

Digital Equity and Literacy: A Work in Progress

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Summary

- Definitions
- *Digital Equity Act, 2021*
- Digital Equity & Literacy initiative @ UC
- Part of larger campus “One IT” working groups
- D E & L working group and sub-groups
- Activities



ENSURE INCLUSIVE AND EQUITABLE QUALITY EDUCATION AND
PROMOTE LIFELONG LEARNING OPPORTUNITIES FOR ALL

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Digital Equity ~ Digital Literacy

Digital equity is a condition in which all individuals and communities have the information technology capacity needed for full participation in our society, democracy, and economy. Digital equity is necessary for civic and cultural participation, employment, lifelong learning, and access to essential services. (National Digital Inclusion Alliance NDIA, <https://www.digitalinclusion.org/definitions/>)

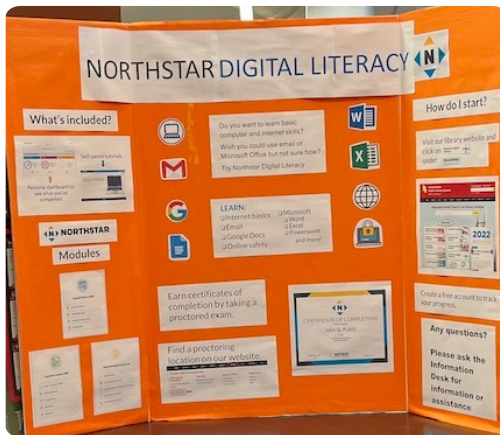
Digital literacy is the ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills. (American Library Association, <https://literacy.ala.org/digital-literacy/>)

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<https://bit.ly/4ail50K>

Digital divide is the issue.
Digital equity is the goal.
Digital inclusion is the work.

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Activities

- Digital Awareness
 - Symposiums, seminars
 - Workshops, libguides, etc.
- Interest groups
 - Libraries' AI/ML group
 - Colleges, curriculum







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“One IT” collaboration

- ✓ College and unit-level IT managers envisioning a strategic and collaborative future as “One IT”
- ✓ IT professionals, sharing best practices and learning from one another to continuously improve technology services
- ✓ Key to delivering more efficient and effective IT services, leverage shared costs, resources, and expertise
- ✓ Improve and streamline cyber and data security (timely updates and upgrades, better patch management, etc.)
- ✓ Support student success, ensure access to the technology they need for their education and beyond

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7 Working Groups

	Access Computing & Endpoint Management	Optimize/Standardize Access Computing and Endpoint Management
	Classroom & Conference Room Standards	Define standards that provide a streamlined experience; Ideas for innovation across classrooms and academic technologies
	Configuration & Patch Management	Standardize and optimize configuration and patch management
	Data Center Consolidation & Cloud	Reduce infrastructure silos and consolidate data center
	Optimize Application Landscape	Optimize application landscape and reduce/remove duplication and optimize contracts
	IT Service Catalogs, Process, & ServiceNow Optimization	Create and share IT catalogs and streamline workflows, particularly SN implementation

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Digital Equity & Literacy Working Group



Overview

Collaborate on ideas that ensure all students, faculty, and staff across our institution have equitable access to the technologies, training, and knowledge to be successful.

Future State

An empowering, inclusive, and equitable digital environment for all UC students, faculty, and staff and affiliated community.

