Literasi Digital untuk mendukung layanan perpustakaan Modern
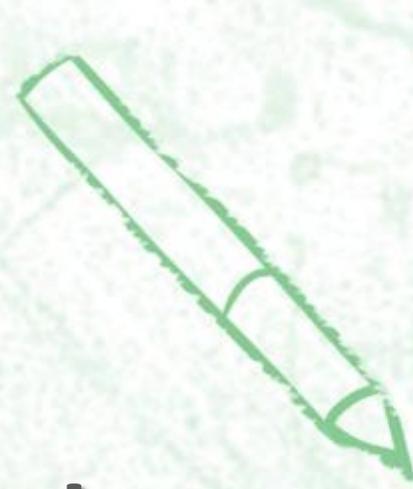
Chandra P. Setiawan

Pustakawan Universitas Kristen Petra

Pengurus FPPTI Pusat dan FPPTI Jatim

Outline

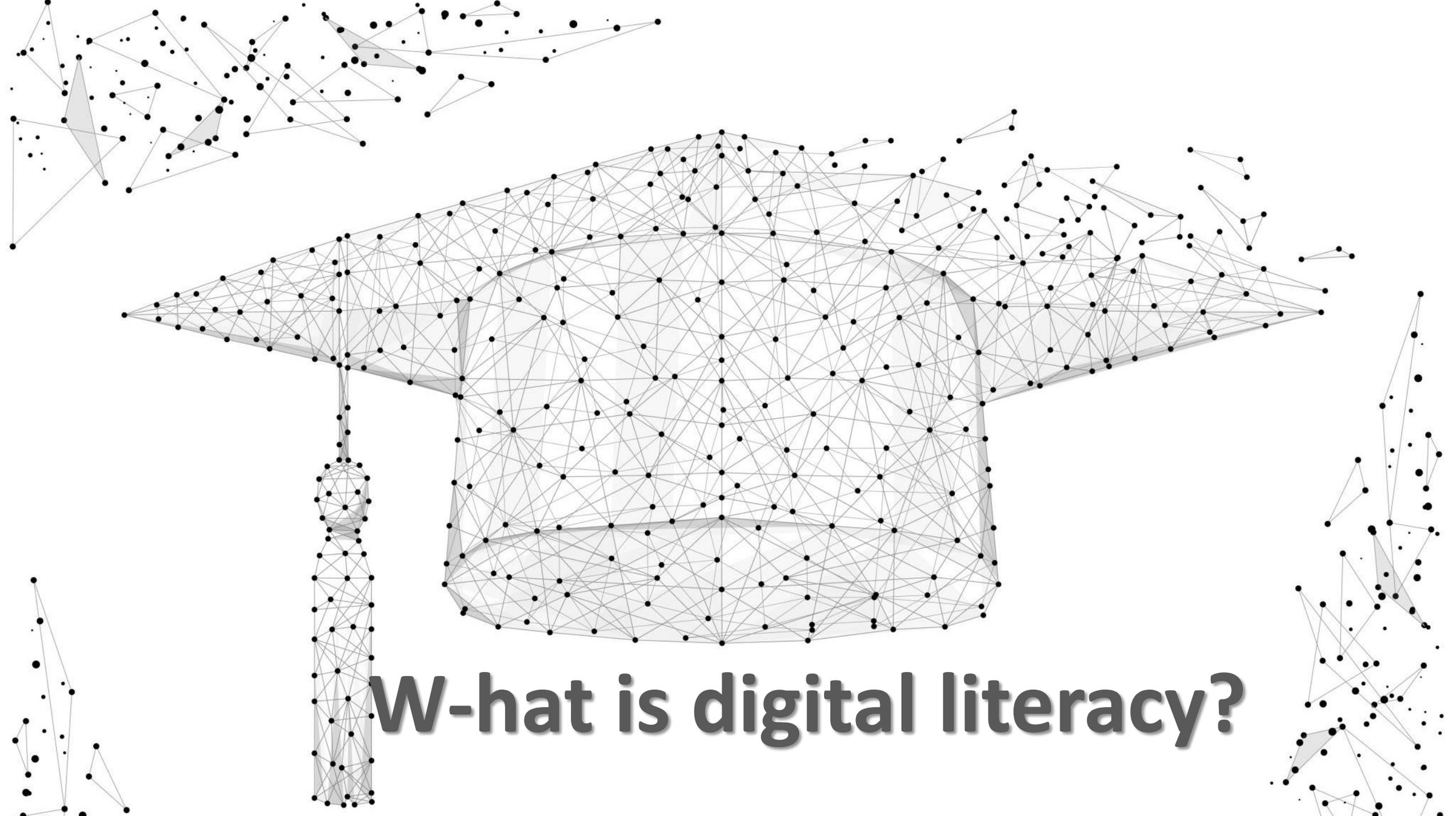W-hat is digital literacy?

