Which new media literacy do you wish you were better at and why?

- **Play**: the capacity to experiment with your surroundings as a form of problem-solving
- **Performance**: the ability to adopt alternative identities for the purpose of improvisation and discovery
- **Simulation**: the ability to interpret and construct dynamic models of real world processes
- ** Appropriation**: the ability to meaningfully sample and remix media content
- **Multitasking**: the ability to scan one’s environment and shift focus as needed to salient details
- **Distributed Cognition**: the ability to interact meaningfully with tools that expand mental capacities
- **Collective Intelligence**: the ability to pool knowledge and compare notes with others toward a common goal
- **Judgment**: the ability to evaluate the reliability and credibility of different information sources
- **Transmedia Navigation**: the ability to follow the flow of stories and information across multiple modalities
- **Networking**: the ability to search for, synthesize, and disseminate information
- **Negotiation**: the ability to travel across diverse communities, discerning and respecting multiple perspectives, and grasping and following alternative norms
Networked Public Sphere
Digital Inequalities (DiMaggio and Hargittai 2001)

- **Technical Means**: do users have the necessary hardware, software and bandwidth?

- **Autonomy of Use**: how much control do people have over their Web use? is it convenient to access? is it monitored?

- **Skill**: how competent are users at exploiting the Web for a range of uses?

- **Availability of Social Support**: can users draw on help from others around them to expand their skill and motivate them to attempt to do more?

- **Variation of Use**: how wide is the range of activities pursued on the web, including human capital, social capital, and political participation?
Concerns for Participatory Cultures (Jenkins et al. 2006)

- **The Participation Gap**: The unequal access to the opportunities, experiences, skills, and knowledge that will prepare youth for full participation in the world of tomorrow.

- **The Transparency Problem**: The challenges young people face in learning to see clearly the ways that media shape perceptions of the world.

- **The Ethics Challenge**: The breakdown of traditional forms of professional training and socialization that might prepare young people for their increasingly public roles as media makers and community participants.
New Media Literacies (Jenkins et al. 2006)

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How would you design the networked public sphere to be more fair and inclusive?
Participatory Design

- *Process that*
  - Includes users
  - Encourages their thoughtful participation
  - Is sensitive to the political and ethical challenges facing designers

- *Designs that*
  - Empower users
  - Respect and encourage users’ skills and job satisfaction
  - Protects users’ individual autonomy as much as possible given their jobs and work environment