

DIGITALNI DRŽAVLJAN

UČNI NAČRT PREDMETA/COURSE SYLLABUS

Predmet:

DIGITALNI DRŽAVLJAN

Course title:

DIGITAL CITIZEN

Članica nosilka/UL

UL FU

Member:

Študijski programi in stopnja	Študijska smer	Letnik	Semestri	Izbirnost
Uprava, prva stopnja, visokošolski strokovni	Ni členitve (študijski program)	2. letnik, 3. letnik	1. semester	izbirni

Univerzitetna koda predmeta/University course code:

0643317

Koda učne enote na članici/UL Member course code:

1678

Predavanja /Lectures	Seminar /Seminar	Vaje /Tutorials	Klinične vaje /Clinical tutorials	Druge oblike študija /Other forms of study	Samostojno delo /Individual student work	ECTS
20				90	70	6

Nosilec predmeta/Lecturer:

Janez Stare, Jernej Buzeti

Vrsta predmeta/Course type:

izbirni/elective

Jeziki/Languages:

Predavanja/Lectures:

Angleščina, Slovenščina

Vaje/Tutorial:

Pogoji za vključitev v delo oz. za opravljanje študijskih obveznosti:

Pogoj za vključitev v delo je vpis v letnik študija.

Prerequisites:

Enrollment in the year of study is a condition for inclusion in the work.

Vsebina:

1. Posameznik v obdobju digitalnih sprememb.
2. Digitalni jaz.
3. Zdravje in dobro počutje v digitalnem okolju.
4. Pravice in dolžnosti digitalnega državljana.
5. Digitalna etika.
6. Digitalne kompetence.
7. Netiketa in empatija v digitalnem okolju.
8. Komunikacija v digitalnem okolju.
9. Digitalno sodelovanje.
10. Ustvarjalnost v digitalni dobi.
11. Digitalni stres.
12. Digitalna predstavitev sebe.

Content (Syllabus outline):

1. The individual in an era of digital transformation.
2. The digital self.
3. Health and well-being in a digital environment.
4. Rights and responsibilities of the digital citizen.
5. Digital ethics.
6. Digital competences.
7. Netiquette and empathy in a digital environment.
8. Communication in a digital environment.
9. Digital collaboration.
10. Creativity in the digital age.
11. Digital stress.
12. Digital self-presentation.

Temeljna literatura in viri/Readings:

1. Vuorikari, R., Kluzer, S. and Punie, Y. (2022). DigComp 2.2: The Digital Competence Framework for Citizens - With new examples of knowledge, skills and attitudes, EUR 31006 EN, Publications Office of the European Union, Luxembourg, ISBN 978-92-76-48882-8, doi:10.2760/115376, JRC128415.
2. Zimmermann, N.-E. (2020). Digital Self. Publisher: DARE – Democracy and Human Rights Education in Europe vzw., Brussels.
3. Soares, F. & Lopes, A. (2020). Active citizenship skills and active digital citizenship skills in teaching and learning in the digital age. European Education Policy Network. EEPN EAC-2020- 0278

Cilji in kompetence:	Objectives and competences:
Cilji: Študent: • Razume pomen in posledice vedenja posameznika v digitalnem okolju. • Razlikuje med različnimi digitalnimi kompetencami. • Uporabi primerne oblike sporazumevanja v digitalnem okolju. • Identificira ključne dejavnike v digitalnem okolju, ki vplivajo na stres posameznika. • Poišče orodja za digitalno predstavitev sebe. Kompetence: • Sposobnost odgovornega in primerne vedenja v digitalnem okolju. • Sposobnost za oblikovanje strategij za ohranjanje zdravja in dobrega počutja v digitalnem svetu. • Sposobnost razlikovanja med posameznimi digitalnimi kompetencami. • Sposobnost kulturnega komuniciranja v digitalnem okolju. • Sposobnost uporabe orodij za digitalno predstavitev sebe.	Objectives: Student: • Understands the meaning and consequences of individual behaviour in the digital environment. • Differentiating between different digital competencies. • Uses appropriate forms of communication in the digital environment. • Identifies the most important factors in the digital environment that influence individual stress. • Finds tools for digital self-presentation. Competences: • Ability to behave responsibly and appropriately in the digital environment. • Ability to develop strategies to maintain health and well-being in the digital world. • Ability to differentiate between different digital competences. • Ability to communicate culturally in a digital environment. • Ability to use tools for digital self-presentation

