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Enhancing Digital Literacy Education for Undergraduate Students: A Multimodal Approach

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Abstract

The growing importance of digital literacy in higher education necessitates the adoption of diverse pedagogical strategies to meet the evolving demands of students. This paper presents the design, execution and effectiveness of the *Digital Literacy* course for undergraduate students at FLAME University. We have used various educational technologies and learning elements, including reading materials, live lectures, recorded videos, SCORM packages, gamification techniques like Kahoot, and applied projects. This multimodal approach provides a comprehensive and engaging learning experience, promoting both theoretical understanding and practical application of digital skills. We conducted quantitative studies to understand the self-perceived knowledge level of Digital Literacy before and after the course. Qualitative studies were conducted to determine the effectiveness of the multimodal approach of the course. We also looked at Learning Management system reports to gauge the level of student engagement. The results demonstrate a significant improvement in student engagement, learning outcomes and effectiveness.

Keywords: Digital Literacy, Blended Learning, Higher Education, Gamification, SCORM, Applied Projects, Instructional Design