W-hy is it important?

W-hat skills/competences are needed?

H-ow to implement it?

Conclusions

W-hat is digital literacy?

W-hat is Digital Literacy?

Banyak yang mendefinisikan sejak tahun '90an.

Secara sederhana "kemampuan membaca dan menulis dalam konteks digital"

Secara sederhana "kemampuan seseorang menggunakan informasi dalam berbagai format dari berbagai sumber melalui computer (Gilster, 1997)"

#1 HOT TOPIC: DIGITAL LITERACY

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Kesadaran individu, perilaku dan kapasitas atas penggunaan peralatan digital untuk mengakses, mengelola, mengintegrasikan, melakukan analisa dan sintesis sebuah sumber informasi digital, termasuk menciptakan pengetahuan baru dalam berbagai macam format digital. (Martin, 2006)

"growing assortment of cognitive skills in order to perform and solve problems in digital environments". (Aviram, 2005)

W-hat is Digital Literacy?

Secara sederhana "upaya berbasis digital yang digunakan sebagai sumber pembelajaran" (Fraillon et.al, 2013)

Dimana seseorang harus memiliki kemampuan dasar TIK, literasi informasi, literasi media dan computational thinking (formulate problems, then make a possible solution by computer or digital devices)

Secara sederhana "kemampuan seseorang menggunakan teknologi sebagai alat pengelola informasi"

Dalam konteks manajemen, evaluasi dan komunikasi, yang mencakup aplikasi teknologi untuk presentasi/penyelesaian masalah, kerjasama dan berbagi pengetahuan, sebagaimana juga kesadaran akan hak dan tanggung jawab pribadi dan orang lain/social. (Sharpe 2010; Fu & Pow, 2011)

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Kemampuan untuk bekerja dengan computer untuk mendapatkan, memproses dan mengelola informasi dengan cara yang aman dan –in conscious manner. (Siero, 2017)

W-hat is Digital Literacy?

A Global Framework of Reference on Digital Literacy Skills for Indicator 4.4.2

"Ability to access, manage, understand, integrate, communicate, evaluate and create information safely and appropriately through digital technologies for employment, decent jobs and entrepreneurship. It includes competence that are variously referred to as computer literacy, ICT literacy, information literacy."

W-hy is it important?

Perkembangan TIK yang sangat pesat dan memegang peranan penting hampir diseluruh aspek kehidupan di era digital

Perkembangan *learning resources*, dari buku tercetak > e-textbook / ebook gambar tercetak > multimedia elektronik (gambar, video, games)

Generasi saat ini lebih menyukai sumber informasi yang kaya gambar-suara dibanding teks serta petunjuk visual yang memberikan arahanlangkah demi langkah dalam memahami pengetahuan. Suka belajar dengan bergerak / praktek langsung, tidak hanya teori.

Capable of accessing technology but not able to use if efficiently

Quickly provided/save time
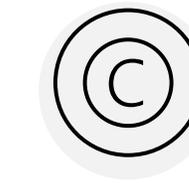
Kebiasaan kurang menghargai HAKI "Asal comot/copas"

Safety reasons

W-hat skills/competences are needed?

W-hat skills are needed?

Fig 1. Kaeophanuek, 2018

Information skills: Analisa kebutuhan informasi, penelusuruan, pengelolaan, evaluasi, analisis dan sintesis, pengunaan informasi.

