AGILITe

Developing the digital and entrepreneurial competences
of VET trainers to support agile entrepreneurship training

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Erasmus+ Programme
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Digital
competence of
students: a case
study at UiTM

The Initiative

There is a lack of digital skills among students as reported in the literature. This study investigates the level of digital competence among students in response to the prescribed problem. The samples were 389 students studying multiple academic programs in UiTM, Kelantan Branch. By adopting questionnaires used in previous research, this study specifically measures information and data literacy, communication, safety, digital content creation, and problem solving skills according to the DigComp Framework. SPSS version 22 was used for data analysis. The results indicate the lowest score in digital content creation compared to four other skills. The potential implication of this study is the focus on this competency, as this in-demand skill is essential in the digital economy.

Time frame

2 years

Areas of Focus

Students' digital skills

The people behind the case study

Professors and students of this University in Malaysia.

Finance

University

Outcomes to date

This research aims to measure digital competence among university students as less research has been conducted in Malaysia regarding digital competence, especially in the context of public universities in Malaysia. Despite the fact that the proposed objectives were achieved, this study has some limitations in terms of locality and sampling in particular. Future research may include respondents from private universities in Malaysia. Therefore, to develop students' digital skills and be digitally competent to survive and ready to adapt to demanding work environments, more research can be explored and conducted, especially in digital library literacy skills.

Origins

The pandemic has brought into focus the use of digital resources by students and teachers. Until that time, some of them had used a lot of digital resources, but some of them were not really familiar with the multitude of digital resources that can be used in education.

This is an example of a study showing how familiarity with digital resources is investigated, particularly among students.

Why it is relevant to AGILITe

Because it shows how the DigCompEdu framework can be used as a basis for all research on learners' digital competences and therefore can be used as a tool to improve the skills needed for them to be successful in the digital age of learning.

REFLECTIONS & DISCUSSIONS

https://www.researchgate.net/publication/353242340_Digital_Competency_among_Students_A_Case_study_at_UiTM_Kelantan_Branch

- Study the research that has been done at this faculty
- How was the study conducted and what do you think; how such studies can help improve the use of digital resources in education.

MORE INFORMATION

Website:

Contacts:

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