

# **Media Literacy for Global Interdisciplinary Curricula**

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<http://www.uncw.edu/ed/mit>

# About the Speakers

- Florence Martin
  - Assistant Professor in Instructional Technology
  - Watson School of Education
  - Remotely presenting from Vancouver – attending AERA
  - [www.florencemartin.net](http://www.florencemartin.net)
  - Presenting remotely via Webex



# About the Speakers

- Benjamin Brown
  - Instructional Technologist
  - Watson School of Education
  - Alumni of the Instructional Design & Technology Program at UNCW



# Abstract

- Media Literacy is an essential skill for students to thrive in a digital, networked world.
- In this session, the participants will be introduced to different opensource/free ware applications such as Dim Dim, Gimp, Camstudio, Google Docs, Open Office which enriches teaching and learning.
- There will be a discussion on how technology globalizes education, and the importance of integrating culturally appropriate technology.

# Objectives

- Kids and Media
- What is Media Literacy?
- What is New media literacy?
- Demonstrations
  - Big Blue Button, Gimp, Camstudio, Google Docs, Open Office
  - Twitter, Interactive Books, Podcasting/Vodcasting



# Prior Knowledge

- What does media literacy mean to you?
- Why should students be media literate?



# Media

- **Media** refers to all electronic or digital means and print or artistic visuals used to transmit messages.

# Kids & Media





# Study

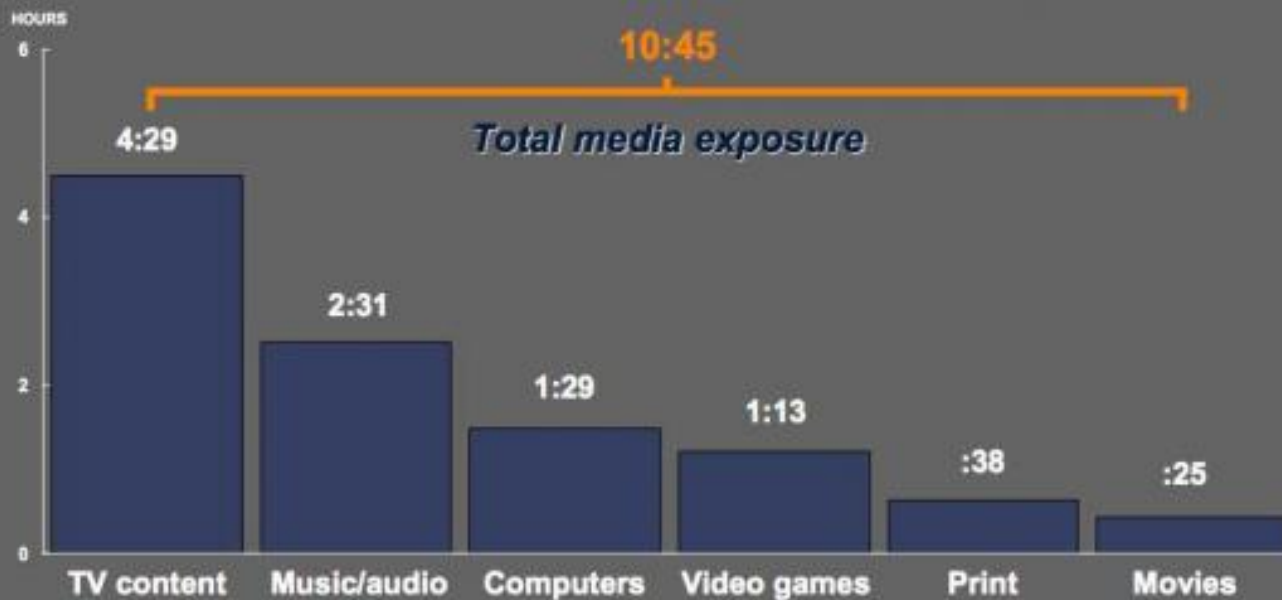
- Kaiser Family Foundation Study:  
Generation M
- Media in the Lives of 8 to 18 year olds
- 2010



# Media Use

## Media Use, By Platform

Among all 8- to 18-year-olds, amount of time spent with each medium in a typical day:



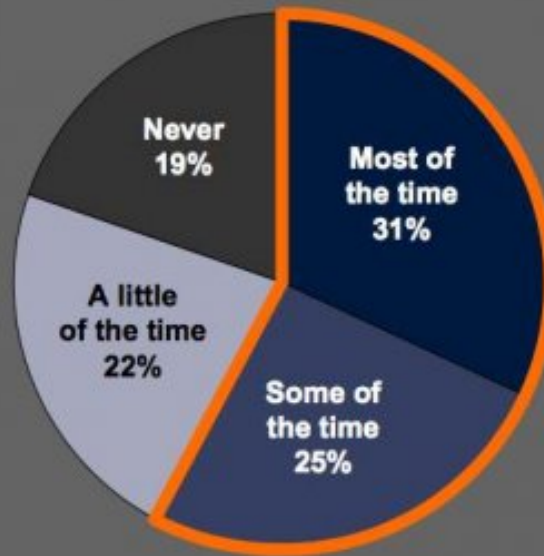
Source: Kaiser Family Foundation, Generation MP: Media in the Lives of 8- to 18-Year-Olds, 2010.

THE KAISER  
FAMILY  
FOUNDATION

# Multitasking

## Multitasking with Homework

Among all 8- to 18-year-olds, proportion who say they use a computer, watch TV, play video games, text message, or listen to music while doing their homework:

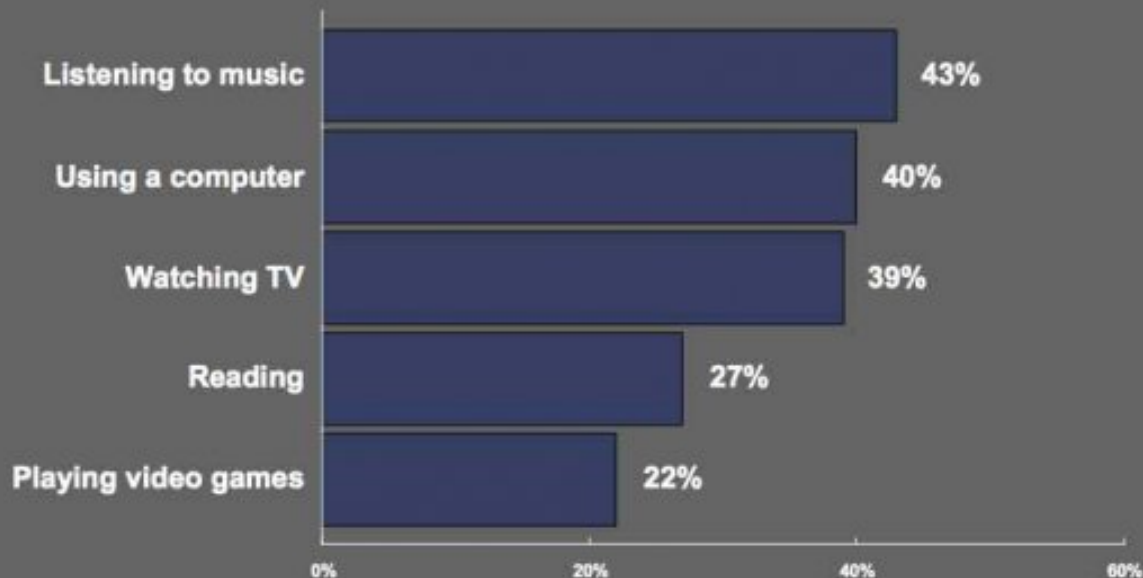


Source: Kaiser Family Foundation, *Generation M<sup>2</sup>: Media in the Lives of 8- to 18-Year-Olds*, 2010.