Digital tools usage: kemampuan untuk belajar dan menggunakan berbagai perangkat lunak/program, untuk kenyamanan kehidupan sehari-hari dan mencapai tujuan, problem solving permasalahan dasar computer , kemampuan komunikasi, dan pengelolaan informasi pribadi dalam jaringan komunikasi dan aplikasi.
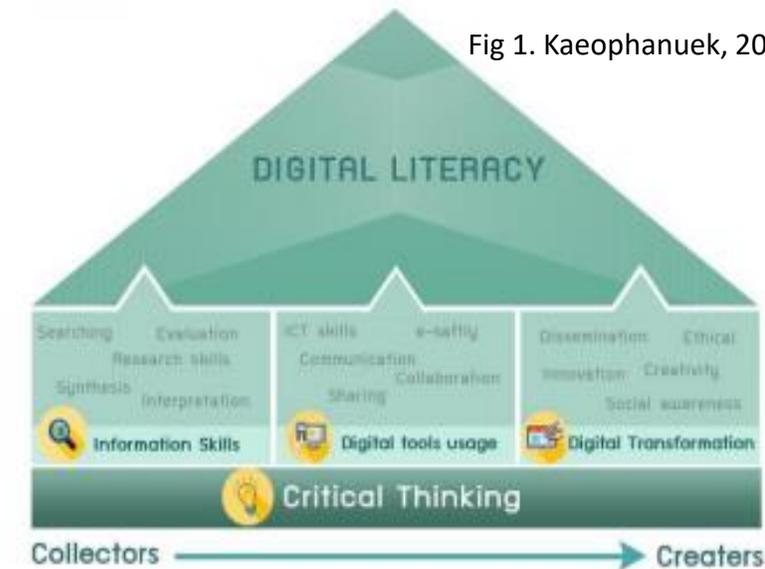
Digital transformation : kondosolidasi informasi menggunakan kemampuan evaluasi dengan tujuan untuk menghasilkan, mengembangkan, merancang, memproduksi dan menyajikan informasi serta menciptakan pengetahuan baru secara etis.

W-hat skills are needed?

Photo-visual competency: kemampuan untuk mencari, mendapatkan, membaca serta menarik kesimpulan dari sumber yang berupa gambar

Reproduction competency: kemampuan untuk menggunakan teknologi digital untuk membuat karya baru atau menggabungkan karya yang ada dan membuatnya menjadi karya yang baru

Branching competency: keterampilan hipertektualitas dengan menggabungkan informasi atau pengetahuan, tidak hanya dengan hal yang liner namun juga non-liner.
"have good spatial-multidimensional sense of orientation stay oriented and avoid getting lost in the hyperspace while navigating through complex knowledge domains" (Eshet-Alkalai, 2004)

Information Literacy: kemampuan untuk mencari, menemukan, menilai, mengevaluasi informasi secara kritis, menggunakan informasi secara efektif, efisien dan etis.

Socio-Emotional competency: aspek sosial dan emosional dari kehadiran online, apakah itu melalui sosialisasi, dan kolaborasi, atau sekadar mengonsumsi konten, memahami aturan yang berlaku dan memanfaatkan pemahamannya untuk berkomunikasi secara online.
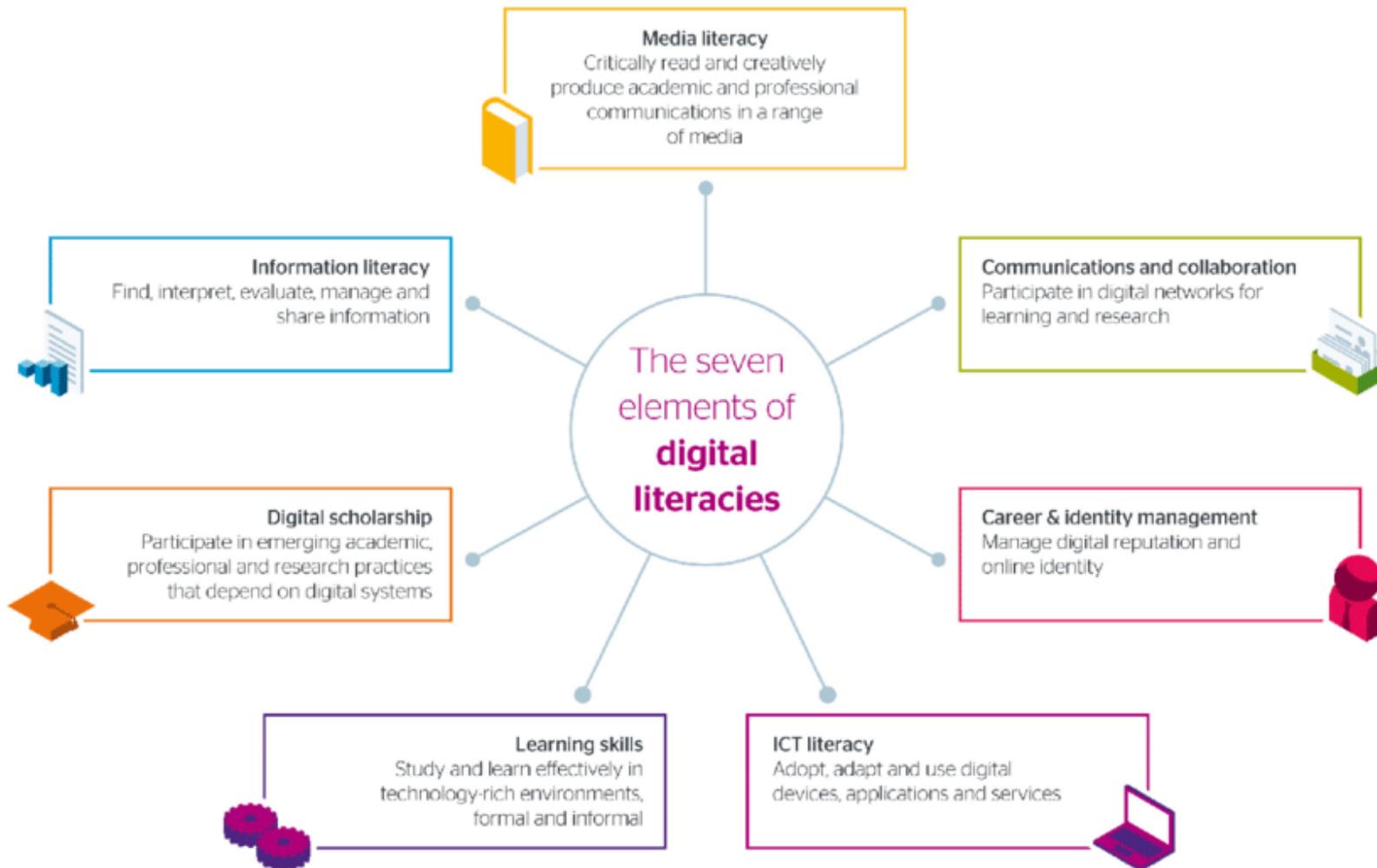
W-hat skills are needed?

