Infodemics

Media Literacy in a Crisis

Co-funded by
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FSL FORMATION ET SENSIBILISATION DE LUXEMBOURG

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Introduction

According to the **new skills agenda for Europe:**
close to 1/5 of young Europeans struggle with using digital tools & handling information and data in everyday life.

The European Commission said that:
"***Media literacy, our capacity to access, has a critical understanding of, and interaction with, the media has never been as crucial as in today's society".***

Media & Information Literacy:

- has increased yet more significantly in recent times.
- In light of the COVID-19 crisis,

the need for literacy around health and wellness information and misinformation is at the forefront.

Introduction

In some countries, *fact-checking and media literacy organizations:*

- have trained citizens **to confront the new coronavirus "infodemic."**
- online workshops employed **a train-the-trainer model,** with attendees *cascading their new knowledge to peers.*

EXAMPLE:

Fact-checkers in Spain:

have inadvertently come under fire as WhatsApp limited
its message-forwarding feature to limit the spread of COVID-19 disinformation through chat groups,
prompting a misinformed backlash from the public.

The approach and content of MIL:

- must change,
- forced to adapt to the rapidly evolving challenges confronting young people.

KEY POINT: to manage & interpret the exponentially-growing volumes of information directly targeting them on social media and development in the traditional media sector itself.

Objectives

The project:

assists **youth** & **young people** across **Europe** to better deal with:
the expanse of digital information and misinformation targeted toward them about health, mental health, wellness & well-being.

By providing:

- a **skill set,**
- a **self-assessment tool,**
- a **course directed at youth,**
- alongside an **accompanying kit** for youth workers and educators.

We will learn from the *media response to the Covid19 crisis* by collecting Best Practices from Europe and beyond.

The project outcomes will enable youth, young people, and those who work with them to better understand, access, and interact with information media about health and wellbeing in informed and agentive ways.

Project Result 1

Extended Competency Framework

This research report seeks to:
characterize and understand the digital capabilities of young people in the partner countries, especially in the areas of information and data literacy and health and wellbeing.

The report:
combines a survey (questionnaires & interviews) with best practices analysis:

- to identify all the **competencies** and **skills** needed by young people,

→ so they can learn to assess and implement the best practices and technologies,

→ to be able to access media,

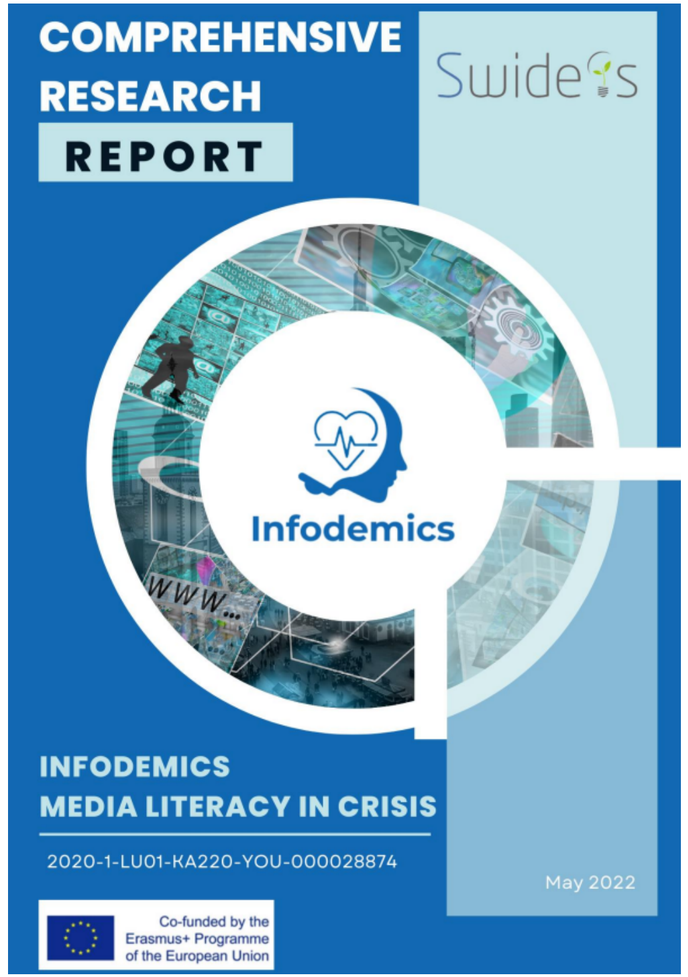
→ to analyze it critically, based on certain key concepts,

→ to evaluate it based on that analysis and, finally, to produce media themselves.

