How we learn

Digitization is changing the way we learn:
- Mobile learning: the introduction of mobile technology in formal education; Importance of learning "on the go".
- Connected learning: A trend towards interest-oriented, networked learning, digitally linking different learning spaces, services and institutions.
- Problem-based learning: Acquiring digital skills and meta-competencies by (collaborating) working on concrete and learner-relevant issues.

With whom we learn

In line with the change in the "how" and "where" of learning, digitization is also changing, by and with whom we are learning. These changes expand the scope for thought and action. Interesting new "partners" in the field of digital education and skills include:
- Virtual tutors and mentors
- Peers (Example: Guilds in Games)
- Influencers (example: YouTubers)
- Specialized platforms (example: Bettermarks)
- Brokers (example: Kiron)

Where we learn

Under analogous conditions, the focus was on schools and formal institutions of education when it comes to the "where" of learning. Digitization leads to local shifts and cross-linking between places, for example:
- Virtual classrooms and hybrid learning (example: distance learning, MOOCs)
- Importance of extracurricular learning (examples: Khan Academy)
- Social media and games as sources of skills acquisition (examples: YouTube, Minecraft, Scratch)
- Connectedness and transformation of public spaces (examples: libraries, museums)

What we (should) learn

https://dcrp.berkman.harvard.edu

DIGITAL CITIZENSHIP+ RESOURCE PLATFORM

Artificial Intelligence (AI)

Civic and Political Engagement

Computational Thinking

Content Production

Context

Data

Digital Access

Digital Economy

Digital (Literacy)

Identity Exploration and Formation

Information Quality

Law

Media (Literacy)

Positive / Respectful Behavior

Privacy and Reputation

Safety and Well-being

Security

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