Table 1. DigComp 2.0 competence areas and competences

Competence area	Competences
1. Information and data literacy	1.1 Browsing, searching and filtering data, information and digital content 1.2 Evaluating data, information and digital content 1.3 Managing data, information and digital content
2. Communication and collaboration	2.1 Interacting through digital technologies 2.2 Sharing through digital technologies 2.3 Engaging in citizenship through digital technologies 2.4 Collaborating through digital technologies 2.5 Netiquette 2.6 Managing digital identity
3. Digital content creation	3.1 Developing digital content 3.2 Integrating and re-elaborating digital content 3.3 Copyright and licenses 3.4 Programming
4. Safety	4.1 Protecting devices 4.2 Protecting personal data and privacy 4.3 Protecting health and well-being 4.4 Protecting the environment
5. Problem solving	5.1 Solving technical problems 5.2 Identifying needs and technological responses 5.3 Creatively using digital technologies 5.4 Identifying digital competence gaps

W-hat skills are needed?

Media literacy
Critically read and creatively produce academic and professional communications in a range of media

Information literacy
Find, interpret, evaluate, manage and share information

Communications and collaboration
Participate in digital networks for learning and research

The seven elements of **digital literacies**

Digital scholarship
Participate in emerging academic, professional and research practices that depend on digital systems

Career & identity management
Manage digital reputation and online identity

Learning skills
Study and learn effectively in technology-rich environments, formal and informal