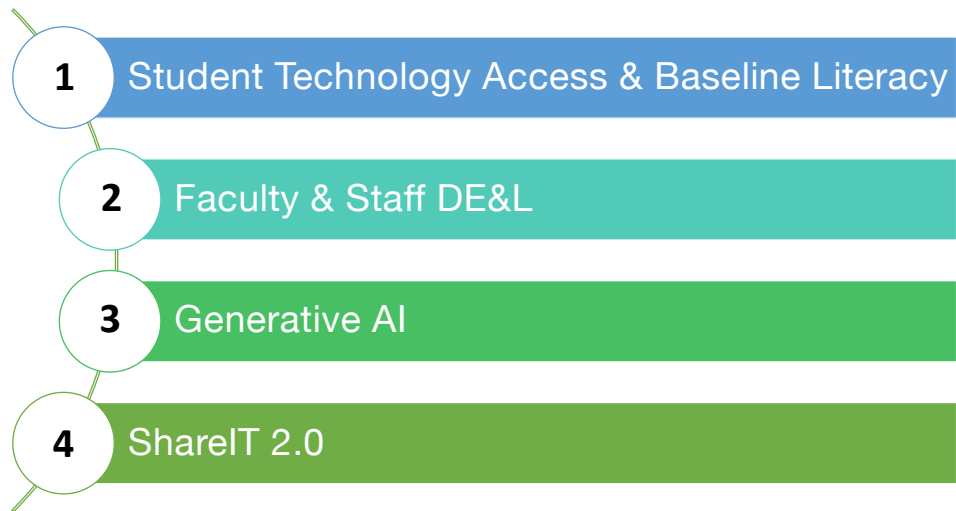


Project Outcomes

1. Define inclusively what DE&L means to UC
2. Create and implement a DE&L program
3. Define key performance indicators related to DE&L
4. Put an actionable plan and framework in place to identify and address DE&L across UC

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D E & L Sub-groups



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1 Student Technology Access & Baseline Literacy

- 150 laptops
 - COVID funding
 - Provost Office, criteria
 - CPS
- Community app / Student portal – under development
- Student technology support recommendations – under development

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A Global Framework of Reference on Digital Literacy Skills for Indicator 4.4.2, UNESCO Information Paper No.51, June 2018, pp.88-89

Appendix 12. Proposed digital literacy competence areas and competences from online consultation

<https://bit.ly/3PIIAxi>

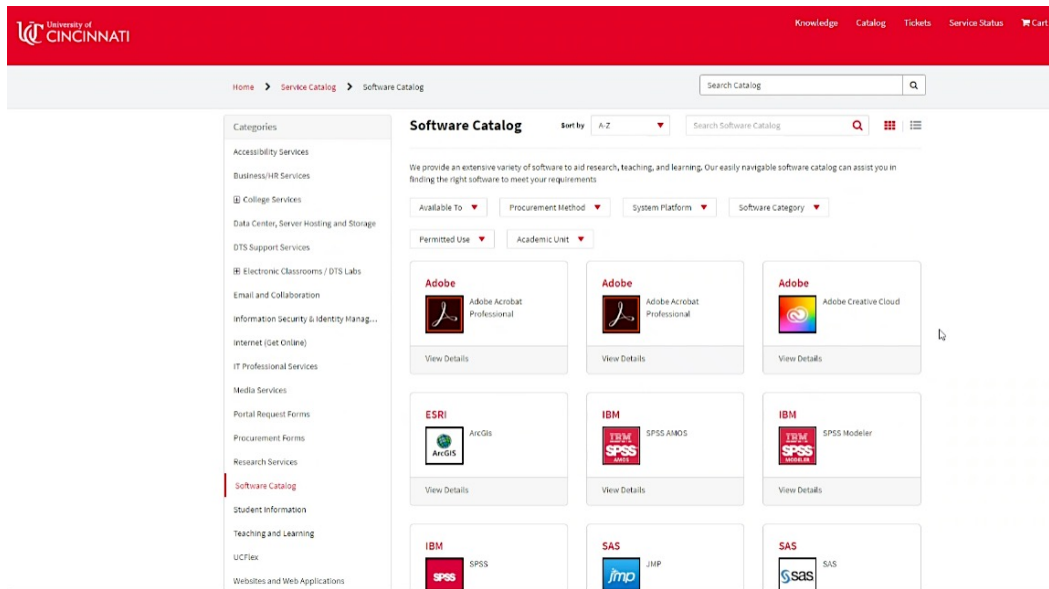
Digital Literacy: Competence areas and Competences	
0. Hardware and software operations	0.1 Physical operations of digital technologies 0.2 Identifying data, information and digital content to operate digital technologies
1. Information and data literacy	1.1 Browsing, searching and filtering data, information 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 licences 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 5.5 Computational thinking
6. Career-related competences	6.1 Operating specialized digital technologies for a particular field 6.2 Interpreting data, information and digital content for a particular field

