DigComp
Competências Digitais



2024 Personal Report

Relatório Individual

07

Informe Individual

Higher Education Students

Nicolás Rodríguez Fernández
08/07/2024 20:41:20
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Overall Result

Resultado Geral

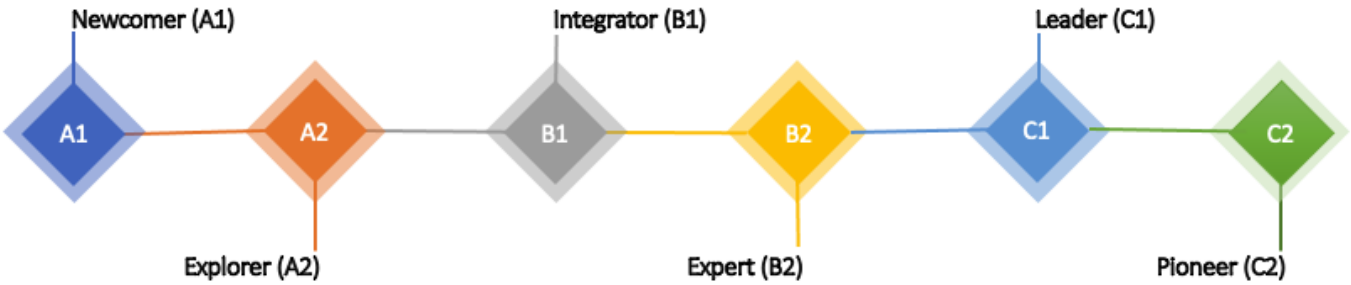
Resultado General

Higher Education Students

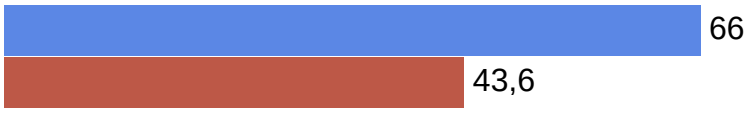
Digital Competence is among the basic key competences for digital learning and employability. In 2018, the Council of the European Union (Re)listed 8 essential skills for lifelong learning, including digital skills, defining it as *"Digital competence involves the confident, critical and responsible use of, and engagement with, digital technologies for learning, at work, and for participation in society. It includes information and data literacy, communication and collaboration, media literacy, digital content creation (including programming), safety (including digital well-being and competences related to cybersecurity), intellectual property-related questions, problem solving and critical thinking."* (p. 9).

This questionnaire developed based on the European Framework for on DigComp: European Digital Competence Framework for Citizens aims to diagnose the level of Higher Education Students.

The six levels of proficiency are cumulative, starting from A1 to C2, as each higher level descriptor includes all lower level descriptors, that is, increasing degree of complexity, are inspired by Bloom's revised taxonomy and follow the levels of the Common European Framework of Reference for Languages (CEPR).



C1 - Leader



You / Você / Uds

Average / Média / Promedio

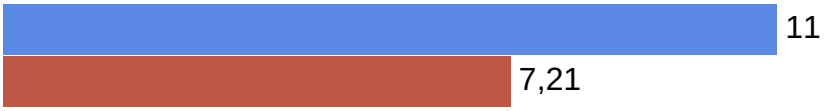
Dear student, your level of proficiency in Digital Competence is **C1 Leader based** on DigComp: European Digital Competence Framework for Citizens.

Students at this proficiency level have a consistent and comprehensive approach to using digital technologies to enhance their activities and learning. They have a vast repertoire of digital strategies, from which they know how to choose the most appropriate one for a given activity. They continually reflect and develop their practices. They keep up to date with new developments and ideas through exchanges with colleagues. They are a source of inspiration for others to whom they pass on their knowledge.

1. Information and data literacy

The **information and data literacy** area can be defined as the ability to articulate information needs, locate and retrieve digital data, information and content; judge the relevance of the source and its content; store, manage, and organise digital data, information and content.

C1 - Leader



You / Você / Uds
Average / Média / Promedio

The **information and data literacy** area is made up of three competences: 1.1 Browsing, searching and filtering data, information and digital content; 1.2 Evaluating data, information and digital content, and 1.3 Managing data, information and digital content.