ICT literacy
Adopt, adapt and use digital devices, applications and services

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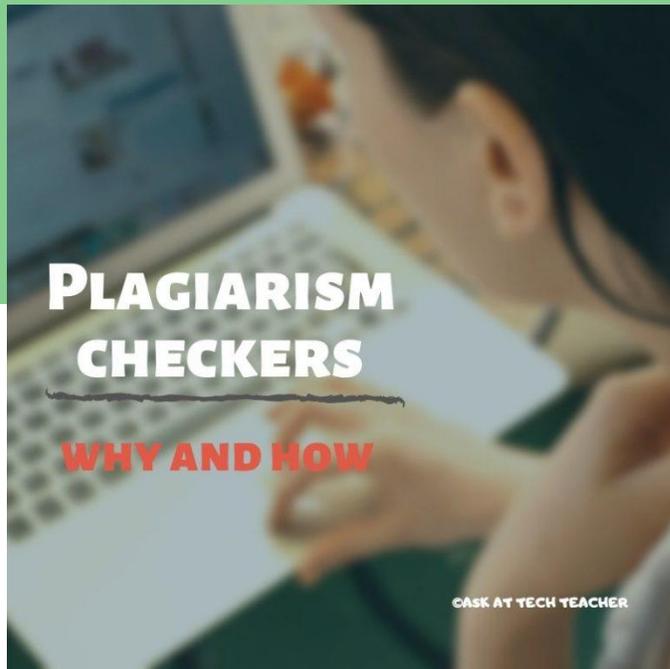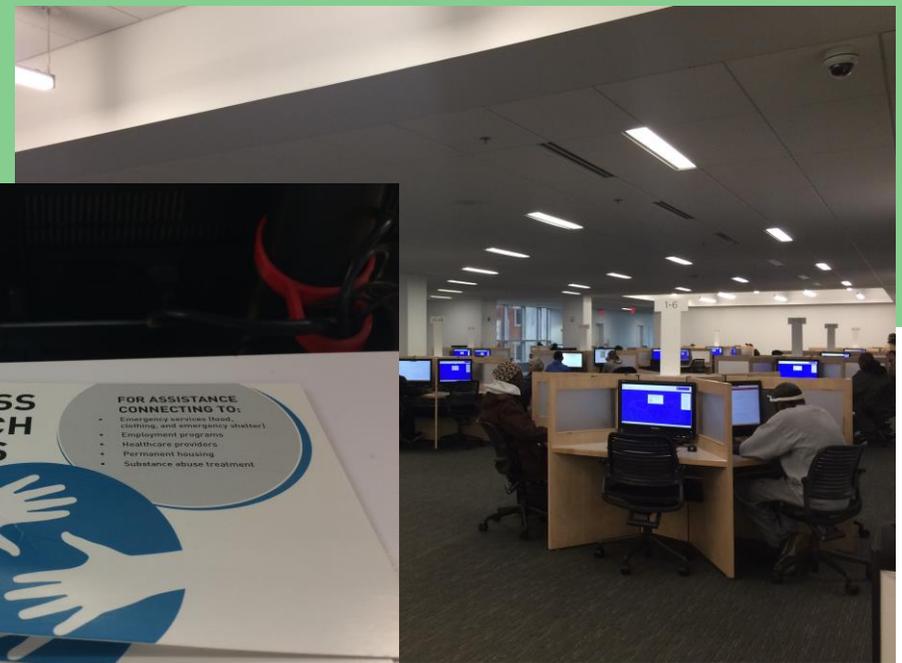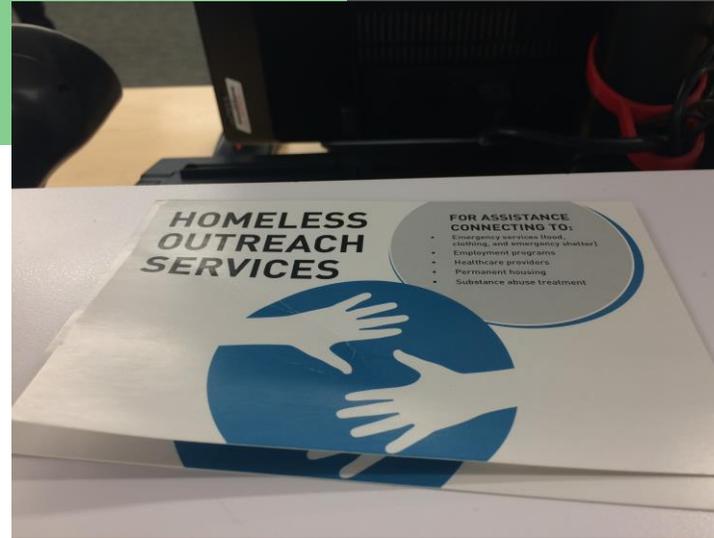
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The future of *Communication* and *Critical/Cultural Studies*

Kent A. Ono ✉

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```
struct group_info init_groups = { .usage = ATOMIC_INIT(2) };
struct group_info *groups_alloc(int gidsetsize){
    struct group_info *group_info;
    int nblocks;
    int i;

    nblocks = (gidsetsize + NGROUPS_PER_BLOCK - 1) / NGROUPS_PER_BLOCK;
    /* Make sure we always allocate at least one indirect block pointer */
    nblocks = nblocks ? : 1;
    group_info = kmalloc(sizeof(*group_info) + nblocks*sizeof(gid_t *), GFP_USER);
    if
```

ACCESS DENIED