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2 Faculty & Staff DE&L

- UC faculty and staff need to have equitable access to software and web tools including access to the process of procuring tools and documentation regarding recommended use of the tools.
- UC Software Catalog

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3 Generative AI

- Level knowledge around AI
 - ChatGPT, Microsoft 365 Copilot, etc.
 - AI-related conversations on campus
- AI-powered assistive technologies
 - Federal and local mandates
 - Improve access to technology and services, developing voice-activated systems, smart captioning, and audio descriptions

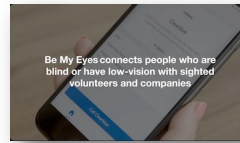
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AI-powered Assistive Technologies

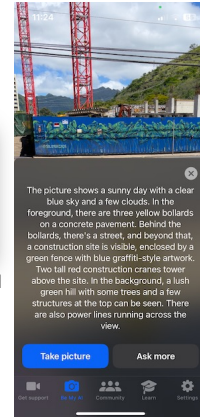
Technologies with most impact on Accessibility in 2023:

- Voice recognition
- Gesture control
- Virtual reality

Voiceitt Accessible
Video Meetings
<https://bit.ly/3x2gYXW>
(1:24 mins)



Be My Eyes connects people who are blind or have low-vision with sighted volunteers and companies.
Be My Eyes Integrates Be My AI
<https://bit.ly/3VmTs1H>
(1:22mins)



Voiceitt _ Dream Bigger
<https://bit.ly/3Plq8fa>
(1:16 mins)

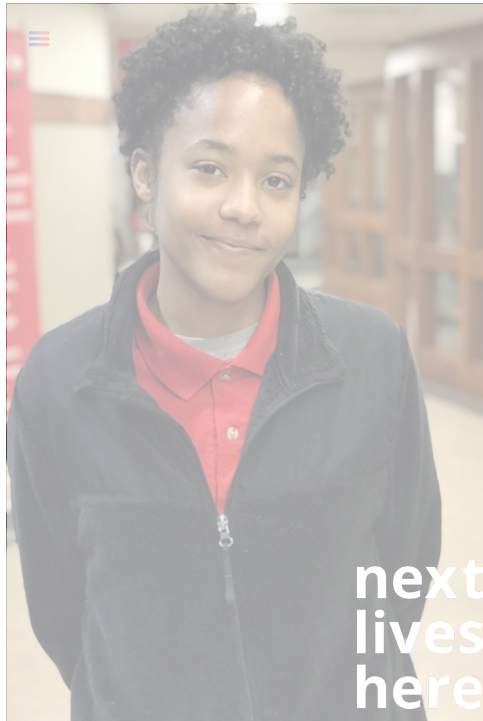


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4 ShareIT 2.0

- IT Pathway: High school → University → Workforce
- Employers consider students “not as well versed in technology”, start earlier
- Unique opportunity to bridge digital divide – embrace, empower, excel
- Implement ShareIT 2.0 as per grant proposal
- Establish a home-base and Program Coordinator
- Identify other schools to join/expand the program

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ABOUT SHAREIT

Bridging the gap by connecting resources to support our future leaders.

- ✓ Initiated in 2015 with 5 students.
- ✓ 12-15 week program covering a wide range of technology professions.
- ✓ Program has grown to support 25-30 students yearly.
- ✓ Supported by DTS, Office of Equity, Inclusion & Community Impact, and College of Education.
- ✓ Internships.
- ✓ Partnership with industry.
- ✓ Students who successfully complete their projects keep the resources provided including a laptop and backpack.
- ✓ Mentors are available at each session.



