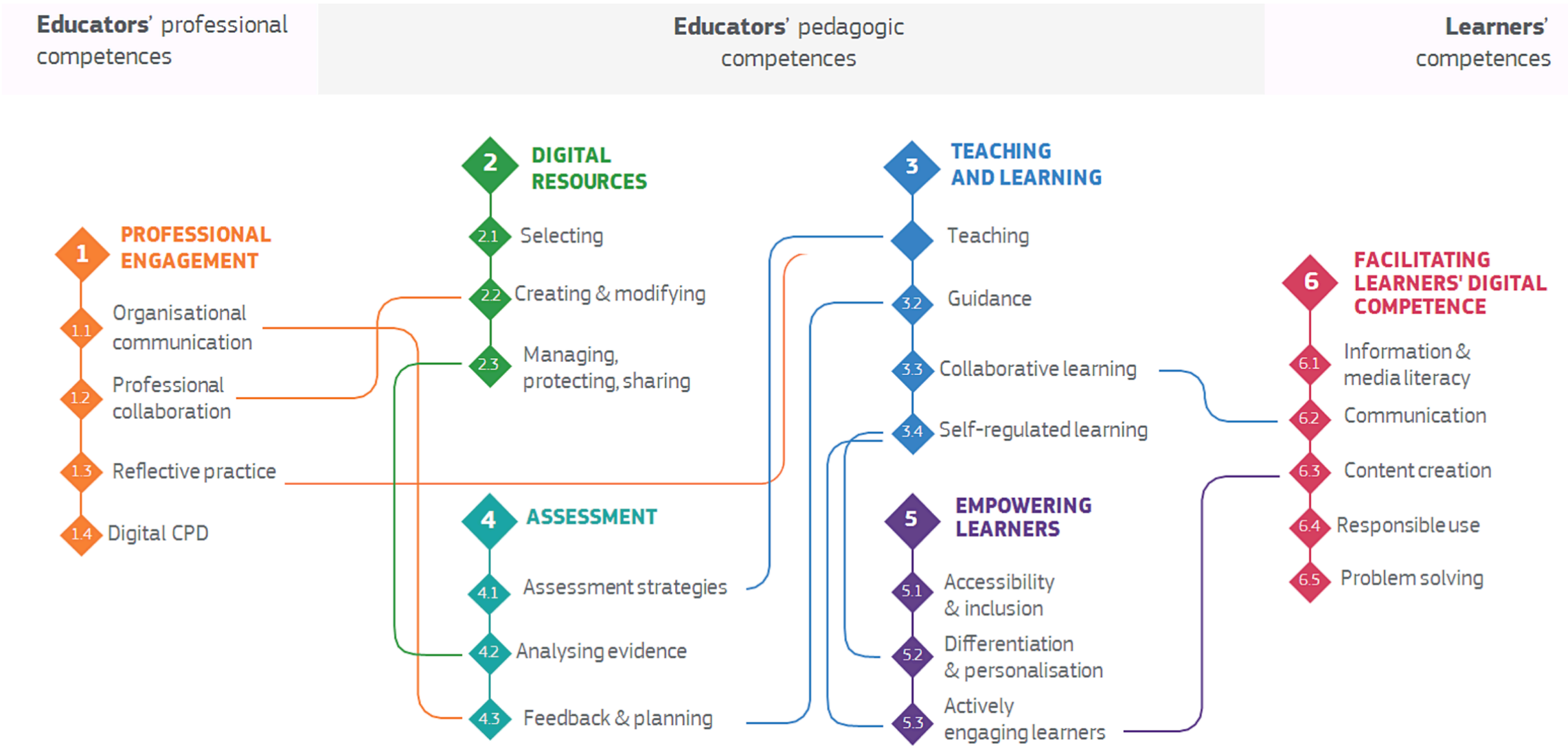
Academic Practice

MAPPING DIGITAL TECHNOLOGIES WITH DIGCOMPEDU COMPETENCES

Trinity College Dublin



DigCompEdu framework

'…The teaching professions face rapidly changing demands, which require a new, broader and more sophisticated set of competences than before. The ubiquity of digital devices and applications, in particular, requires educators to develop their digital competence. The European Framework for the Digital Competence of Educators (DigCompEdu) is a scientifically sound framework describing what it means for educators to be digitally competent. It provides a general reference frame to support the development of educator-specific digital competences in Europe'. https://ec.europa.eu/jrc/en/digcompedu

