

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 (od študijskega leta 2023/2024 dalje)	Uprava (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
30				30	120	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:

- 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.
- Zimmermann, N.-E. (2020). Digital Self. Publisher: DARE – Democracy and Human Rights Education in Europe vzw., Brussels.
- 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:
<p>Cilji: Študent:</p> <ul style="list-style-type: none"> • 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. <p>Kompetence: Zmožnost:</p> <ul style="list-style-type: none"> • Odgovornega in primernega vedenja v digitalnem okolju. • Oblikovanja strategij za ohranjanje zdravja in dobrega počutja v digitalnem svetu. • Razlikovanja med posameznimi digitalnimi kompetencami. • Kulturnega komuniciranja v digitalnem okolju. • Uporabe orodij za digitalno predstavitev sebe. 	<p>Objectives: Student:</p> <ul style="list-style-type: none"> • 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. <p>Competences: Ability to:</p> <ul style="list-style-type: none"> • Behave responsibly and appropriately in the digital environment. • Develop strategies to maintain health and well-being in the digital world. • Differentiate between different digital competences. • Communicate culturally in a digital environment. • Use tools for digital self-presentation

Predvideni študijski rezultati:	Intended learning outcomes:
<p>Znanje in razumevanje: Študent:</p> <ul style="list-style-type: none"> • Razume potenciale in posledice udejstvovanja 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. 	<p>Knowledge and understanding: Student:</p> <ul style="list-style-type: none"> • 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:
<ul style="list-style-type: none"> • priprava študenta na predavanja (obrnjeno učenje) • predavanja • seminarska naloga • problemsko učenje 	<ul style="list-style-type: none"> • student preparations for lectures (flipped learning) • lectures • seminar assignment • problem based learning

Načini ocenjevanja:	Delež/Weight	Assessment:
Pisni ali ustni izpit.	60,00 %	Written or spoken exam
Naloge na predavanjih in vajah.	20,00 %	Assignments at lectures and tutorials.

Seminarska naloga z zagovorom.	20,00 %	Seminar paper with presentation.
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Reference nosilca/Lecturer's references:

- 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>.
- 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/>.
- 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>.
- 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. .
- 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. .
- 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.