Seattle Pacific University

From the SelectedWorks of Michael J. Paulus, Jr.

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The Beginning of Digital Wisdom

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Available at: https://works.bepress.com/michael_paulus/48/

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Commission on Technology Conference Santa Barbara, Calif., June 3, 2015



LIBR ARY Discover, Create, Share

Overview

- 1. Digital Nativity and Digital Challenges
- 2. Digital Opportunities and Digital Wisdom in Theory
- 3. Digital Wisdom in Practice



Biases/Beliefs about Technology

- 1. With us from the beginning and part of what it means to be human.
- 2. Will be brought into the New Jerusalem.
- 3. Part of the spiritual task of reversing the effects of the fall.
- 4. Should be integrated into identities and actions in creative, redemptive, and transformative ways
- 5. The Church should be at the forefront of shaping digital culture.



Our High-Tech Teens

 \geq 92% of teens 13-17 report going online daily, 24% "almost constantly" \geq 88% have/have access to cell phones or smartphones, 73% to smartphones \geq 71% use more than one social network site such as Facebook (71%), Instagram (52%), or Snapchat (41%)

Source: pewinternet.org



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Self-Perceptions of Skills

Compared with the average person your age, do you rate yourself above average or better in terms of ... computer skills? Yes ability to work cooperatively with diverse people 85.5% 100% academic ability 71.1% 80% physical health 54.5% emotional health 50.7% • 60% writing ability 46.1% 40% spirituality 35.7% computer skills 32.2% 20% Yes 2014: 32.2% 2014

Source: "Backgrounds and Beliefs of College Freshmen," 2014, Higher Education Research Institute



- Computer skills among top 10 job skills (<u>naceweb.org</u>), but only 37% of employers and 46% of graduates say they are prepared to stay current on technologies (<u>aacu.org</u>)
- Transfer of information literacy skills from high school to college and from college to workplace (projectinfolit.org)





"As sociologist Eszter Hargittai has quipped, many teens are more likely to be digital naïves than digital natives. ... Familiarity with the latest gadgets or services is often less important than possessing the critical knowledge to engage productively with networked situations, including the ability to control how personal information flows and how to look for and interpret accessible information."



danah boyd, *It's Complicated: The Social Lives of Networked Teens* (Yale, 2014)



"young people growing up in our time are not only immersed in apps: they've come to think of the world as an ensemble of apps ... the emergence of an "app" culture allows individuals readily to enact superficial aspects of identity, intimacy, and imagination."

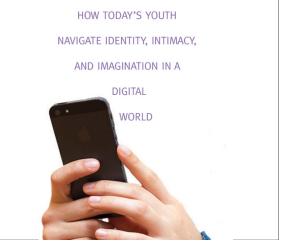


Howard Gardner and Katie Davis, *The App Generation: How Today's Youth Navigate Identity, Intimacy, and Imagination* (Yale, 2014)



"there is little evidence in any age group of proactive ethics or exemplary citizenship. When subjects tell us that they avoid missteps, they do so principally out of fear of punishment."

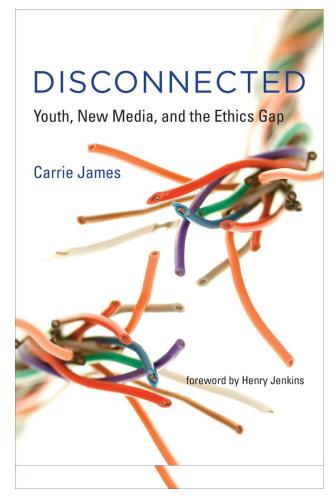
Howard Gardner and Katie Davis, *The App Generation: How Today's Youth Navigate Identity, Intimacy, and Imagination* (Yale, 2014) Howard Gardner and Katie Davis The App Generation





"In young people's narratives about online life, we observed frequent moral and ethical blind spots ... the thinking in which they engaged was often deeply self-focused—that is, what might I gain from a given choice?"

Carrie James, *Disconnected: Youth, New Media, and the Ethics Gap* (MIT, 2014)





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SPU Library Tech Desk

Launched in 2011 to meet student needs for tech tools, consultations, and spaces

Over 9,000 visits and 18,000 tools circulated

Rapidly evolving service area impacting whole library



SPU Library Tech Desk Survey (2014)

- Tech tools, training, and spaces for undergraduate academic, vocational/ professional, and spiritual development
- 24% response rate (812 undergraduates); representative of major areas of study; 91% aged 18-22 ("millennials"); 73.5% female



Tech Desk Survey Results: Academic and Vocational/Professional Development

- Flexible and safe environments to work, experiment, create, and play
- Spaces to learn from, collaborate with, and build community with each other
- Help accessing and using technology, especially internet resources
- Help understanding how technologies are changing disciplines and professions



- "Are there tech tools you consider important for your spiritual life?" – 86% responded "no"
 - "Umm ... I worship GOD not a computer."
 - "I don't really think about technology when I connect with God."
 - "Technology takes away from the beauty."
 - "This is absolutely ridiculous. Of course not."





- "I do not think tech tools are necessary or important for spiritual life, perhaps with the exception of using computers and the like to connect and listen to sermons online."
- Those who answered "yes" provided 113 examples including Bible software, mobile devices, social media, and audio/video equipment



- "How do you use these tech tools to connect with God and others?"
- Respondents including 12% who answered "no" to previous question – provided 205 examples
 - 27% social media
 - 17% Bible study resources
 - 11% content delivery tools for sermons, worship music, etc.



- "My camera I can use to take pictures of God's beautiful creation and share them with others to proclaim the glory of God."
- "Connecting to others through online bible studies."
- "Sharing images of social work, ministry, and nature with others."
- "Technology can be used to access God's word and create a space and focus for worship."



