DIGITALITY IN EDUCATION

DEVELOPMENT AND RESEARCH OF DIGITALIZATION

REQUIRES

Theoretical research-based perspectives on digitalization

- OPEKA-test
- Opentunti-project
- MENTEP-project
- TET-SAT-test
- Tiviittori-test

TESTS FOR EXAMPLE

Digitization of materials and working tools (= change of routines)

CAN BE

Change of expert work: parts of the work are replaced by the computer

DIGITALITY AS A LEARNING AND STUDY GOAL

- Skills based
  - Multiliteracy, media education
  - Programming skills and literacy
    - Skill to utilize in learning and studying
- Information based
  - Hardware
  - Information security

DIGITALITY IN TEACHING

- Pedagogical practices and models
- Changing learning contents
- Educational technology
- Virtual learning environments
  - Eg. the digital devices' and programs' impact on teaching content
  - Is utilized in teaching (designed specially for professional use)
  - Designed specially for teaching
  - Virtual reality and simulators
  - Part of the textbook and includes textbooks (the publisher's own)
    - Eg. SanomaPro, OmEdu, Tablet-koulu
  - Open source -installable
    - Eg. Moodle
  - Cloud services
    - Eg. Microsoft Teams, Google Site for Education, NEO LMS
- Digital learning materials
  - Purchase and distribution channel for digital learning materials (eg. EduStore, Opentunti)
  - Other digital learning materials
    - Journals
    - Games, quizzes, surveys
    - Customizable dynamic files (eg. Geogebra, Excel)
    - Videos
  - Digital textbooks
    - Customizable e-textbooks
    - "Locked" e-materials

DIGITALITY IN WORK AND KNOWLEDGE MANAGEMENT

- Hardware, systems and network connections
- Administrative tools
- Learning analytics

DIGITALITY IN SOCIAL INTERACTION

- Cooperation between teachers and students
- Interaction with cooperation partners
- Professional development
- Work development
- The subject's community of practices

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