DIGITAL LITERACY (DLIT)

DLIT 5305. Gaming and Literacy. 3 Hours.
Students examine the impact that gaming, virtual environments, and popular culture have on literacy instruction at all age levels. Students will demonstrate comprehensive knowledge of these digital literacies and how they affect learning. An examination of multiple popular culture platforms will be studied regarding how they can be used in development and design of literacy curricula.

DLIT 5313. Digital Literacy and Pedagogy. 3 Hours.
This course provides graduate students with the ability to evaluate and create effective digital literacy curricula. Topics include instruction design that meets the needs of all learners and development of an understanding and conceptualization of digital literacy's effect on literacy and literate practices.

DLIT 5314. Digital Literacies & Policy. 3 Hours.
This course will provide graduate students with the background and information for administering and evaluating digital literacy programs, policies, and laws to better understand learning in online environments. Students will examine legal issues and rights in designing technology infused literacy programs.

DLIT 5319. Digital Literacies. 3 Hours.
Students learn theories, concepts, and pedagogical implications of digital literacies. The focus is on the way(s) people make meaning in a digital world. Students conceptualize and implement lessons in digital reading, writing, and multimedia production, employing a critical lens to the development of new curricula through digital media. Course Equivalents: READ 5319 .