# Media Multitasking

## Media Multitasking, By Genre

Among 7<sup>th</sup> to 12<sup>th</sup> graders, percent who multitask “most of the time” they are using each medium:



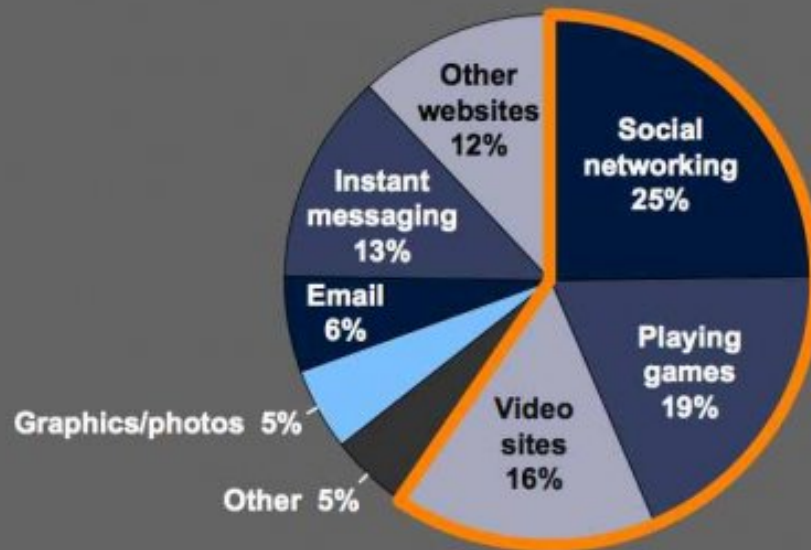
Source: Kaiser Family Foundation, *Generation M<sup>2</sup>: Media in the Lives of 8- to 18-Year-Olds*, 2010.

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# Computer Time

## Computer Time, By Activity

Proportion of recreational computer time 8- to 18-year-olds spend in various activities:

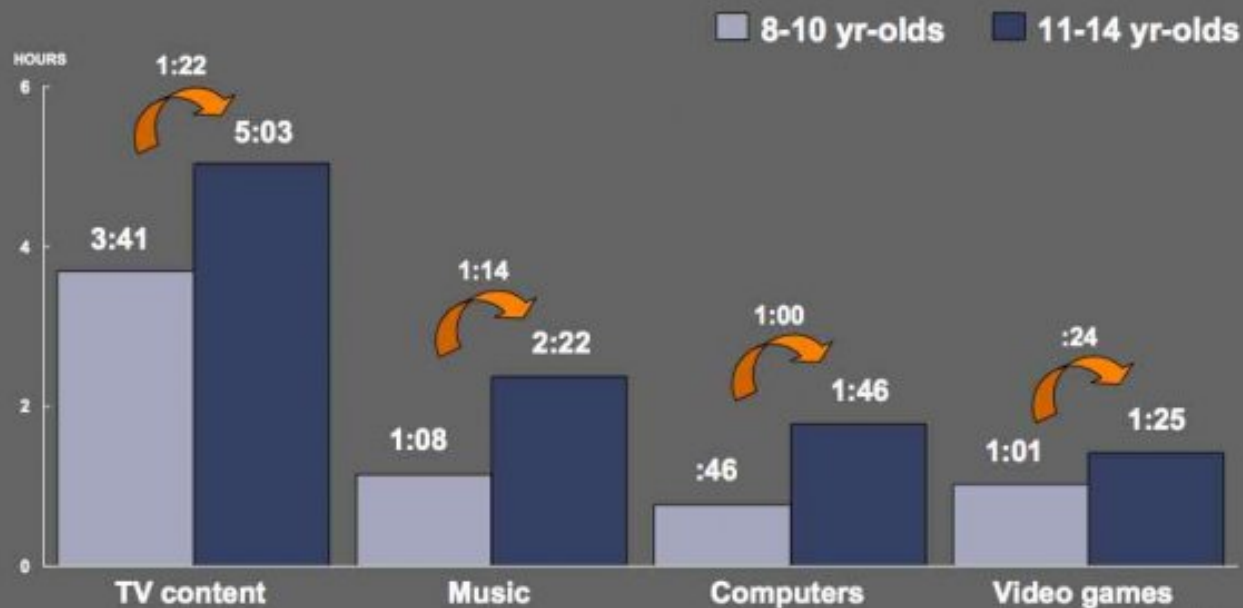


Source: Kaiser Family Foundation, *Generation MP: Media in the Lives of 8- to 18-Year-Olds*, 2010.

