record
COMMUNICATION AND COLLABORATION

La Trobe graduates are:

- Highly networked
- Culturally and inter-culturally aware, respecting different norms and communicating effectively across cultures
- Generous, recognising and supporting the contributions of others

In order to develop these capabilities, La Trobe students will have opportunities to:

- Communicate with staff, students and specialists using a range of digital media, e.g. email, presentations, blog posts, video conference, text, twitter, online forums
- Participate in authentic networks of practice (professional, subject-specialist etc.) using twitter, linked-in, subject specialist communities, blogs or other social media
- Experience different norms for communicating, e.g. personal, social, academic, professional
- Design digital communications for different purposes, e.g. to persuade, inform, entertain, guide and support
- Work in a digital team to produce shared outcomes using, for example, file sharing, shared writing/drawing tools, project management tools, shared calendars and task lists
- Take part in collaborative online environments, e.g. webinars, discussion groups, flash meetings
- Participate online with people from different cultural, social and language backgrounds
- Share digital resources, e.g. links, bookmarks, images, presentations, text documents
- Take the lead in digital interactions, e.g. facilitating, supporting, prompting, summarising, amplifying messages across networks

DIGITAL IDENTITY

La Trobe graduates are:

- Knowledgeable about being safe in digital spaces where the boundaries of public and private information may be unclear
- Respectful of others in digital spaces where distance and/or anonymity may encourage negative behaviours
- Socially and globally responsible, acting as a digital citizen and online advocate for their values

In order to develop these capabilities, La Trobe students will have opportunities to:

- Set up and manage a digital profile in a professional or academic setting
- Build a CV or portfolio of work, and/or a personal blog with links to learning achievements, in a format accessible to potential employers
- Consider the risks of cyberbullying, flaming and other damaging online behaviours and how to avoid or redress them
- Consider legal, ethical and security implications of the use of digital data in their subject specialist or professional field
- Consider environmental and sustainability implications of emerging digital practices in their subject specialist or professional field
- Track and use personal or learning data to help them learn more effectively
- Use digital media to engage in actions that have an impact beyond La Trobe, e.g. grand challenges, citizenship research, community actions, volunteering, political and environmental actions
**INFORMATION, DATA AND MEDIA LITERACY**

La Trobe graduates are:

- Critical, selecting and evaluating resources according to the needs of the situation
- Enquiring, posing questions and looking for meaningful answers
- Analytical, seeing patterns in data and using information to solve problems

**In order to develop these capabilities, La Trobe students will have opportunities to:**

<table>
<thead>
<tr>
<th>Information</th>
<th>Media</th>
<th>Data</th>
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<tbody>
<tr>
<td>Formulate questions and search terms as starting points for their own digital research</td>
<td>Make sense of messages in a range of digital media, e.g. text, graphical, video, animation, audio, haptic, multimedia</td>
<td>Collate, manage, access and use digital data in databases, spreadsheets or other data-based media</td>
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<tr>
<td>Find relevant digital information using, for example, search engines, filters, indexes, tag clouds</td>
<td>Edit, curate and repurpose digital media</td>
<td>Interpret data in databases or spreadsheets by running queries, data analyses and reports</td>
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<tr>
<td>Organise information using, for example, files, bookmarks, reference management software, tagging</td>
<td>Distinguish different kinds of information, e.g. academic, professional, personal, and political</td>
<td>Visualise and find patterns in data</td>
</tr>
<tr>
<td>Judge whether information is trustworthy and relevant, e.g. by querying its provenance, authorship, date, host site, contextual cues</td>
<td>Re-present or apply information in new contexts, e.g. for assignments or presentations, in summaries or analyses, for problem solving or argumentation</td>
<td>All literacies</td>
</tr>
<tr>
<td>Distinguish different kinds of information, e.g. academic, professional, personal, and political</td>
<td></td>
<td>Use curation tools such as pin boards, social bookmarking, personal aggregators to collate and re-present digital materials</td>
</tr>
<tr>
<td>Re-present or apply information in new contexts, e.g. for assignments or presentations, in summaries or analyses, for problem solving or argumentation</td>
<td></td>
<td>Use appropriate referencing for digital materials: know the rules of digital copyright and open alternatives such as Creative Commons</td>
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<tr>
<td></td>
<td></td>
<td>Upload, tag and share digital materials (information, media and data)</td>
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**SCHOLARSHIP**

La Trobe graduates are:

- Scholarly, respecting values of open enquiry, open sharing and peer review in digital settings

**In order to develop these capabilities, La Trobe students will have opportunities to:**

- Collect research data using digital tools, e.g. data capture, video, audio
- Design and administer online surveys
- Analyse research data using qualitative and quantitative tools
- Discuss how digital technologies are changing research and practice in the subject area

**INNOVATION AND CREATIVITY**

La Trobe graduates are:

- Creative, using digital tools and media to create new artefacts and express new ideas
- Innovative, actively exploring new ways of using digital technologies
- Enterprising and entrepreneurial, considering how digital technologies could be used for social or economic benefit

