

**Digital Media and School Libraries**

Code: 42957  
ECTS Credits: 6

Degree	Type	Year	Semester
4313816 School Library and Reading Promotion	OT	0	1

## Contact

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## Teaching groups languages

You can check it through this [link](#). To consult the language you will need to enter the CODE of the subject. Please note that this information is provisional until 30 November 2023.

## External teachers

Júlia Baena Argudo

## Prerequisites

None.

## Objectives and Contextualisation

Referring to knowledge:

Organize digital resources to facilitate its use

Implement community service-based technologies

Apply specific criteria for electronic resources in digital media or online

Creating products for the dissemination of the activities of the library and those generated by community

Developing professional values including ethics in practice

Referring to procedures:

Using ICT applications suited to facilitate the dissemination of the library and communication with users

Using computerized document management and know how to optimize their performance

Incorporate ICT for learning, sharing and communicating in different educational contexts

## Competences

- Continue the learning process, to a large extent autonomously.
- Detect, assess and select fiction and non-fiction resources that are suited to the different types of recipients of educational or promotional interventions .
- Develop professional values that include ethical work practices.
- Incorporate ICT for learning, communicating and sharing in education.
- Link up and promote reading and cultural activities, both internal and external, using the appropriate tools.
- Manage the collection, resources and services of the library.
- Master the systems used in the library for information processing and organising printed and digital resources.
- Master the use of ICT and apply it to management and promotion processes in a library 2.0. context.
- Use acquired knowledge as a basis for originality in the application of ideas, often in a research context.

## **Learning Outcomes**

1. Apply specific selection criteria for the digital resources of the library.
2. Continue the learning process, to a large extent autonomously.
3. Create products to promote library and other activities.
4. Develop communication and inter-personal skills needed to manage projects involving the different members of the educational community.
5. Implement technology-based services to the community.
6. Incorporate ICT for learning, communicating and sharing in education.
7. Organise digital resources to facilitate their use.
8. Use acquired knowledge as a basis for originality in the application of ideas, often in a research context.
9. Use document management software to its fullest potential.
10. Use the appropriate ICT tools to promote the library and communicate with users.

## **Content**

1. Digital information resources: the digital library
2. Tools for the development of the digital library
3. Organization and healing of online resources
4. Choosing and selecting resources
5. Dissemination and communication
6. Services and activities
7. Reading promotion
8. Informational literacy in a digital context

## **Methodology**

The training activity will take place from the following dynamics:

- Lectures / Lectures by the teacher.
- Reading and viewing textual and audiovisual tutorials

- Analysis and discussion forums in virtual goods and documentary sources.
- Practical classroom problem solving / case / exercises.
- Preparation of work and application of ICT resources selection.
- Tutoring and monitoring online activities.

Our teaching approach and assessment procedures may be altered if public health authorities impose new restrictions on public gatherings for COVID-19

Annotation: Within the schedule set by the centre or degree programme, 15 minutes of one class will be reserved for students to evaluate their lecturers and their courses or modules through questionnaires.

## Activities

Title	Hours	ECTS	Learning Outcomes
Type: Directed			
Creation of digital products and tools	50	2	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
Practice for selection and organization of digital resources for the collection	25	1	1, 3, 10

## Assessment

The evaluation of the module will be carried out through the following activities:

- Ex. 1: Design and development of a school library website with Wordpress software, with delivery of a short Explanatory Report of the exercise. (Individual, 30%).
- Ex. 2: Design and development of an audiovisual digital product related to children's or youth literature with Thinglink software (Individual, 15%)
- Ex. 3: Design and development of a virtual exhibition related to children's or youth literature with People Art Factory software (Individual, 20%)
- Ex. 4: Selection of digital resources and creation of a digital repository with Pearltrees software (Individual, 20%)
- Design and development of a collaborative digital book with Bookcreator software (Group, 15%)

The final mark will be the weighted average of the planned activities. To be able to apply this criterion, it will be necessary to obtain at least a 4 in all the activities carried out during the development of the module. Class attendance is mandatory. In order to obtain a positive final assessment, the student must have attended a minimum of 80% of the sessions.

The test review procedure will be carried out individually.

In order to take part in the continuous assessment, the student must present and fulfill all the conditions mentioned. Otherwise, it will be considered Not Submitted. No specific evaluation conditions are foreseen for particular cases. In any case, if there is none, it will be considered in the coordination commission.

One-off assessment

In the case of opting for the single assessment, the same assessment and recovery system will be applied as for the continuous assessment, but the written assignments will be made on a single day (December 22). None of these deliveries will receive formative assessment. An evaluation interview is added to these activities. Therefore, in the case of opting for the single evaluation, the evidence that will be evaluated will be the same as for the continuous evaluation, adding the evaluation interview, with the following percentages:

- Ex. 1: Design and development of a school library website with Wordpress software, with delivery of a short Explanatory Report of the exercise. (Individual, 20%).
- Ex. 2: Design and development of an audiovisual digital product related to children's or youth literature with Thinglink software (Individual, 15%)
- Ex. 3: Design and development of a virtual exhibition related to children's or youth literature with People Art Factory software (Individual, 20%)
- Ex. 4: Selection of digital resources and creation of a digital repository with Pearltrees software (Individual, 20%)
- Design and development of a collaborative digital book with the Bookcreator software (Individual, 15%)
- Evaluation interview (Individual, 10%)

## Assessment Activities

Title	Weighting	Hours	ECTS	Learning Outcomes
Ex. 1: Design and development of a school library website with Wordpress software, with delivery of a brief Explanatory Memoir of the exercise.	30%	17	0.68	4, 6, 8
Ex. 2: Design and development of a digital audiovisual product related to children's or youth literature with Thinglink software (Individual, 15%)	15%	31	1.24	1, 2, 3, 4, 5, 6, 7, 8, 9, 10
Ex. 3: Design and development of a virtual exhibition related to children's or youth literature with the People Art Factory software (Individual, 20%)	20%	27	1.08	1, 6, 10
Ex. 4: Selection of digital resources and creation of a digital repository with Pearltrees software (Individual, 20%)	20%	0	0	1, 6, 10
Design and development of a collaborative digital book with Bookcreator software (Group, 20%)	15%	0	0	7, 10

## Bibliography

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IFLA/UNESCO (2013). *Manifiesto de la IFLA/UNESCO sobre las Bibliotecas Digitales*. <https://www.ifla.org/ES/publications/manifiesto-de-las-ifla-unesco-sobre-las-bibliotecas-digitales>

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## **Software**

Wordpress

Thinglink

Bookcreator

Pearltrees

People Art Factory

Diverses aplicacions