Project Result 1

Find & download the toolkit here:

https://infodemics.eu/comprehensive-research-report/



Project Result 2

The Self Assessment App

The Self-Assessment App will provide:

young people with an overview of their own digital and media literacy competencies.

- It highlights **the competencies in which they are strong**, and
- motivate them **to work to improve their digital skills** in which they are **weaker** by providing an upskilling pathway.

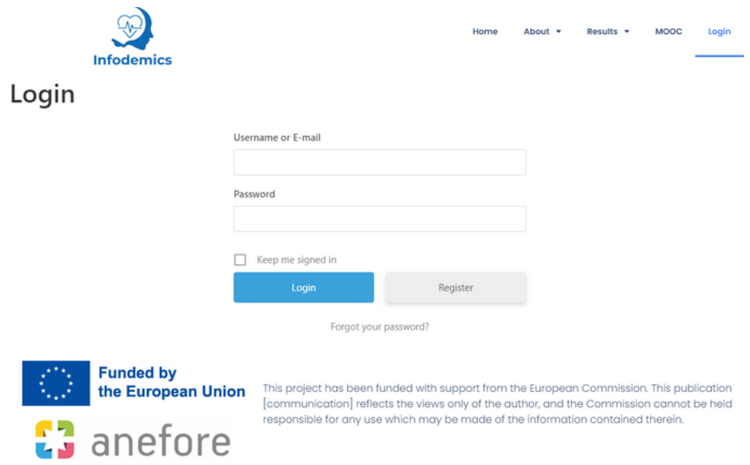
<u>The tool can also be used:</u>
as post-assessment to check their digital competencies after attending training.

The tool is closely aligned with the major EU research project, DIGCOMP, deriving from the European Parliament's inclusion of digital competence, as one of the eight core competences for lifelong learning.