1.1 Browsing, searching and filtering data, information and digital content
To articulate information needs, to search for data, information and content in digital environments, to access them and to navigate between them. To create and update personal search strategies**.**

1.2 Evaluating data, information and digital content
To analyse, compare and critically evaluate the credibility and reliability of sources of data, information and digital content. To analyse, interpret and critically evaluate the data, information and digital content.

1.3 Managing data, information and digital content
To organise, store and retrieve data, information, and content in digital environments. To organise and process them in a structured environment.

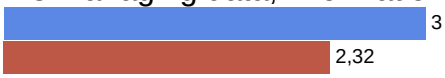
1.1 Browsing, searching, filtering data, information and digital conten



1.2 Evaluating data, information and digital content



1.3 Managing data, information and digital content

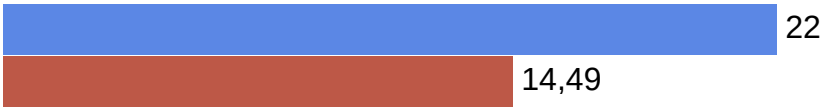


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2. Communication and collaboration

The **Communication and collaboration** area can be defined as the ability to interact, communicate and collaborate through digital technologies while being aware of cultural and generational diversity; participate in society through public and private digital services and participatory citizenship; manage one's digital presence, identity and reputation.

C1 - Leader



You / Você / Uds
Average / Média / Promedio

The **Communication and collaboration** area is made up of six competences:

2.1 Interacting through digital technologies
To interact through a variety of digital technologies and to understand appropriate digital communication means for a given context.

2.2 Sharing through digital technologies
To share data, information and digital content with others through appropriate digital technologies. To act as an intermediary, to know about referencing and attribution practices.

2.3 Engaging citizenship through digital technologies
To participate in society through the use of public and private digital services. To seek opportunities for self-empowerment and for participatory citizenship through appropriate digital technologies.

2.4 Collaborating through digital technologies
To use digital tools and technologies for collaborative processes, and for co-construction and co-creation of data, resources and knowledge.

2.5 Netiquette
To be aware of behavioural norms and know-how while using digital technologies and interacting in digital environments. To adapt communication strategies to the specific audience and to be aware of cultural and generational diversity in digital environments.

2.6 Managing digital identity.
To create, and manage one or multiple digital identities, to be able to protect one’s own reputation, to deal with the data that one produces through several digital tools, environments and services.

2.1 Interacting through digital technologies



2.2 Sharing throught digital technologies



2.3 Engaging in citizenship through digital technologies



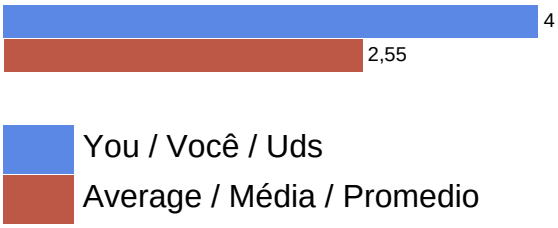
2.4 Collaborating through digital technologies



2.5 Netiquette



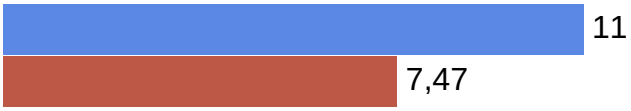
2.6 Managing digital identity


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3. Digital content creation

The **Digital content creation** area can be defined as the ability to create and edit digital content; improve and integrate information and content into an existing body of knowledge while understanding how copyright and licences are to be applied; know how to give understandable instructions for a computer system.

B2 - Expert



You / Você / Uds
Average / Média / Promedio

The **Digital content creation** area is made up of four competences: 3.1 Developing digital content; 3.2 Integrating and re-elaborating digital content; 3.3 Copyright and licences; and 3.4 Programming.

3.1 Developing digital content
To create and edit digital content in different formats, to express oneself through digital means.

3.2 Integrating and re-elaborating digital content
To modify, refine and integrate new information and content into an existing body of knowledge and resources to create new, original and relevant content and knowledge.

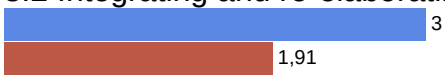
3.3 Copyright and licences
To understand how copyright and licences apply to digital information and content.

3.4 Programming
To plan and develop a sequence of understandable instructions for a computing system to solve a given problem or to perform a specific task.