**In order to develop these capabilities, La Trobe students will have opportunities to:**

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<tr>
<th>Create</th>
<th>Innovate</th>
<th>IT PROFICIENCY</th>
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<tr>
<td>Design and create new digital materials, e.g. posts, podcasts, web pages, wiki entries, digital video, digital stories, presentations, infographics, posters</td>
<td>Use digital technologies to complete learning tasks and assignments in new ways</td>
<td>Active and self-directed, seeking out digital resources and participating fully in digital learning opportunities</td>
</tr>
<tr>
<td>Capture, edit and produce digital media, e.g. video and audio</td>
<td>Discuss how digital technologies used in study could be of benefit in terms of employability and enterprise</td>
<td>Self-managing, developing strategies for independent study that reduce digital distractions and enhance digital benefits</td>
</tr>
<tr>
<td>Design apps, games and interfaces, and/or code new interactive elements (advanced)</td>
<td>Explore and recommend new apps or digital tools to other students</td>
<td>Self-aware, using digital technologies to suit personal learning preferences and needs</td>
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**INNOVATION AND CREATIVITY**

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<tr>
<th>Create</th>
<th>Innovate</th>
<th>IT PROFICIENCY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Design and create new digital materials, e.g. posts, podcasts, web pages, wiki entries, digital video, digital stories, presentations, infographics, posters</td>
<td>Use digital technologies to complete learning tasks and assignments in new ways</td>
<td>Active and self-directed, seeking out digital resources and participating fully in digital learning opportunities</td>
</tr>
<tr>
<td>Capture, edit and produce digital media, e.g. video and audio</td>
<td>Discuss how digital technologies used in study could be of benefit in terms of employability and enterprise</td>
<td>Self-managing, developing strategies for independent study that reduce digital distractions and enhance digital benefits</td>
</tr>
<tr>
<td>Design apps, games and interfaces, and/or code new interactive elements (advanced)</td>
<td>Explore and recommend new apps or digital tools to other students</td>
<td>Self-aware, using digital technologies to suit personal learning preferences and needs</td>
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**IT PROFICIENCY**

La Trobe graduates are:

- Active and self-directed, seeking out digital resources and participating fully in digital learning opportunities
- Self-managing, developing strategies for independent study that reduce digital distractions and enhance digital benefits
- Self-aware, using digital technologies to suit personal learning preferences and needs

**In order to develop these capabilities, La Trobe students will have opportunities to:**

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<th>IT PROFICIENCY</th>
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<tr>
<td>Access high quality digital learning materials in their chosen subject area</td>
<td>Use digital technologies to participate actively in learning, e.g. voting, quizzes</td>
</tr>
<tr>
<td>Use digital technologies to participate actively in learning, e.g. voting, quizzes</td>
<td>Take part in virtual learning experiences with other students, e.g. webinars, online discussions, virtual and gaming worlds</td>
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<tr>
<td>Submit assignments and receive feedback digitally; present work to other students in digital media</td>
<td>Use digital tools to develop independent habits of study, e.g. note-taking, curation, digital capture, reference management, virtual research</td>
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<tr>
<td>Use digital quizzes and diagnostic tools to better understand their own learning needs and preferences.</td>
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</table>
THE FRAMEWORK FOR STUDENTS IN PRACTICE

Developing life-long learners who have the confidence to continue to learn and thrive in a digital society is a key role and ongoing challenge for universities (Johnson et al., 2015). The digitally literate La Trobe University graduate has the understanding, capabilities and attitudes to live, learn and work in a digitally connected world. The Framework for students outlines what these characteristics look like and the sort of learning opportunities students need to develop digital literacies for the future. It is intended to be used by teaching staff to support development of subject learning outcomes and assessment rubrics as part of curriculum design and development.

The capabilities in the framework for students are also a starting point for academic and professional staff developing contextualised educational resources for students. Even digitally prolific students need support, and learning resources aligned with the framework will provide students with practice opportunities outside their usual experience. Employability is an obvious driver for developing students’ digital literacies. Improved graduate knowledge and digital capabilities will build the capacity urgently required by employers (Bowles, 2013).
This framework was developed by the La Trobe University Digital Literacies Framework Reference Group and Helen Beetham, Higher Education Consultant, UK, in 2015 and subsequently updated in 2019. The Framework is based on the outcomes of an audit of digital practices at La Trobe University in 2015.

DIGITAL LITERACIES ADVISORY GROUP

In 2019 the Digital Literacies Advisory Group was established to continue to support and promote the development of staff and student capabilities. The Group is chaired by the University Librarian and more information is available by contacting library@latrobe.edu.au.

OTHER RELATED STRATEGIES

In addition to the University’s strategic focus on digital capabilities, the La Trobe University Digital Literacies Framework supports the following La Trobe University strategy documents:

- Strategic Plan 2018–2022
- Learning & Teaching Plan 2018–2022
- Research Plan 2018–2022
- Library Plan 2018–2022
- Digital Research Strategy 2015–2020

REFERENCES