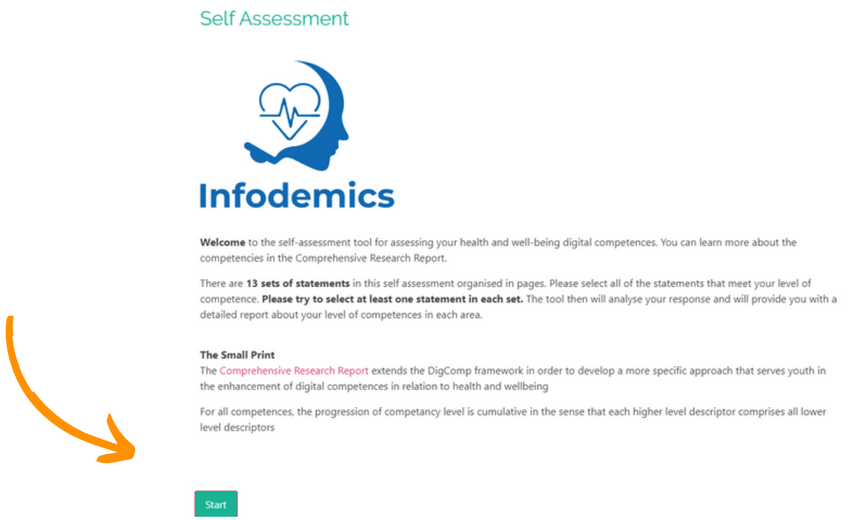
Project Result 2

The Self-Assessment App

1. Access the self-assessment app here: https://infodemics.eu/login/
2. You need to log in first
3. Register yourself

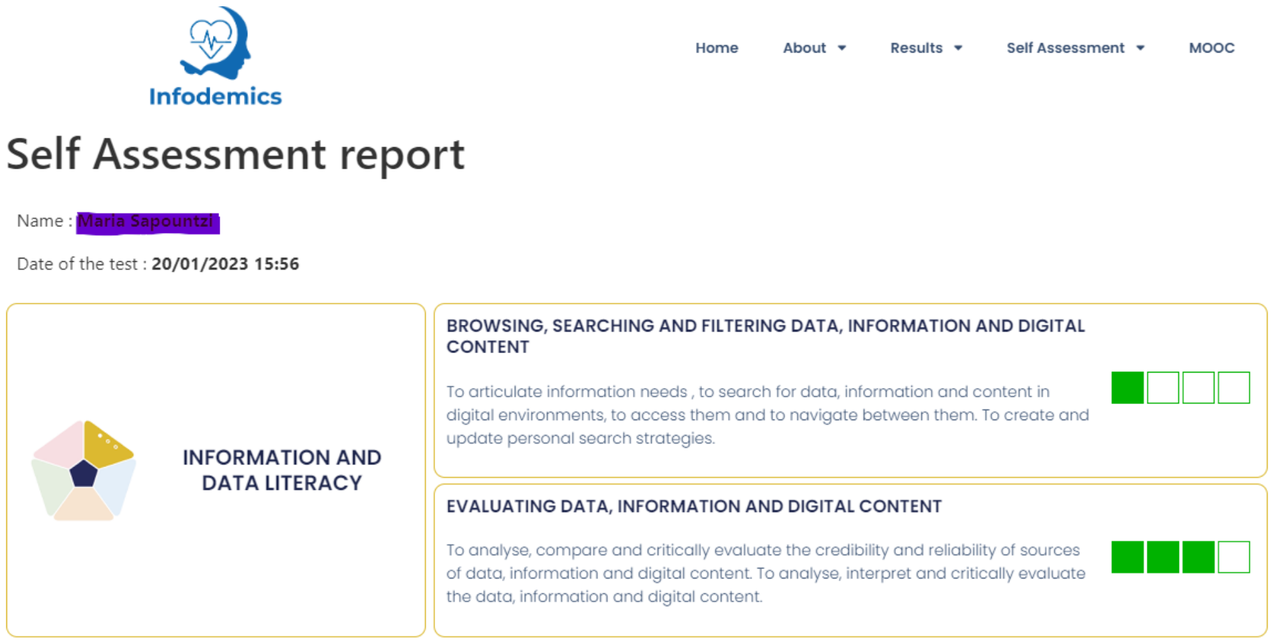


4. You may edit your profile now or at a later stage.
5. Then access the self-assessment section and start taking the quiz by clicking on the START button!



Project Result 2

6. Start answering the quiz by clicking on the statements relevant to your skills.
7. After completing the self-assessment, a report relevant to your skills and performance will be browsed.
8. Check your strengths and weakness.
9. Last but not least, continue taking the courses on MOOC that advocate your lacking skills.
10. Go back to the self-assessment statements and check out your progress! (optional)



Project Result 3

Infodemics MOOC:

Learning works best when young people:

- can **focus in-depth** on a few things at a time;
- when they see **a clear purpose** in learning activities;
- when they have an **active role** in co-constructing,
- **interpreting, applying, making sense** of something, making connections.

Motivation is:

- a powerful engine for learning, and the right conditions can foster it.

The motivation to learn is stronger:

- when it emerges from the young person’s prior knowledge and interests,
- when it springs not from reward or punishment but from the task itself and
- when it is driven by a desire for mastery and by identification with others who do it well.

Project Result 3

Infodemics MOOC:

The MOOC:

- allows young participants to adapt their learning pathway as they go along to suit their interests and abilities.