3.1 Developing digital content



3.2 Integrating and re-elaborating digital content



3.3 Copyright and licences



3.4 Programming

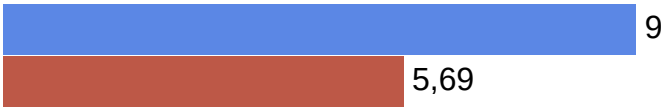


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4. Safety

The **Safety** area can be defined as the ability to protect devices, content, personal data and privacy in digital environments; to protect physical and psychological health, and to be aware of digital technologies for social well-being and social inclusion; to be aware of the environmental impact of digital technologies and their use.

B1 - Integrator



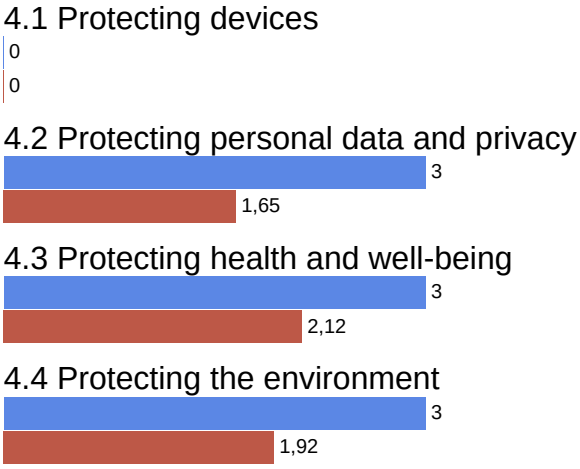
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The **Safety** area is made up of three competences: 4.1 Protecting devices, 4.2 Protecting personal data and privacy, 4.3 Protecting health and well-being.

4.1 Protecting devices
To protect devices and digital content, and to understand risks and threats in digital environments. To know about safety and security measures and to have due regard to reliability and privacy.

4.2 Protecting personal data and privacy
To protect personal data and privacy in digital environments. To understand how to use and share personally identifiable information while being able to protect oneself and others from damages. To understand that digital services use a “Privacy policy” to inform how personal data is used.

4.3 Protecting health and well-being
To be able to avoid health- risks and threats to physical and psychological well-being while using digital technologies. To be able to protect oneself and others from possible dangers in digital environments (e.g. cyber bullying). To be aware of digital technologies for social well-being and social inclusion.

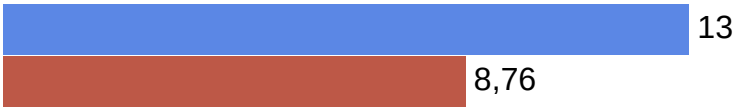


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5. Problem solving

The **Problem solving** area can be defined as the ability to identify needs and problems, and to resolve conceptual problems and problem situations in digital environments; use digital tools to innovate processes and products; keep up-to-date with the digital evolution.

B2 - Expert



You / Você / Uds
Average / Média / Promedio

The **Problem solving** area is made up of four competences: 5.1 Solving technical problems; 5.2 Identifying needs and technological responses; 5.3 Creatively using digital technology; 5.4 Identifying digital competence gaps.

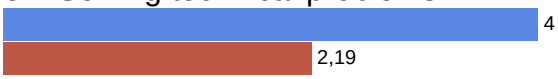
5.1 Solving technical problems
To identify technical problems when operating devices and using digital environments, and to solve them (from trouble-shooting to solving more complex problems)

5.2 Identifying needs and technological responses
To assess needs and to identify, evaluate, select and use digital tools and possible technological responses and to solve them. To adjust and customise digital environments to personal needs (e.g. accessibility).

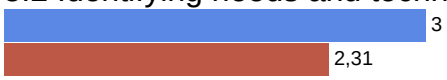
5.3 Creatively using digital technology
To use digital tools and technologies to create knowledge and to innovate processes and products. To engage individually and collectively in cognitive processing to understand and resolve conceptual problems and problem situations in digital environments.

5.4 Identifying digital competence gaps
To understand where one's own digital competence needs to be improved or updated. To be able to support others with their digital competence development. To seek opportunities for self-development and to keep up-to-date with the digital evolution.

5.1 Solving technical problems



5.2 Identifying needs and technological responses



5.3 Creatively using digital technologies



5.4 Identifying digital competence gaps



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