```
    gro
    gro
    ato

    if (gidsetsize <= NGROUPS_SMALL)
        group_info->blocks[0] = group_info->small_block;
    else {
        for (i = 0; i < nblocks; i++) {
            gid_t *b;
            b = (void *)__get_free_page(GFP_USER);
            if (!b)
                goto out_undo_partial_alloc;
            group_info->blocks[i] = b;
```

CONCLUSION

Digital development and experience are inevitable

Digital literacy can be used to support productive activities and improve library services to patrons

We are not born as SUPERMAN but part of a SUPERTEAM

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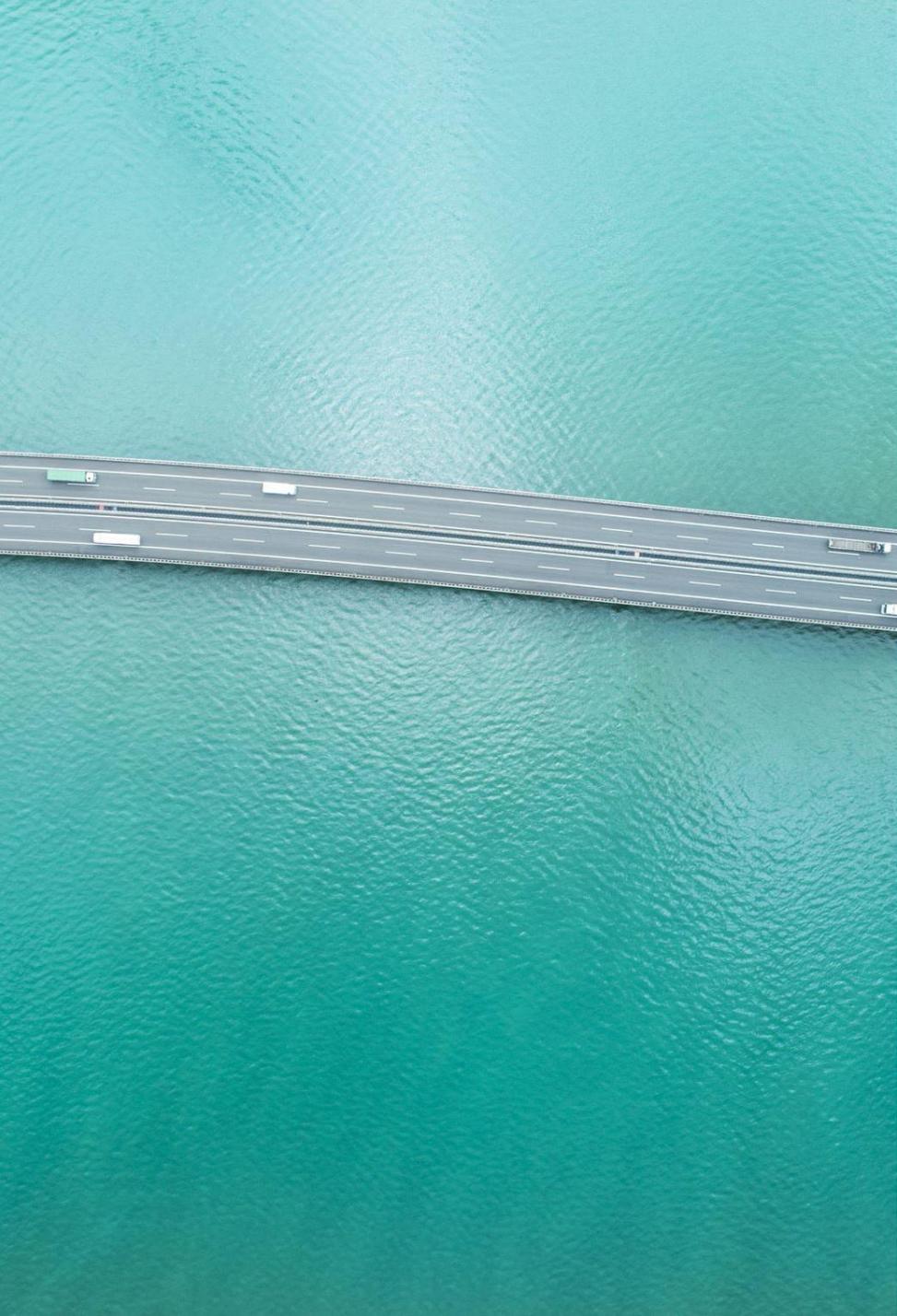
THANK YOU

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