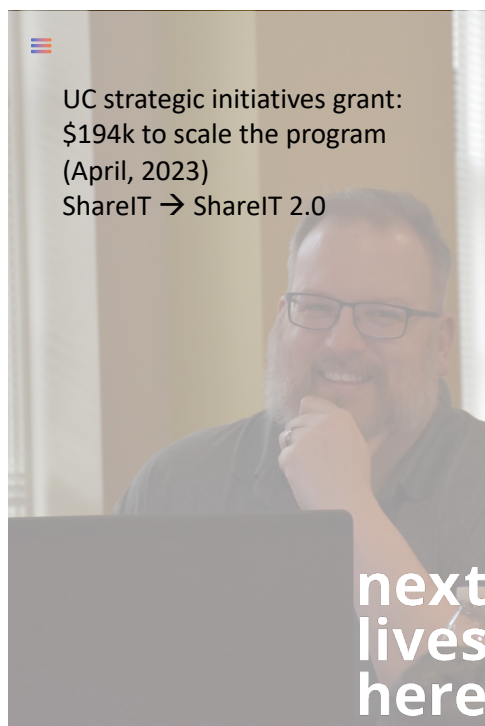
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PROGRAM GOALS

Belonging, Agency, Cultural Competency, Accountability

GOALS

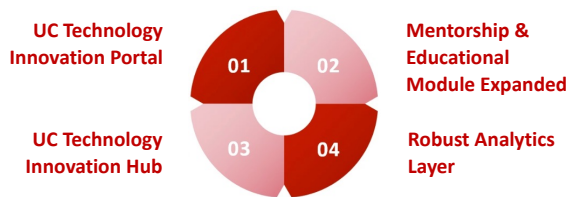
- ✓ Provide resources, interactive learning programs and internships geared towards students who want to pursue a career in IT
- ✓ Provides real world experience in multiple careers in IT
- ✓ Provide mentoring opportunities with IT professionals
- ✓ Provide information and support for pathways into UC
- ✓ Focus areas:
 - Leadership Skills
 - Application Development
 - Programming
 - Cybersecurity
 - Networking
 - Game Design



SHAREIT 2.0

Belonging, Agency, Cultural Competency, Accountability

- Create an ecosystem that ensures that the university can retain, attract, and produce the skills and expertise required to evolve and support transformative student initiatives.
- A unique opportunity to leverage technology as an equity indicator for innovation, support, and student success.
- Focus is on education and bridging the digital divide by promoting smart campuses that empower and support the larger community.
- This initiative encompasses four key areas:

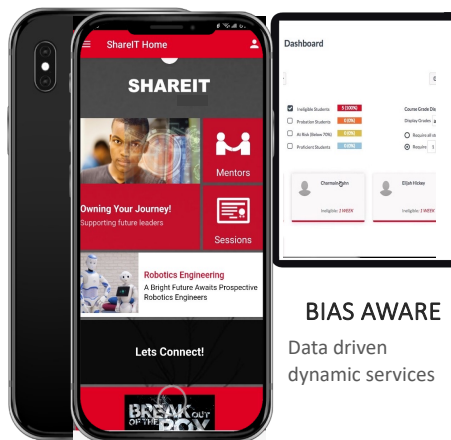


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TECHNOLOGY PORTAL

- Customizable alerts and notifications regarding programs and activities
- Funding notifications
- Mentorship matching
- Internship opportunities
- ShareIT mentor led discovery gateways that provide information channels and video segments on various IT areas
- Help / Request module
- ShareIT progress tracker for ShareIT participants
- Feedback module / Discussion Board and social media like sharing to promote discovery and gather feedback on programs, initiatives, and campus climate