# Time with Media

## Time with Media, By Platform and Age

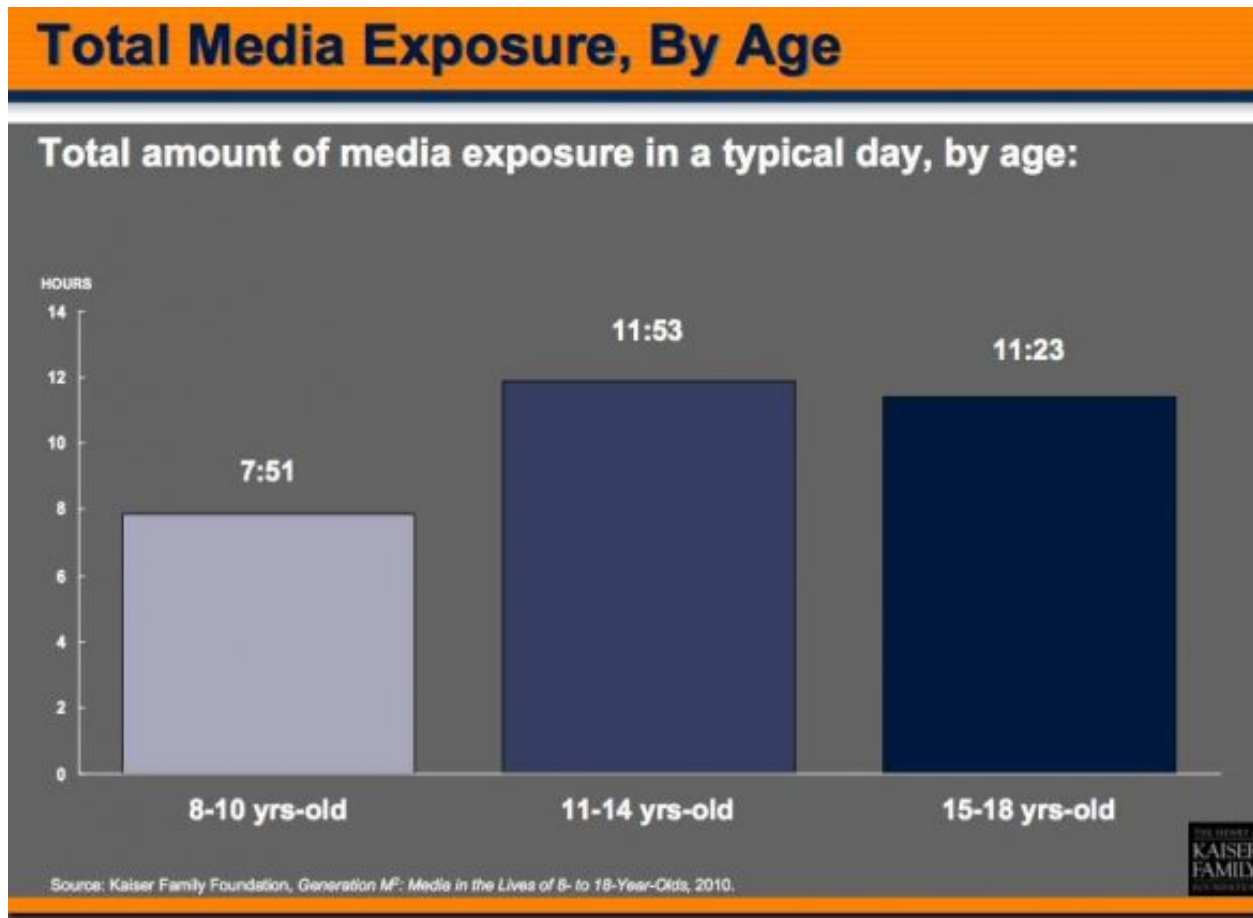
Amount of time spent with each medium in a typical day:



Source: Kaiser Family Foundation, Generation M<sup>2</sup>: Media in the Lives of 8- to 18-Year-Olds, 2010.

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# Total Media Exposure



# Need for media literacy

- Students are growing up in a world saturated with media messages
- Yet, they receive little or no training in the skills of analyzing or re-evaluating these messages

Source: R.Hobbs, Journal Adult & Adolescent Literacy, February 2004





PARTNERSHIP FOR  
21ST CENTURY SKILLS

# “Results That Matter”

- Today's graduates need to be **critical thinkers**, **problem solvers** and **effective communicators** who are proficient in both core subjects and new, 21st century content and skills.
- These 21st century skills include **learning and thinking skills**, **information and communications technology literacy skills**, and **life skills**.