* Not supported by TCD IT Services

1 Professional engagement

1.1 Organisational Communications

External comms
- *Email*
- *Social media*
- *Webpages*

Internal comms
- *Email*
- *Social media*
- *Instant messaging*
- *Webpages*

1.2 Professional collaborations

Collaborative hubs
- *Microsoft Teams*
- ** Slack*

Digital Canvases
- ** Miro*
- ** Padlet*

Social media
- *Blogs*
- *Google groups*
- ** Discord*
- *Mailing lists*
- *Twitter*

Communities of practice
- *ALT*
- *EDTL*
- *Institutional*

1.3 Reflective practice

Digital Canvases
- ** Kanban*
- ** Trello*

ePortfolios
- *Blogs*
- *Digital journals*

Audio/visual creation tools
- *Panopto*

1.4 Digital CPD

Continuing Professional Development
- *DigCompEdu self-assessment tool*
- *Informal non-accredited (eg: institutional support resources and support forums*
- *Non-formal, non-accredited (eg: searching the web for knowledge)*
- *Non-formal, structured (eg: workshops on digital education, short-courses, MOOCS)*

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2 Digital resources

2.1 Selecting

Open educational resources
- *Creative Commons search*
- *Openly licensed content - https://open.teachingandlearning.ie/*
- *Webpages*

Copyright/Accessibility
- *https://www.ahead.ie/education*
- *Institutional library e-resources*

2.2 Creating & Modifying

Interactive multi-media
- ** H5P*
- ** Articulate Rise*
- ** Articulate Storyline*

Text book authoring
- ** Manifold*
- ** Apple Pages*

Cloud storage services
- *Documents*
- *Panopto recordings*

2.3 Managing, protecting & sharing

Cloud storage services
- *OneDrive*
- *Google Drive*
- *Dropbox*
- *VLE*
- *Institutional websites*

Content hubs
- *Merlot*
- *Openstacks*
- *Text books*
- *https://www.oercommons.org/authoring-overview*

3 Teaching & learning

3.1 Instruction

- *Diverse multi-media formats (audio, visual, interactive)*
- *Managing engagement*
- *Managing analytics*
- *Learning design (eg: flipping the classroom)*

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3.2 Teacher-learner interactions

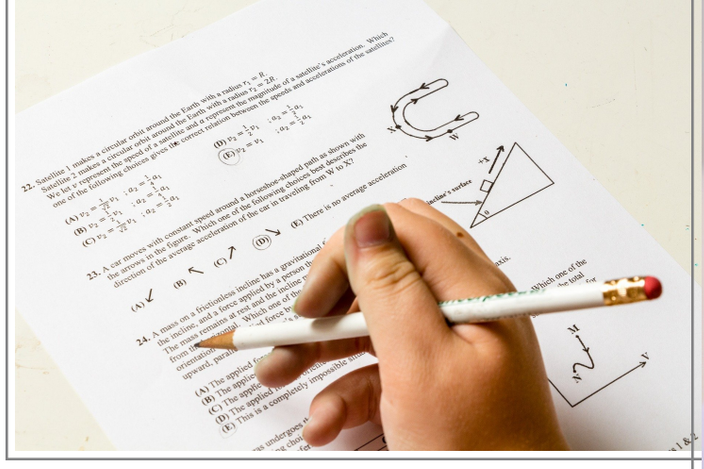
- *VLE*
- *Virtual office hours*
- *Email*
- *Drop-in clinics*