- "I use the Xbox to communicate with non believers and bring a Christian perspective to Call of Duty."
- "Even the simplest tech tools can allow you to be more efficient and also produce the best possible product. When you think of your work as something that should be glorifying God, I think it can be beneficial to your spiritual life."



- Most students seemed uncertain how technology related to spirituality
 - "I'm not sure how my spiritual life can relate to this. I think it would create more distraction."
- 18 students asked for guidance and 6 expressed interest in learning more about the relationship between technology and spirituality



"Avoiding technology may sound like a noble feat of asceticism, but it is neither possible nor desirable. Technologies are part of us. They help constitute what it is to be human."

—Julia Ticona and Chad Wellmon, "Uneasy in Digital Zion," *The Hedgehog Review*, Spring 2015



Digital Opportunities

- Students want more technology in higher education, such as blended learning environments and mobile device use
 Students need and want help using educational technologies
- See "ECAR Study of Undergraduate Students and Information Technology," 2014 and 2015



Digital Opportunities

- Mindfulness: Attention as the first digital literacy and discipline
- Digital literacy: to "leverage the Web's architecture of participation" (Howard Rheingold, *Net Smart* [MIT, 2012])
- Digital Citizenship: "the norms of appropriate, responsible technology use" (digitalcitizenship.net)



Digital Opportunities

Digital Wisdom: "a two-fold concept, referring both to wisdom arising from the use of digital technology to access cognitive power beyond our usual capacity and to wisdom in the use of technology to enhance our innate capabilities" (Marc Prensky, From Digital Natives to Digital Wisdom [Corwin, 2012])



The Digital Opportunity

"Technology is part of the spiritual task of restoring our condition before the fall."
—Diogenes Allen, *Spiritual Theology: The Theology of Yesterday for Spiritual Help Today* (Cowley, 1997)



Too Much to Know



"Of making many books there is no end, and much study is the weariness of the flesh." —Ecclesiastes 12.12



Too Much to Know



"Fear God and keep his commandments [pay attention]."

—Ecclesiastes 12.13



Most important digital literacy or discipline and foundation for collaboration



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and minister with

Most important digital literacy or discipline and foundation for collaboration
Narrative network and direct experience network



Most important digital literacy or discipline and foundation for collaboration Narrative network and direct experience network The Ten Words: Attention to the love of God and neighbor – past memories, future expectations, present experiences



"Attention consists of suspending our thought, leaving it detached, empty, and ready to be penetrated by the object; it means holding in our minds, within reach of this thought, but on a lower level and not in contact with it, the diverse knowledge we have acquired which we are forced to make use of." -Simone Weil, "Reflections on the Right Use of

School Studies"



"Our thought should be in relation to all particular and already formulated thoughts, as a man on a mountain who, as he looks forward, sees also below him, without actually looking at them, a great many forests and plains."

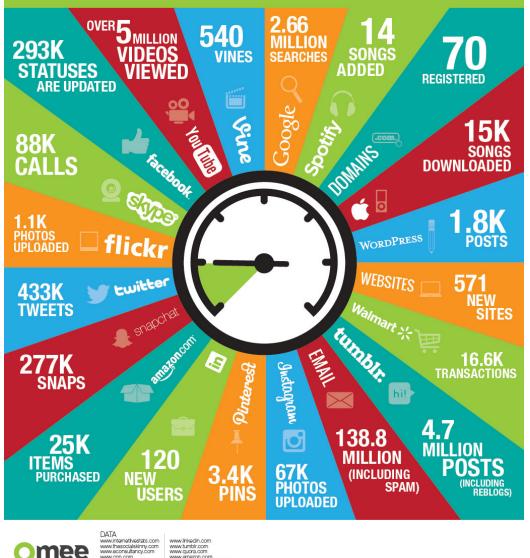
"love [has] attention for its substance"

—Simone Weil, "Reflections on the Right Use of School Studies"





WE ALL KNOW ACTIVITY ON THE INTERNET ON A DAILY BASIS MOVES AT LIGHTNING SPEED, BUT THERE'S SOMETHING ABOUT HAVING THE NUM-BERS IN FRONT OF YOU THAT MAKES IT JUST A LITTLE MORE FASCINAT-ING. LAST YEAR, WE PUBLISHED THE INFOGRAPHIC "ONLINE IN 60 SEC-ONDS" AND WE THOUGHT IT WOULD BE GREAT TO TAKE A LOOK AT HOW THE NUMBERS EVOLVE, IN JUST ONE YEAR.



www.amazon.com www.iacpsocialmedia.org

ww.mashable.com

www.flickr.com

dbon.org

www.flickr.com

www.weidert.com

"Narrativity and goals are surrendered to a skewed notion of the real and the immediate." -Douglas Rushkoff, Present Shock (Penguin, 2013)



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theatlantic.com

HEALTH

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People Prefer Electric Shocks to Being Alone With Their Thoughts

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A new study finds we're not very good at entertaining ourselves.





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Digital Wisdom

- Attention: Reflection on identity, intention, and integration of digital technologies.
- Acquisition and Analysis: The seeking, selection, and synthesis of information.
- Action: The ethics and values of community, citizenship, and creation.





Ethics in Digital Education Leadership

EDTC6101 Values, Ethics, and Foundations in Digital Education

2014 Fall

Change class t

Mike Ribble's Digital Citizenship Model:

- Respect Yourself/Others: etiquette, access, law
- Educate Yourself/Others: communication, literacy, commerce
- Protect Yourself/Others: rights and responsibilities, security, health and welfare



Digital Wisdom for Work



- Personal mission statements
- Career trajectories
- Technological competencies
- > Next steps



Digital Wisdom for a Postdigital World





Questions



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