

# DIGITAL FLUENCY Course Companion Instructor Guide First Edition (Draft)

### **Authors**

Prof. Venugopal Jalihal Dept. Of BCA Gogte College Of Commerce Belagavi Prof. Anand Patil DMSM's BCA College Club Road Belagavi

For non-commercial use by faculty members delivering Digital Fluency Course

# **Table of contents**

Contents of Digital Fluency course are taken from Digital 101 course on Future Skills Prime Platform of NASSCOM

SINo.	Contents	Page No
1.	Syllabus of Digital Fluency	2
2.	Regarding Future Skills Prime & Digital 101 Courses	4
3.	Module 1	25
4.	Module 2	91
5.	Module 3	To be Shared Later

## **Digital Fluency**

Course Title: Digital Fluency	Course Credits: 2
Total Contact Hours: 15 hours of theory and 30 hours of practicals	Duration of ESA:
Formative Assessment Marks: 40 marks	Summative Assessment Marks: 60 marks

#### **Course Content: In concurrence with Digital 101 on Nasscom 101 environment**

Sl.no	Content	Details of topic	Duration
1.	Registration	Future Skills Course Registration Process	
2.	Module 1: Emerging Technologies	<ul> <li>Overview of Emerging Technologies: <ol> <li>Artificial Intelligence, Machine Learning, Deep Learning,</li> <li>Database Management for Data Science, Big Data Analytics,</li> <li>Internet of Things (IoT) and Industrial Internet of Things (IIoT)</li> <li>Cloud computing and its service models</li> <li>Cyber Security and Types of cyber attack</li> </ol> </li> </ul>	05 Theory hours and 10 practical hours
3.	Module 2: Applications of Emerging Technologies	<ul> <li>Applications of emerging technologies:</li> <li>i. Artificial Intelligence</li> <li>ii. Big Data Analytics</li> <li>iii. Internet of Things</li> <li>iv. Cloud Computing</li> <li>v. Cyber Security</li> </ul>	05 Theory hours and 10 practical hours
4.	Module 3: Building Essential Skills Beyond Technology	<ul> <li>Importance of the following:</li> <li>i. Effective Communication Skills</li> <li>ii. Creative Problem Solving &amp; Critical Thinking</li> <li>iii. Collaboration and Teamwork Skills</li> <li>iv. Innovation &amp; Design Thinking</li> <li>v. Use of tools in enhancing skills</li> </ul>	05 Theory hours and 10 practical hours

#### **References to learning resources:**

1. The learning resources made available for the course titled "Digital 101" on Future Skills Prime Platform of NASSCOM

#### Pedagogy

Flipped classroom pedagogy is recommended for the delivery of this course. For every class:

1. Before coming to the class students are expected to go through the content (both video and other resources) on the related topic and give the quiz on Future Skills Prime Platform of NASSCOM. 2. Class room activities are designed around the topic of the session towards developing better understanding, clearing misconceptions and discussions of higher order thinking skills like application, analysis, evaluation and design.

3. Every theory class ends with announcement of exercise for practical activity of the week

#### Assessment

Formative Assessment				
Assessment Occasion	Weightage in Marks			
1. After watching videos of each topic, 05 marks tests				
are to be given by the students on Future Skills Prime	No weightage			
Platform. The total marks earned by students is to be				
computed.				
2. Formative Assessment (Internal Assessment): All	40%			
activities and Practical sessions from Module 1,				
Module 2 and Module 3 need be completed by				
students. All the activities are expected to be done in				
teams with each team comprising of 02 -03 students.				
Each of Module 1 and Module 2 carry 15 marks				
weightage and Module 3 carries 10 marks weightage.				
Summative Assessment				
University will conduct examination which carries				
60 marks weightage.	60%			
In addition, after completion of all 3 modules students will be questions (30 min) on Digital course on Future Skills Prime p maximum of two attempts and those who score at least 50% r NASSCOM.	latform. Students will have			

PRINCIPAL, Sree Biddeganga College of Arte. Science and Commerce for Women. . H. Roed, TUMKUR.