CONNECTED LEARNING

Activity One
Accessing and Citing Digital Content

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Connected Learning

DIGITAL MEDIA LITERACY 1.0 ACCESSING INFORMATION

Accessing and Sourcing Information is the ability to search for correct information; how to figure out search engine results; how to make accurate inferences about information originating from a hyperlink and how to correctly source digital content.

Background Information:

Search engines are becoming more refined and since the search engine boom of 1990 some companies are starting to create Meta search engines. A meta search engine like PolyCola provides a duel platform to enter search results. PolyCola allows the user to pick two search engines, Yahoo or Google, to run a search query, and then see the results displayed side by side. This comparative approach in viewing information access results allows the viewer to understand two fundamental aspects of accessing digital information.

First, students can compare side by side the results as the results may vary to the information requested.

Second, by looking for commonalities between the entries the search enhances the reliability of accessing information.

Connected Learning
Connected learning is learning that is socially connected, awareness-driven, and oriented towards educational and economic opportunity.

DIGITAL TOOLS

Guide to Activity One

Overview: To participate in this activity you will need to listen to the following introduction sound script entitled "Accessing Digital Content" The sound script has been created on Speak it and uploaded to a direct link on Box.

Let us experiment with how accessing information affects us now. To run our experiment type the term "ePub" into your Google search engine.

How many hits for the term "ePub" did you receive?

When I performed this search on June 23, of 2012 I received about 21,500,000 results in 0.21 seconds. I was first introduced to the term ePub in the year 2011 and very little information could be found.

This brings us to an interesting question, How do you suppose that in one year's time a virtually unknown term like ePub has evolved to this moment to over 21 million contributors, and growing exponentially?

The second question that comes to mind, "How long it would take an individual to read and access 21 million artifacts at your immediate disposal?

To solve this problem of finding the artifact that suits your search result you have to run a second experiment by re-defining your term.

The second search might include words like " ePub Generation" provides me with about 9,690,000 results in 0.21 seconds. These overwhelming numbers of contributors in online search engines like Google creates a new kind of problem, a crises information problem.

How can we begin to solve the information crises problem?

Resource Notes

Web Tools by Gary Cole
Box (Digital Storage Tool)
Speak It (Text to Speech Recorder iPad App)
Google Moderator
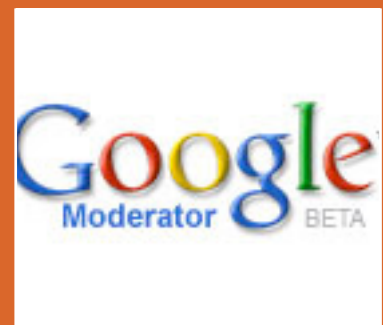Backchannel Resource Page
PolyCola (Search Engine)

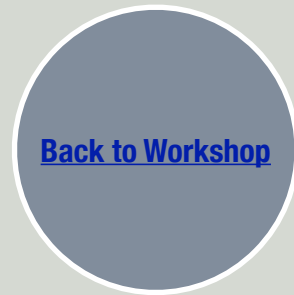**Back to Workshop**

Connected Learning

The central focus of connected learning is constructed on the foundations that anytime an individual pursues a deeper understanding of the world around them, he or she can connect to an expert.
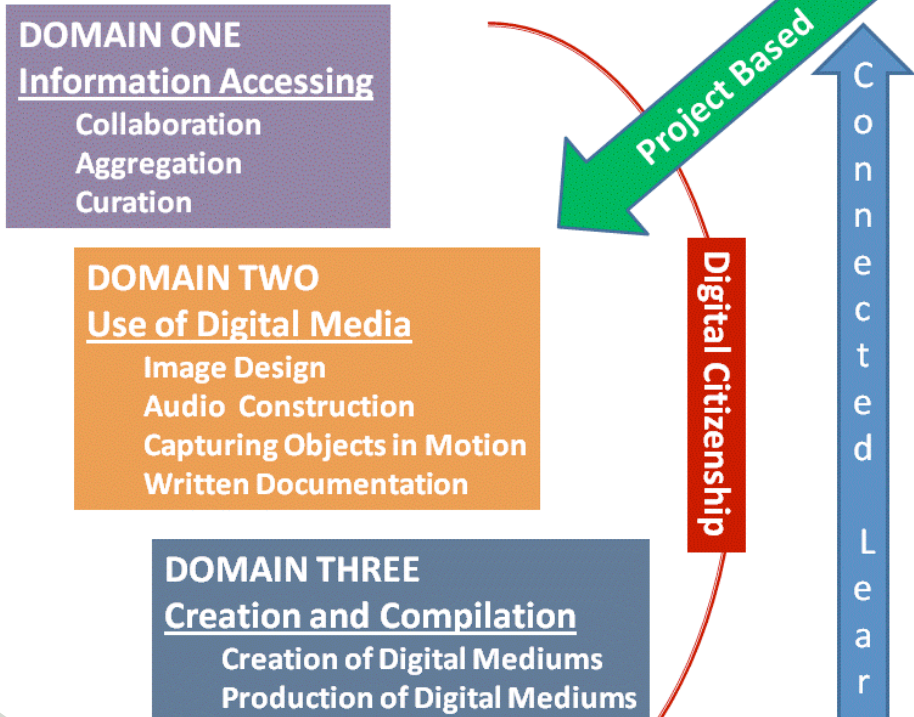
extended activity citing resources

EasyBib is a web based search engine that assists researchers in creating citations in MLA, APA and Chicago/Turabian styles. EasyBib creates a citation automatically of a book, website, or journal article when a recognizable term is entered into the search engine. The website provides a note book aggregation tool that allows users to store, organize and link created citations by listed projects.

Online User Guide to Easy Bib
Reference Guide to Easy Bib
Research Tools with Easy Bib:

Easy Bib Educators Blog provides a wide range of lesson plans that support Accessing and Sourcing Information. The lesson plans teach students how to search for correct information using web applications such as Diigo and how to cite search engine results.

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DIGITAL TOOLS

Digital Literacy Defined

This process is what defines digital literacy: the set of skills needed to collaboratively collect information from multiple sources, decipher and reduce shared information into segments of exactness, and reshape information into multimedia products that become new ideas with deeper meaning.

Collaboration Curation and Creation
A Way to Digital Media Literacy

DOMAIN ONE
Information Accessing
Collaboration
Aggregation
Curation

Project Based

Digital Citizenship

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DOMAIN TWO
Use of Digital Media
Image Design
Audio Construction
Capturing Objects in Motion
Written Documentation

DOMAIN THREE
Creation and Compilation
Creation of Digital Mediums
Production of Digital Mediums