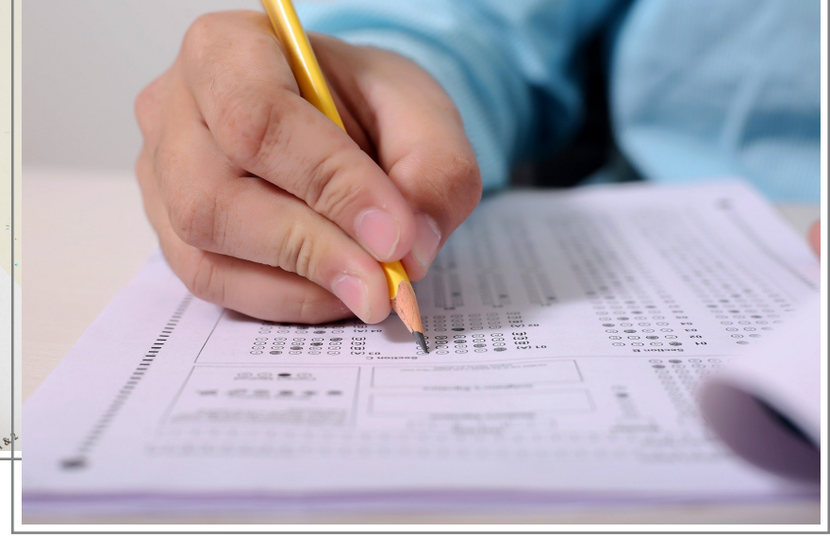
3.3 Learner collaboration

- *Cloud platforms (documents)*
- *Digital canvases (* Padlet)*
- *Blogs, Journals, Portfolios, Wikis*

3.4 Self-directed learning

- ** Notion - https://www.notion.so/*
- *Google keep (notes)*





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4 Assessment

4.1 Assessment strategies

- *Quizzes*
- *MCQ's*
- *Blogs, Journals, Portfolios*
- *Video/Audio assessment*
- *Open-book assessment*

4.2 Analysing evidence

- *VLE analysis*
- *Spreadsheet analysis*
- *Turnitin*
- *MCQ analysis*

4.3 Feedback & planning

- *Cloud platforms assignment tools (audio feedback)*
- *VLE (audio feedback)*

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5 Empowering learners

5.1 Accessibility & inclusion

- *Built in accessibility checkers (MS Office)*
- *Plugin checkers*
- *Institutional software (* Blackboard Ally)*
- *Captioning options (AI solutions Powerpoint)*
- *Open-book assessment*
- ** Texthelp, * Dragon, * NVDA*

5.2 Differentiation & personalisation

- *Gamified interactive learning activities (* H5P, * Storyline, Captivate)*
- *VLE gated progression tools*
- *Branching learning objects (* Moodle Lesson, * H5P, * Articulate storyline etc)*

5.3 Actively engaging learners

- *Student engagement - voting/polling tools (* Vevox, * Wooclap, Turning Point, Collaborate ultra polling)*

6 Facilitating learners digital competence

6.1 Information and media literacy

- *Referencing managers (* Zotero, Endnote)*
- *Institutional library resources (search strategies)*
- *Cloud storage systems*

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6.2 Communication

- *Blogs*
- *ePortfolios*
- *Domain of one's own*

6.3 Content creation

- *Wikipedia editing & article creation*
- *Student created OER's*
- *Multimedia (audio, video)*
- ** Notion, Google keep (notes)*

6.4 Responsible use

- *Limited screen time tools (* Pomodoro)*
- *VLE student-facing analytic dashboards*
- *Apple screen-time apps*
- *Microsoft Windows screen-time settings*

6.5 Problem solving

- *Video tutorials*
- *LinkedIn Learning*
- *Product support websites (Google learning centre, Microsoft 365 training, Apple communities)*

Academic Practice at Trinity (Trinity Teaching & Learning) strengthens and advances excellence in teaching and learning. We are committed to enhancing student learning through the development and facilitation of research-led approaches to teaching in higher education.

For more information, please visit www.tcd.ie/capsl