Predvideni študijski rezultati:	Intended learning outcomes:
Znanje in razumevanje: Študent: • Razume potenciale in posledice udeleževanja v digitalnem okolju. • Uporabi strategije za ohranjanje zdravja in dobrega počutja v digitalnem okolju. • Razvije posamezne digitalne kompetence. • Je sposoben kulturnega komuniciranja v digitalnem okolju. • Pozna različna orodja za digitalno predstavitev sebe.	Knowledge and understanding: Student: • Understands the potential and impact of engagement in the digital environment. • Apply strategies to maintain health and wellbeing in the digital environment. • Develop individual digital competences. • Be able to communicate culturally in a digital environment. • Is familiar with different tools for digital self-presentation.

Metode poučevanja in učenja:	Learning and teaching methods:
1. priprava študenta na predavanja (obrnjeno učenje) 2. predavanja 3. seminarska naloga 4. problemsko učenje	1. student preparations for lectures (flipped learning) 2. lectures 3. seminar assignment 4. problem based learning

Načini ocenjevanja:	Delež/Weight	Assessment:
1. Pisni ali ustni izpit.	60,00 %	1. Written or spoken exam
2. Naloge na predavanjih in vajah.	20,00 %	2. Assignments at lectures and tutorials.
3. Seminarska naloga z zagovorom.	20,00 %	3. Seminar paper with presentation.

Ocenjevalna lestvica:	Grading system:
5 - 10, pri čemer velja, da je pozitivna ocena od 6 - 10	5 - 10, a student passes the exam if he is graded from 6 to 10

Reference nosilca/Lecturer's references:

1. STARE, Janez, KLUN, Maja, BUZETI, Jernej. Gamification: using the escape room for teaching public administration. V: BOTTOM, Karin A. (ur.). Handbook of teaching public administration. Cheltenham; Northampton: E. Elgar, cop. 2022. Str. 319-326. ISBN 978-1-80037-568-0.
<http://dx.doi.org/10.4337/9781800375697>.
2. DEČMAN, Mitja, KLUN, Maja, STARE, Janez. The impact of COVID-19 crisis on the development of information society : the case of Slovenia. V: IIAS-EUROMENA 2022 Joint Conference on Next Generation Governance and Young Global Public Administration : June 27 - July 1, 2022 (Rome, Italy) : ConfTool Conference Administration. Rome: IIAS. 2022, str. 1-16. <https://www.conftool.org/iias-euromena2022/index.php?page=logout>, <https://www.iias-euromena-conference2022.org/>.
3. KLUN, Maja, STARE, Janez, STANKOVSKI, Vlado, DEČMAN, Mitja. Addressing SDGs through digitalization of tax administration processes. V: EGPA 2022 Conference, 6-9 September 2022, Lisbon, Portugal : ConfTool Conference Administration. Lisbon: EGPA. 2022, str. 1-13.
<https://www.conftool.org/egpa-conference2022/>, <http://www.egpa-conference2022.org/index.php>.
4. BUZETI, Jernej. Culture and values in public administration. V: STARE, Janez (ur.), PEČARIČ, Mirko (ur.). The science of public administration. Ljubljana: Faculty of Public Administration, 2021. Str. 125-145. Academic book collection Upravna misel. ISBN 978-961-262-125-4. .
5. BUZETI, Jernej. The connection between leader behaviour and employee sickness absence in public administration. International journal of organizational analysis. 2021, vol. 30, iss. 7, str. 1-19, graf. prikazi. ISSN 1934-8835. <https://www.emerald.com/insight/content/doi/10.1108/IJOA-09-2020-2425/full/html>, DOI: 10.1108/IJOA-09-2020-2425. .
6. MAR, Špela, BUZETI, Jernej. Extended availability of public servants for work from home during non-work time in the COVID-19 pandemic. Transylvanian review of administrative sciences. 2022, no. 67, str. 5-20, tabele. ISSN 1842-2845. <https://rtsa.ro/tras/index.php/tras/article/view/701>, DOI: 10.24193/tras.67E.1.