



DTCs' digital skills as the basis for sustainable development

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eHealth digital literacy Digl project



Basic Internet
Foundation:
<https://basicinternet.org>

[Yeboo platform: Yeboo.com](https://yeboocom)

Health Messages literacy app
Linda Afya on Google Play:
<https://play.google.com/store/apps/details?id=com.futurecompetence.health.designdemosv2>

- Digital health intervention aims to increase health literacy related to HIV, Cholera, Tuberculosis, Taeniosis.

- Information reaches ALL – literates and illiterates, with text, animations, videos, and app

The screenshot shows the Basic Internet website interface. At the top, there is a navigation bar with links for "Esilalei Home", "Health Information", "Video", "About", "Contact Us", "Report", a language selector for "Swahili", and a "Login" button. Below the navigation bar is a large banner with a stethoscope and the text "Protect Yourself! Stay Safe.". The main content area is divided into six sections, each with a title, an illustration, a short description, and "More" and "Video" buttons. The sections are: 1. Cysticercosis: Illustration of a person crouching near a pig. Description: "Watch 'The story of tapeworms' here, take the quiz and learn about tapeworms and cysticercosis here." 2. Anthrax: Illustration of a cow and a zebra. Description: "Anthrax costs life. Learn how to protect your family and animals here." 3. Tuberculosis: Illustration of a man in a red shirt and blue cap working in a field. Description: "Tuberculosis can be avoided and cured. Read more about the disease here, and take the quiz to test your knowledge." 4. HIV Aids: Illustration of a woman in a yellow and orange dress holding a white bag. Description: "Quality treatment, quality longer life for infected. Read more about the diseases here, and take the quiz to test your knowledge." 5. Cholera: Illustration of a magnifying glass over a water drop and a person near a pond. Description: "Cholera is an infectious disease that causes severe watery diarrhea, take the quiz and learn about Cholera here." 6. Global Health: Illustration of a stylized orange cross logo. Description: "Our mission is to improve health care and health outcomes in resource-poor areas by developing videos that bring to life basic health care information known to save lives." At the bottom of the page, there are social media icons for Facebook, Twitter, and Instagram.

Recommendations from High Level Panel for Digital Cooperation



SUSTAINABLE DEVELOPMENT GOALS

17 GOALS TO TRANSFORM OUR WORLD

THE THIRD LINK IS MISSING!

1A: by 2030, **every adult** should have **affordable access** to digital networks, as well as, as a means to make a substantial digitally-enabled financial and health service contribution to achieving the SDGs

1B: We recommend that a broad, multi-stakeholder alliance, involving the UN, create a **platform** for **sharing digital public goods**.

Secretary-General's High-level Panel on Digital Cooperation



PANEL DOCUMENTS

- [Press release](#)
- [Terms of reference](#)
- [Panel member bios](#)



What we are going to do about it?

“Computing is not about computing anymore. It’s about living.”

Being Digital (1995) by Nicholas Negroponte (p.6)

- Level 1 of digital divide / **global initiatives**: pure technological infrastructure and **internet access**
- Level 2 of digital divide / **DTCs**: **Digital skills and digital competences**
- Level 3 of digital divide: **life opportunities and benefits gained from ICT use.**
- Getting life benefits from the Internet access and digital skills

DTCs for life-long learning opportunities, life benefits

- **DTCs – enabler in bridging all three levels of digital divide**, esp. 2nd and thus, 3rd level
- **Digital literacy skills** – target: people who need basic digital skills to use digital tools and access e-services and those who seek to enhance their basic and intermediate skills.
- **21st century digital skills** – next slides
- Setting up the **methodology for scaling**

21st-century digital skills

Skills to be investigated and included in DTCs programs:

- Technical digital skills,
- Information digital skills,
- Communication digital skills,
- Content creation digital skills
- Collaboration digital skills (connected learning skills)
- Critical thinking digital skills
- Creative digital skills (content),
- Problem-solving digital skills
- Online privacy and security skills
- Algorithmic digital literacy skills (being aware there's a system deciding what to show to you)

DTCs: focus on determinants of creativity, critical thinking, collaboration, and communication -> underreported and underdeveloped. Aim: ensuring program trainees have better DS and learning opportunities for improved livelihoods

How to detect a crap?



A methodology for scaling is needed and an approach that will address local needs and be replicable to other DTCs networks/communities

"The true value of a network is less about information and more about community. The information superhighway is more than a shortcut to every book in the Library of Congress. It is creating a totally new, global social fabric"

Being Digital (1995) by Nicholas Negroponte (p.183)

How to deliver digital skills training in a manner that we can reach a lot of people?

How to deliver digital skills training in a scalable manner?

- Free online services that require use of the skills, along with enough help and tutorials to allow users to self guide, would address the matter for 75% of cases
- A platform like **NextCloud** with **LibreOffice** Online would allow that, and can be installed into Low-income communities
<https://nextcloud.com/>
- On such platforms, digital skills trainings can be uploaded with instructions, and can reach millions of people. E.g., LibreOffice can enable interactive learning playground for digital skills programs
- The open source community has extensive digital skills dissemination, not least through **Linux Professional institute LPI**
<https://www.lpi.org/>
- Open source software can be freely used to create and deliver DS trainings and resources, and has potential to reach so many people

Learning & Engagement via decentralised free content collaboration platforms

Nextcloud Hub



By open source software and open learning resources, the DTCs minimise costs for replication and empowers people to customize the curricula to suit their own local contexts.

e.g. Mozilla Foundation's Web literacy & 21st century skills; the core curriculum was made through support from the Institute of Museum and Library Services and a collaborative community effort involving Web literacy leaders
<https://learning.mozilla.org/en-US/web-literacy>

Share and collaborate on documents, send and receive email, manage your calendar and have video chats without data leaks

DTCs scalability– human and social aspect

- **Train-the-trainers digital skills programs**
- **Collaboration model:** building internal alliances and partnerships, local collaborations. Setting up a collaboration model between the organizations is not easy
- **Networked practice with the connected learning approach** -> *socially connected, interest-driven, and oriented towards educational and livelihood opportunity.* Example: Teeniors, New Mexico
- **Digital engagement and participation**-> community networks, improvement, and getting life benefits from the Internet access and digital skills.
- Encouraging and fostering **the culture of collaboration**
- Sense of belonging and ownership /collective solutions



**A scientific approach applied in
edu and learning practices**

THINK

PERMA

**Knowledge societies, network communities =
better communication & collaboration**



THE FUTURE IS BRIGHT

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Dr Danica Radovanović, ITU workshop – 11- 13 Feb 2020, Geneva

Art credit:
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