# Information and Media Literacy

Analyzing, accessing, managing, integrating, evaluating and creating information in a variety of forms and media. Understanding the role of media in society.

## 21st Century Tools for: Communication, Information Processing, and Research

## SAMPLE Student Outcomes for: Accessing, Processing, Managing, Integrating and Communicating Information



### 4th Grade

Historical fiction, photos, internet and other information research tools, TV

- After reading a piece of historical fiction, view related historic or family photos. Make inferences about the people portrayed and their lifestyle, analyze what is not in the photo as well as what is, or evaluate how these photographs help students understand this period in history.
- Using an internet bibliography (bookmarks) on an endangered animal, locate and select interesting and accurate information and create a scavenger hunt for classmates to follow.
- Make a record of commercials aired during Saturday morning cartoon programming. Categorize and tally such details as the kinds of products advertised, the method(s) the ad uses to attract younger viewers, the gender the ad seems to address, and estimated ages of children appearing in the ads. Select several of the ads and survey schoolmates about which ads are favorites. Analyze the survey for patterns of popular appeal. What are "patterns of popular appeal?"



### 8th Grade

Historical fiction, photos, internet and other information research tools, TV, popular movies, electronic correspondence, TV, magazine ads

- Survey and compare movie viewing habits and popular types of movies and titles with a partner class in another region or country. Include a well-formatted bibliography of the most popular movies. Analyze the results for trends or conclusions. Compare the results with national surveys.
- Search information from a variety of print, online, and non-print sources for a report on a topic of personal interest related to the Holocaust. Evaluate the information using criteria for validity and reliability. Give rationale for any sources suspected to be unreliable.
- From a favorite magazine, choose a variety of advertisements of products that are personally appealing. Analyze the techniques used by each advertisement to attract teen buyers.



### 12th Grade

Historical fiction, photos, internet and other information research tools, TV, comic strips, movies, electronic correspondence, multimedia resources, primary sources, audio recording, internet

- Analyze the portrayal of bosses in popular media (comic strips, TV comedies, TV dramas, movies), identifying stereotypes found and identifying the kinds of "real life" bosses that are not included.
- Choose a social issue or controversy that has been a subject of protest songs. Using primary sources (print, digital, or community resources), research an aspect of the issue to use as background in writing an original protest song or lyrics.
- Identify characteristics of suspect information that may indicate it is an internet hoax, fraudulent activity or an unreliable source.
- Distinguish satire and parody from other non-ironic forms of expression.



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21ST CENTURY SKILLS



# 21<sup>st</sup> century skills

- Analyzing, accessing, managing, integrating, evaluating, and creating information in a variety of forms and media
- Understanding the role of media in society



# What is media literacy?



# What is Media Literacy?

- “Media literacy is seen to consist of a series of communication competencies, including the ability to ACCESS, ANALYZE, EVALUATE, and COMMUNICATE information in a variety of forms, including print and non-print messages.”



NATIONAL ASSOCIATION FOR  
MEDIA LITERACY EDUCATION

# What is Media Literacy?

- “Media literacy empowers people to be both critical thinkers and creative producers of an increasingly wide range of messages using image, language, and sound. It is the skillful application of literacy skills to media and technology messages.”



NATIONAL ASSOCIATION FOR  
MEDIA LITERACY EDUCATION

# Five Concepts of Media Literacy

1. All media messages are “constructed.”
2. Each medium has different characteristics, strengths, and a unique “language” of construction.
3. Different people interpret the same media message differently.
4. Media messages are produced for particular purposes, including profit, persuasion, education, and artistic expression.
5. Media messages have embedded values and points of view.

# Media

- Radio
- Television
- Newspapers, Magazines
- Advertising in All Forms
- Videos, DVDs, Films
- Computer & Video Games
- Recorded Music (e.g., CDs)
- Books (e.g., Textbooks)
- Internet





# New Media Technologies

- Instant Messaging
- Texting
- Online social networking
- YouTube
- Blogs and podcasts
- Wikis
- Interactive video conferencing



# New Media Literacy

- Set of social skills critical to living, working, and participating in today's connected world.
- New media isn't a one-way channel any longer; we are active participants: sharing, commenting, contributing, and creating.
- This shift from simple media consumers to media creators is significant and requires a different set of skills – the new media literacies.

