E-Learning Challenges: Digital Literacy and Creativity

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Abstract
This paper is about the new expectations about E-learning in focus of development of digital literacy with support of creativity.
For Glister (1997) digital literacy means “Proficiency in utilizing and manipulating information in online format and to process information from a variety of sources and formats so that one can create one’s own knowledge path”. In agreement with Glister, my thesis ist that E-Learning is per si a opened opportunity for development of many kinds of digital literacy and can be possible with emergent creativity. Dimensions of digital literacy include something more then instructional design for the content, more then pedagogical activities for students, or more then pedagogical goals for teachers. So the creativity must mean the way to get more then the tecnology can do for E-Learning.

Digital Literacy for E-Learning:
- New proposals for learning and teaching
- New ways of interacting with others
- Emergent communities for educational proposals
- New attitudes and paths for educational interaction and communication
- New social practices in educational communities

Creativity for Electronic Education
Creativity is a complex process of generating ideas and it has to emphasize on electronic education:
- Making a opportunity for innovation
- Making meaningful new connections with usual things
- Making unusual alternatives, that your students are not expecting
- Mixing creative minds/ideas with technological support

Tools for E-Learning
The available and usual tools that teachers can use to make new connections and unusual things:
- www – Electronic educational environments
- Computer mediated communication: E-Mail, Chats, Newsgroup, etc
- Audio conferencing
- Document conference
- Desktop Video Conferencing
- Discussion List
- Interactive Multimedia
- Authoring systems
- Simulations systems
- Databases
- Course Editor Software
- Wordprocessing
- Metatools
Combination: Digital Literacy and Creativity for E-Learning

E-lerning has three principal components:
People – Teachers and students in collaboration context for learning
Educational Process – Pedagogical enviroment: resources, communication, content, goals and activities
Technologial Support – support for people and educational process
People + Educational Process + Technologial Support must be organized in a creative way to take meaningful action and to give good results.

People (in this case teachers) are not able yet to face the technological resources for E-Learning to make new decisions and to development innovative sins.
Creative and multi-skilled persons are able to operate E-Learning products and tools, not only as users and but also as creator. There are meta tools (creation of other tools) available for this goal. Indeed they must deal with creative literacy skills.

Modes of communication (speech, writing, image, etc) have specific levels of representation in on-line educational enviroment and so People need specific knowledge and skills to deal with them. They envolve abilities and social practices related to the particular educational contexts and goals.

How People can Reach Creative and Multi-skilled Literacy for E-Learning Practices?

First level: Operate level – skills required to utilize electronic devices: softwares, several digital formats and hipermedia resources (Languages, tables, maps, diagrams, hipermedia navegation, etc), so people can be sure, to be able to do, to produce, to go further.

Second level: Communication/information/interactive level – skills required to participate of interacting in different types of communities, to change and produce information. The information can be dealt in multimodal forms: visual, writting and speech (visual, verbal, problem oriented, communicative purposes).

Third level: Creative level – skills required to became a collaborator and a co-investigator in combining the other levels described above, to make creative choices and new decisions with focus on development of strategies for learning.

- Use the relevant discourse community
- Have a clearly defined learning purpose: Deciding where to go and where to begin
- Try to know better the audience
- Make good use of chosen resources and medium
- Find right people to change
- Dealing with time
- Choice and evaluating sources
- Dealing with metadata
- Dealing with multmodality
- Publish in hipermedia
- Searching for new tendences

Final considerations

Digital literacy and creativity can work together for E-Learning, when the educational proposal is looking for new answers with new resources for old teaching problems. The challenge is to become an expert in innovation and to deal with common thing with a not common way, to start and to maintain an opportunity to go further on.

Bibliographical References