11 ½ things
FOR
DIGITAL LITERACIES

Tiffany Mitchell, Bond University Library

Thing 1 – Introduction

Welcome to the 11½ Things for Digital Literacies! The aim of 11½ Things is for us to learn about and get experience with new tools,

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Thing 2 – Fake News and Filter Bubbles

The term 'fake news' has become a well used

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Thing 3 – Digital Footprint

If someone were to do a Google search on you, what would they find? The results are part of what is called your

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Thing 4 – Digital Security

Thinking about your digital footprint will logically lead you to thinking about your digital security or privacy.

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Thing 5 – Diversity
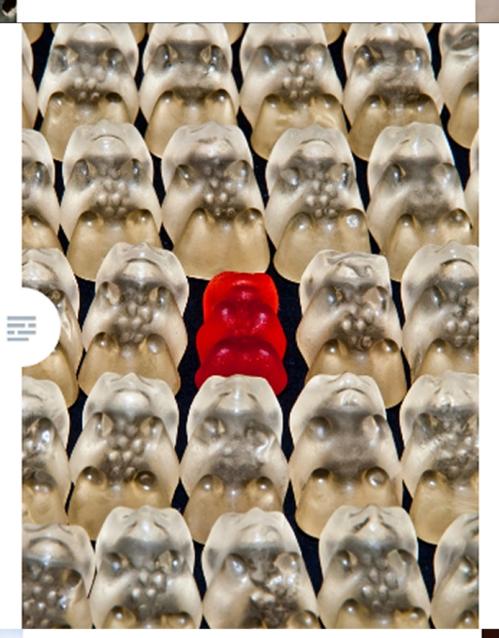
In this Thing, we consider aspects related to diversity in the digital world. Firstly, the social bubble based on who is contributing content and who

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Thing 6 – Accessibility

Accessible technology and online environments are something that many of us take for granted. Ease of access, however, is not the

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Thing 7 – Rights and digital citizenship
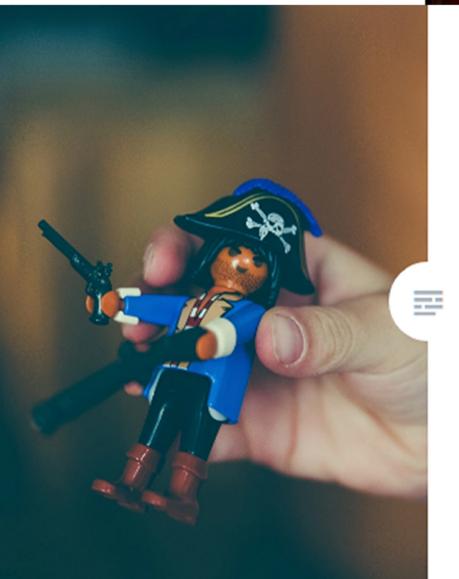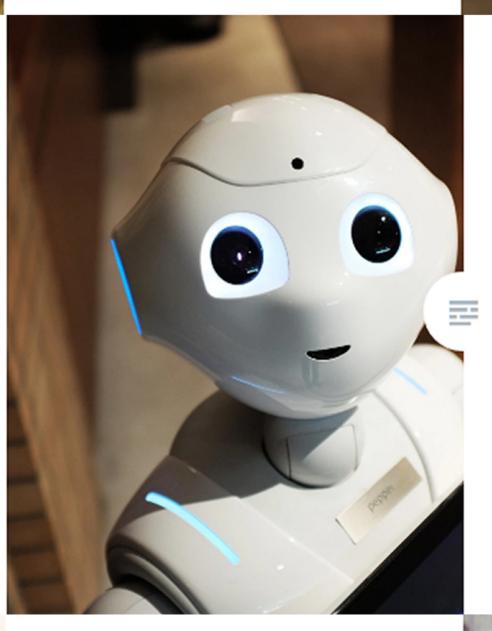
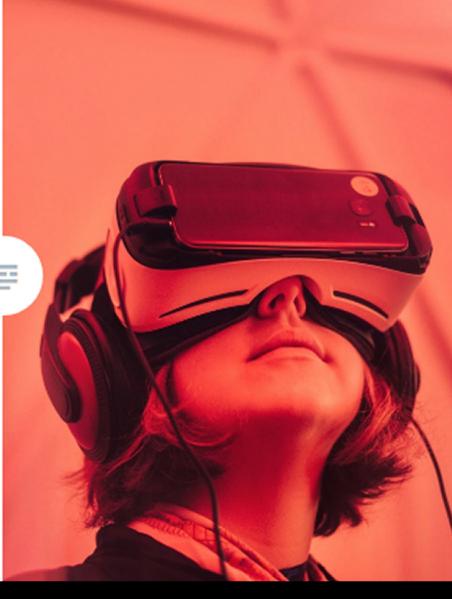When it comes to copyright it's easy to end up frozen in

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Thing 8 – The Open Movement

You might be surprised that the Government (at all levels in Australia) encourages the creative use of free

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Thing 9 – Universal Connectivity or the Internet of Things

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Thing 10 – Augmented and Virtual Reality

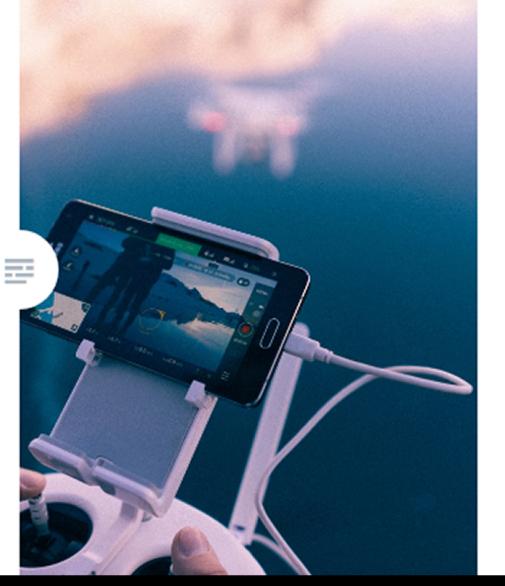What is Augmented Reality and Virtual Reality, and what

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Thing 11 – Gamification

What motivates you to learn something new? As we know, everyone learns differently and engaging students in their learning can be difficult

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Thing 11 ½ – Fun and Play

We've come to the end of the 11 ½ Things program. Great job! We hope you've enjoyed the Things and that a sense of exploration and adventure,

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