

<p>MODULE Digital Rights and Digital Citizenship</p>	<p>ECTS Credits 10</p>
<p>Type, and timing within the curriculum Elective, 3rd year of study</p>	<p>Language(s) of instruction Basque, Spanish, English</p>
<p>Skills that the student will acquire with this subject</p> <p>BASIC SKILLS:</p> <p>CB2 - Learn how to apply their knowledge to their work or vocation in a professional way and possess skills that can be demonstrated through the development and defense of arguments and through problem solving within their area of study.</p> <p>CB3 – Acquire the ability to gather and interpret relevant data (normally within their area of study) in order to make judgements that include a reflection on relevant issues of a social, scientific or ethical nature.</p> <p>CB4 – Be able to transmit information, ideas, problems and solutions to both specialized and non-specialized audiences.</p> <p>GENERAL SKILLS:</p> <p>CG7 - Transdisciplinarity and interdisciplinarity: Work with people from fields other than their own, learning and using – in a reasoned and critical way – knowledge from other fields outside their own, in order to achieve the proposed objectives.</p> <p>SPECIFIC SKILLS:</p> <p>CE4. Analyze and evaluate the main contributions of people and communities through the centuries in different areas of the humanities (philosophy, art, literature, music, anthropology, etc.) in order to generate ideas and proposals that make possible the full development of people and communities in the global digital society.</p> <p>CE5. Use and master oratory, argumentation, body language and other means, tools and aids to communicate, form, report on, and disseminate knowledge effectively.</p> <p>CE6. Manage – from the initial search, through verification and treatment, to the final presentation – and present data and information related to the topics addressed (global digital society, all types of transformations, trends, the work environment, geopolitics, sustainability, etc.), using, for the most part, digital media and other digital tools.</p> <p>CE7. Identify and analyze possible biases (racial, gender, class, cultural, etc.) that may arise in global digital societies (treatment of information, program and algorithm development, management of interculturality, the digital divide, etc.) in order to avoid – or at least minimize – their presence, promoting equality and equity among people and groups in the global digital society.</p>	

Learning outcomes the student will acquire with this subject

- Identify the main historical concepts of digital culture and digital citizenship as well as digital technologies in order to be able to apply these concepts to present and future social models.
- Analyze the massive public databases (Big Data) managed by Public Administrations or open databases in order to offer other points of view and other solutions to social, economic and/or cultural problems.
- Interpret, together with experts and professionals in other areas, the digital and technological needs of today's society in order to make transdisciplinary technological proposals.
- Design and develop value technology proposals in order to help from the standpoint of transdisciplinarity to improve social, economic and cultural conditions and citizen participation.

Teaching-learning methodology and its relationship to the skills the student must acquire

ME1. Master class
ME5. Challenge-based learning
ME8. Action research

Training activities

ACTIVITY-HOURS-FORMAT (% IN-PERSON)

In-person activities (75 hours, 30%):

- AP2. Development, writing and presentation of group work, 15 hours.
- AP6. Presentation of theory and associated concepts, 20 hours.
- AP7. Performance of projects with real entities, 25 hours.
- AP8. Critical analysis of real projects, 15 hours.

Non-in-person activities (175 hours, 70%):

- ANP1. Autonomous study and work, 50 hours
- ANP2. Group study and work, 125 hours

Skills acquisition assessment

EVALUATION CATEGORIES AND WEIGHTS

EV3. Exhibitions and presentations (storytelling presentation): 40%

EV4. Individual in-person tests: 40%

EV5. Attendance at and active participation in training activities: 20%

Summary of course content

- Studies and fundamentals of digital culture and digital citizenship: history of the evolution of the internet, business and social uses and applications of digital platforms, hacker culture, ethical and moral challenges of digital societies, digital governance.
- Technological applications of value to society: business, academic, cultural and participatory proposals and keys to success.