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TECH HUB

TECHNOLOGY HUB

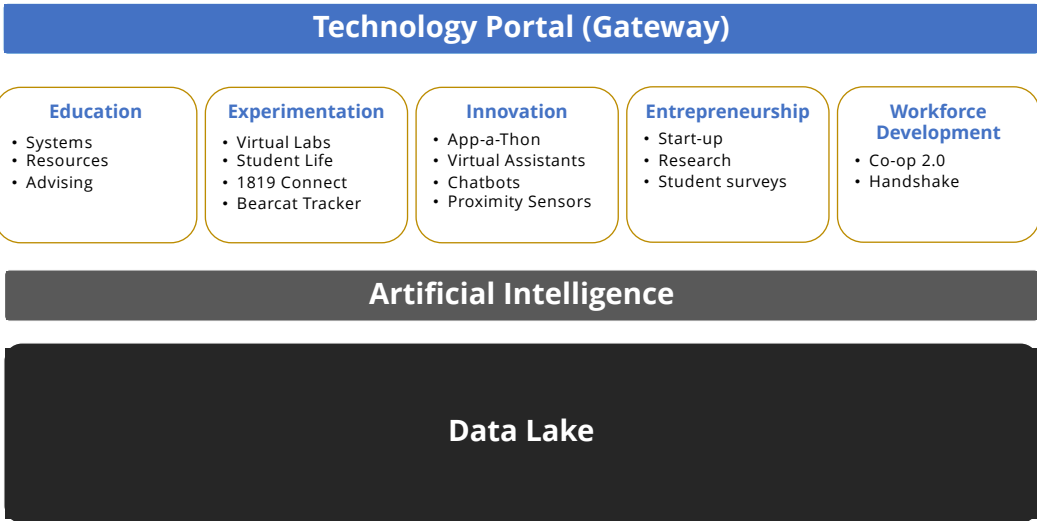
- Physical lab that promotes belonging and emphasizes smart education services and resources and in parallel leverages smart technologies.
- The hub will incorporate hands-on creative development, experimentation, and industry collaborations.
- Promotion and proctoring of structured activities for students in the greater Cincinnati community.



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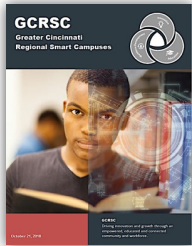
ANALYTICS

DATA & ANALYTICS

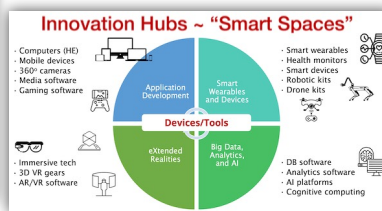
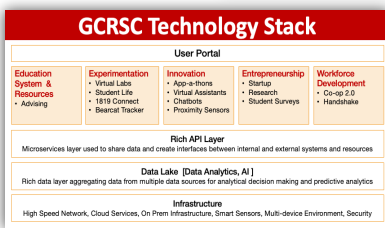
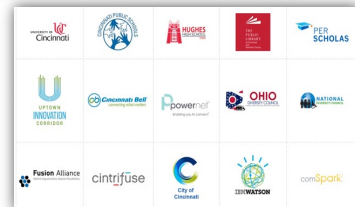


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ShareIT writ large ...



- ✓ OEI&CI
- ✓ IT@UC
- ✓ Library
- ✓ PPPs



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A UC-BIUST partnership to develop a regional network of innovation hubs in Palapye, Botswana

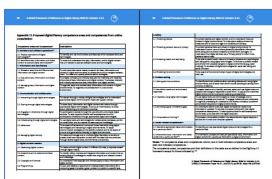
Satellite view of BIUST and surroundings, Palapye, Botswana

BIUST Collaborators

- BIUST Library
- Palapye Jr Secondary School
- Morupule Coal Mine
- Gaborone Innovation Hub

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