


Chapter 18

Global Digital Education

Fostering Digital Citizens: A Blueprint for the Future and Worldwide Initiative Enhancing E–Governance

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ABSTRACT

Digital literacy is a basic life skill in today's interconnected world. So, integrating digital education in the overall educational planning even globally becomes a necessity eventually creating a more knowledgeable and responsible generation of citizens. A common-sense option might be to teach students the tools and knowledge they need to thrive in the digital space, as well. Others like the teaching of digital literacy, critical thinking, problem solving and effective communication are administered as well. Additionally, schools should be teaching digital citizenship as how to use technology in ways that are safe, secure, and ethical. Digital literacy and Citizenship will empower students to be engaged and thoughtful world citizens who can support the promise of our digital age.

1. INTRODUCTION

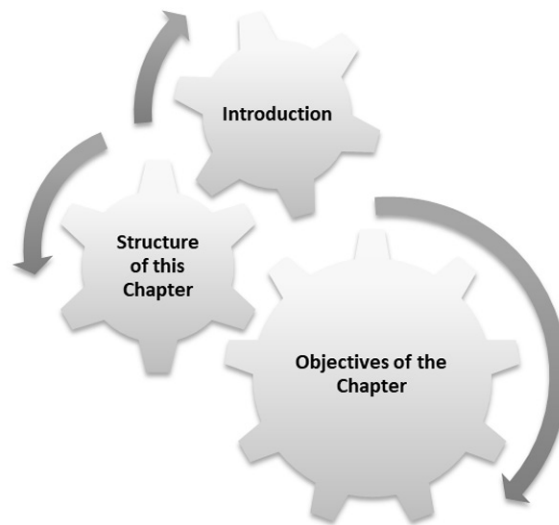
Digital citizenship is the ability to use technology responsibly, safely & respectfully and it enables the students in embracing the values, skills, and knowledge to steer through digitization in education; responsibly, morally, and ethically (Zint et al., 2024). The chip-based technology, free-internet availability

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and the digital initiatives have revolutionised the society and the adolescent's usage of digital platform has increased significantly which requires effective and efficient learning to make sound judgment when circumnavigating the digital world (Raaj, 2024). However, the limited integration of digital citizenship education is a pivotal issue which is needed to be addressed as digital citizenship education is often not comprehensively embedded into educational institution's curriculum, eventually exposing the students to the digital malwares.

Digital literacy plays an important role as a base for students in design education. Among others, it equips them with the skills to exist in the digital world and express themselves through such channels and to apply technology within their design process. Educators, by training students in digital literacy - set this stage to groom them as the future Developers (Wang & Chao, 2022). The use of digital tools is in fact one aspect of design that needs good grip on digital literacy. Some of them may be used in the design industry, such as Adobe Creative Cloud or Sketch or Figma (Czerkawski, & Lyman, 2015). So, students that are digitally literate can learn new software quickly and utilize the tools to produce good designs. Aside from improving their productivity, being proficient in it also makes them more marketable to future employers (Romero et al., 2017).

Figure 1. Shows the dimensions of the introduction split sections



(Source- Original)

1.1 Objectives of the Chapter

This chapter has the following objectives to:

- Describe and provide further details on the fundamental knowledge, abilities, and skills people need to become empowered, accountable, and digital citizens in the global community.

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