The course covers the following:

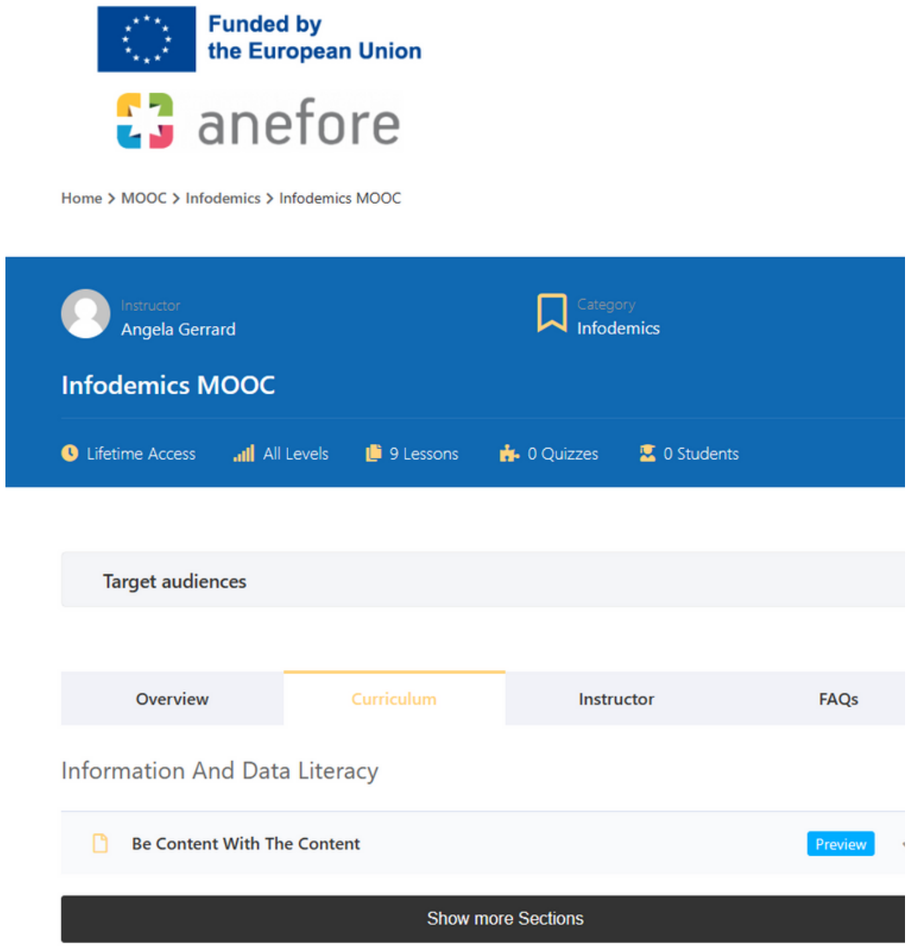
- 5 Competence areas specially adapted to the context of *health and wellness information and misinformation.*

A modular flexible structure can enable participants to learn in their own time
&
follow and adapt their learning path as defined by the online self-assessment tool (Project Result 2).

Project Result 3

Access the MOOC on the following link:

https://mooc.infodemics.eu/mooc/infodemics-mooc/



1. There is an overview of the course curriculum.
2. You may enter the material in the "Curriculum" section.
3. There are 9 available modules.
4. Pick one according to your needs or you can work through the whole course!

Project Result 3

Once finalized, we may upload more screenshots

Project Result 4

MIL in a Crisis (Toolkit)

🎯 Target group:

- youth workers and educators,

aiming to provide them with the resources they need to
introduce Media Literacy
as a subject for teaching and learning.

One barrier that youth workers have told us of is:

the lack of teaching &
learning resources and materials.

Whilst there are generic tools available,
there is a lack of
resources focusing on health and wellness information.

Project Result 4

MIL in a Crisis (Toolkit)

Therefore we aim to:

a) Develop a *directory of Open Source software tools and services*, support media literacy, especially in health and wellness-related topics.

b) Produce a directory of *Creative Commons licensed learning materials* that

are free for adaptation and reuse.

c) Best practice exemplars from across the world showing how the resources can be used in creative and innovative ways for teaching and learning about Media Literacy in times of crisis and pandemics.

Project Result 4

Once finalized, we upload here:

- ***screenshots & necessary links***

Any questions?

Visit the project's website for more info and details!

https://infodemics.eu/

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Thank you!

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