# Qualities of New Media

- Non-linear
- Interactive
- Open source
- Personalized
- Co-created
- Mobile



# Demonstrations

# Twitter



# Big Blue Button

<http://demo.bigbluebutton.org/>

The screenshot displays the BigBlueButton web interface in a browser window. The main content area shows a presentation slide titled "The Precision Approach" with a diagram of a precision approach. The diagram includes a "Glideslope (typically 3 degrees)", a "MAP" (Missed Approach Point), a "Decision height", and a "Runway". A red arrow points to the glideslope. The interface also features a "Users" panel on the left with a table of participants, a "Listeners" panel, a "Chat" panel on the right with a message history, and a "Video dock" at the bottom right showing video feeds of participants.

Role	Name	Status
	Fred	
	Richard	
	Tyler (you)	

Listeners

- Fred
- Richard
- Tyler

Chat

Welcome to ENGL-2013: Research Methods in English!

To understand how BigBlueButton works see our [tutorial videos](#).

To join the audio bridge click the headset icon (upper-left hand corner). **Please use a headset to avoid causing echo for others.**

Tyler: Lorem ipsum dolor sit amet 14:12

Richard: Nullam vel pretium velit. Aenean ut elit eros 14:12

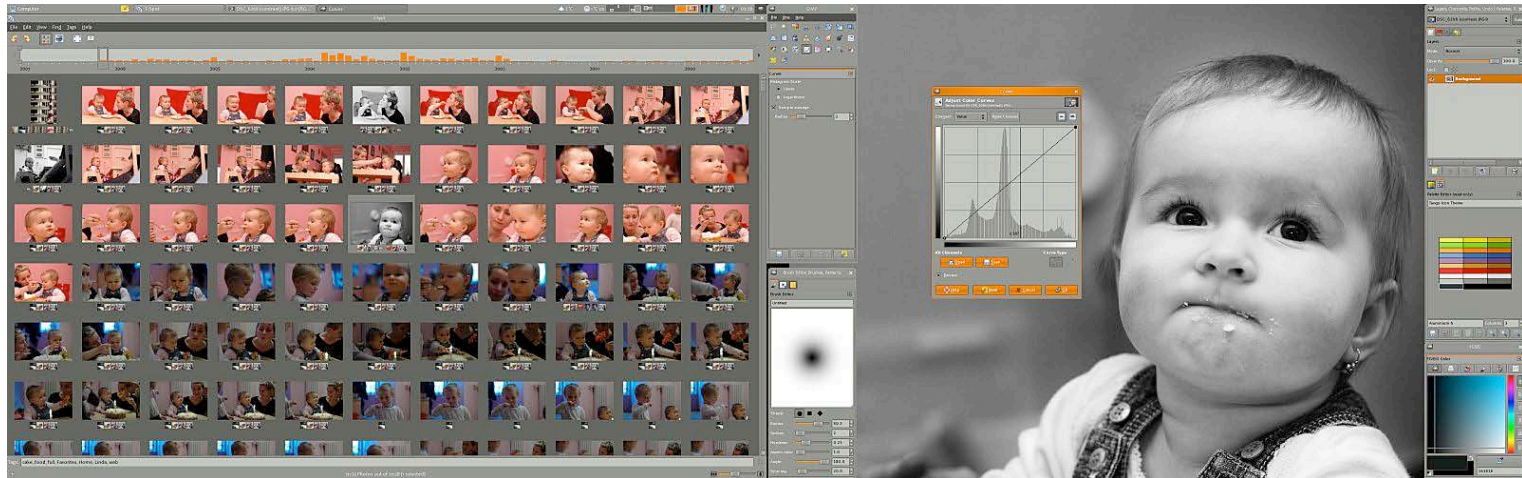
Video dock

- Fred
- Tyler (you)
- Jesus

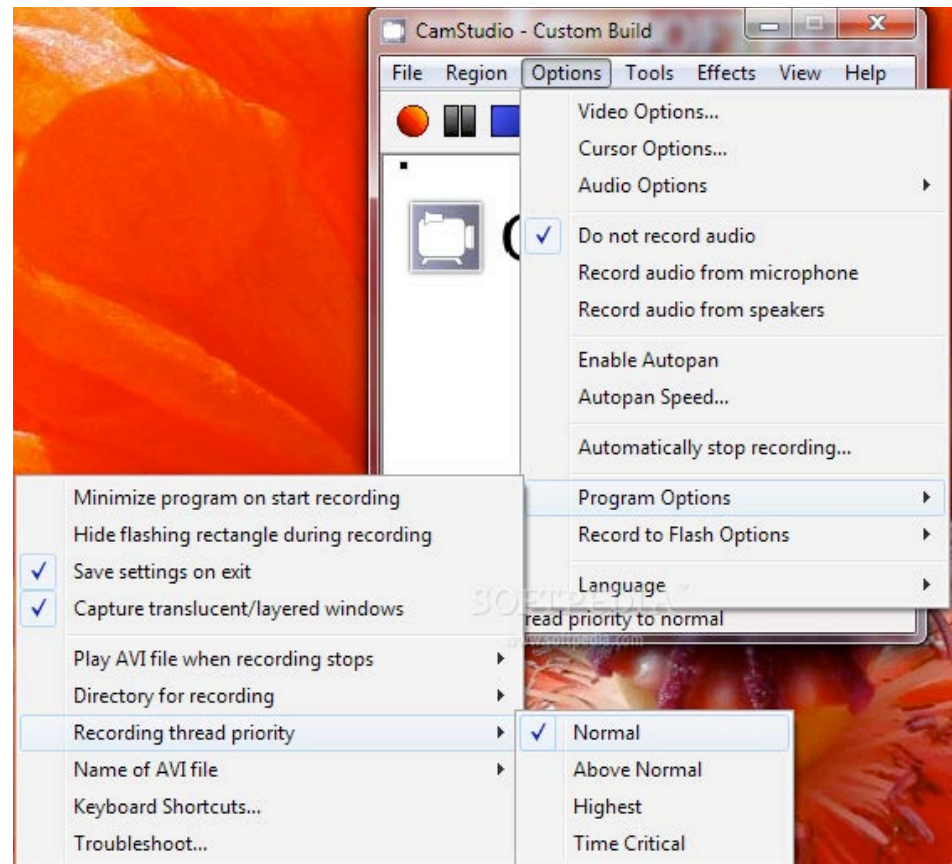
[c] 2011, BigBlueButton build 3852-2011-11-22 - For more information see <http://www.bigbluebutton.org/>

# Gimp

<http://www.gimp.org/>



# Camstudio





# Google Docs

- Documents
- Spreadsheets
- Form
- Presentations
- Drawing
- Table

# Open Office



# Digital Interactive Books



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Section 4.1

**The Roots of Atomic Theory**

Science as we know it today did not exist 2,500 years ago. No one knew what atoms were, and there were few tools for scientific exploration. In this setting, the power of the mind and intellectual thought were considered the primary avenues to the truth. Curiosity sparked the interest of scholarly thinkers known as philosophers who considered the many mysteries of life. As they speculated about the nature of matter, many of the philosophers formulated explanations based on their own life experiences.

Many of them concluded that matter was composed of things such as earth, water, air, and fire, as shown in **Figure 1**. It was also commonly accepted that matter could be endlessly divided into smaller and smaller pieces. While these early ideas were creative, there was no method available to test their validity.

**Democritus** The Greek philosopher Democritus (460–370 B.C.) was the first person to propose the idea that matter was not infinitely divisible. He believed matter was made up of tiny individual particles called *atoms*, from which the

**Figure 1**

Many Greek philosophers thought that matter was composed of four elements: earth, air, water, and fire. They also associated properties with each element. The pairing of opposite properties, such as hot and cold, and wet and dry, mirrored the symmetry they observed in nature. These early ideas were non-scientific.

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# Global Education

- Free
- Connecting people globally
- Time differences in using Synchronous tools
- Cultural aspects in using Synchronous tools/ twitter

Questions?