

Digital Literacies in the EFL Classroom: Participatory, Multifarious, and Everyday

Professor Jonathon Reinhardt

1.) Professor Jonathon Reinhardt defines the new conceptualization of digital literacies as *participatory*, *multifarious*, and *everyday*. Explain these three characteristics according to Professor Reinhardt.

- **Participatory**

Literacy practices have always been social, but not to the extent they are today. When we practice them today, we are contributing to and participating in social practices by not only consuming information and ideas, but also contributing to and producing new ideas, by interacting with and using others' contributions, or what we can think of as '(re-)producing'. Now more than ever, using media entails sharing it, and knowing what, when, for what reasons or why, and with whom to share.

- **Multifarious**

Today, literacy practices are not only technology-mediated, but also multifarious, which means multiple and various with slight variations among them. They are also ever expanding in number and variety. Learning how to use them means never being done learning. Learning how to adapt and constantly learn has become more important than ever.

- **Everyday**

Nowadays, literacy practices are not just formal. Digital technology, as it has become domesticized and our daily activities have become mediatized, or mediated and regulated through apps and technology, has become everyday, or "normalized". Technology becomes habitus. It is no longer exceptional or something we only find in school. Today digital literacies are developed in an informal, trial-and-error, grounded way.

2.) Which texting literacies are required in order to successfully take part in a WhatsApp conversation or the like?

- Knowing how to write/type on a smart phone "keyboard"
- Knowing how to use acronyms, abbreviations, texting slang
- Knowing how to use emojis, gifs, filters
- Knowing how to take turns, maintain coherence, take leave
- Knowing how to show politeness, humor, surprise, irony, anger, etc.
- Knowing how to take advantage of auto-correct for socio-pragmatic purposes

3.) What do social networking literacies include?

- Knowing how to curate one's profile and manage one's online presence/image
- Knowing how to join and participate in groups
- Knowing how/what/when to share, like, etc.
- Knowing what is culturally and sociopragmatically (in)appropriate in posts/tweets/grams

4.) According to the socio-constructivist view, how can literacies vary?

Literacies vary by

- content
- the actual variety of language
- genre
- register (formal/informal, casual/fixed)
- and domain

5.) Which activities can be implemented in order to develop new computer literacies?

- Texting stories (text exchanges)
- Meme making (e. g. in response to current events)
- App review collections (e. g. in regard to L2 Study)

6.) What do new information literacies include?

- Understanding one's role and obligations as a 're-prod-user' and sharer of information (participatory)
- Identifying which tools to use for what sorts of searches, and how predictive search algorithms work (multifarious)
- Having the skills to search and evaluate information anytime, anywhere (everyday)

7.) What is the difference between the old understanding of media literacy and new (social) media literacies?

Traditionally, media literacy was understood as possessing a critical awareness of media in society and being familiar with the ideological origins of media discourses. This was, and is, frequently taught by exploring or analyzing, for example, propaganda techniques. The new understanding of media literacies recognizes that social media is a major source of interaction and information for many people, and that many social media, like Facebook, are designed to make use of user-built social networks and profiles, for corporate and consumerist purposes. It includes the knowledge that there are many different social media tools and news organizations, each with particular biases, that use different sorts of media platforms, including social media. It also includes the understanding that media agents may track everyday Internet use through cookies, shares, likes, etc.

8.) What related literacies may be developed through gaming?

- **Play** – how to use play to solve problems and be creative
- **Systems/design** – how systems are organized and designed
- **Computational** – how systems are procedurally interrelated
- **Multimodal** – how text, image, sound, and movement are representational
- **Performance** – how identities are enacted
- **Emotional** – how to express feelings and empathize
- **Socio-interactive** – how to interact with others