

Manifesto

This manifesto suggests a way to improve digital literacy by recognizing that both people and digital objects (like apps, websites and devices) are always changing.

1. **Everyone Has a Unique Story**
 - Everyone involved in digital interactions has unique experiences and values.
 - Cultural, political, and social factors shape these experiences. For example, TikTok is banned in India, and Google is restricted in China.
 - Understanding these factors helps us see power dynamics.
2. **The Role of Emotions**
 - Emotions are important in learning and social interactions.
 - Learning is not just a rational process.
3. **Digital Objects Are Not Neutral**
 - Digital objects reflect the values of their creators.
 - Investigating these tools helps us identify biases¹.
 - Sometimes, the values in these objects overshadow individual stories, especially those from oppressed groups. For example, Instagram promotes a certain American lifestyle, which can overshadow other perspectives.
4. **Design, Data, and Algorithms**
 - Design, data collection, and algorithms² are interconnected and shape how we see the world.
 - Applications like Instagram, TikTok, and WeChat show how these processes spread values.
5. **Teaching with Uncertainty and Possible Futures**
 - As individuals, collectives and digital objects are constantly evolving, embracing uncertainty and taking risks in digital is important.
 - As educators, we are often working in unjust systems. Our struggles as educator matter.
6. **Productive Pedagogies**
 - Interactions between people and digital objects are reciprocal and shape both parties.
 - Digital practices influence our values and worldviews.
7. **Collective Approach Over Individual Skills**
 - Digital objects affect everyone, but differently.
 - Digital objects often treat us as individuals but impact us as a collective.
 - Focusing on collective efforts allows us to see the big picture of ongoing changes in both individuals and digital objects.

¹ Bias: is a disproportionate perception in favor of or against an idea or thing, usually in a way that is inaccurate, closed-minded, prejudicial, or unfair.

² Algorithms are step-by-step instructions or rules designed to solve a problem or perform a task. For example, a recipe for baking a cake is an algorithm because it provides specific steps to follow to get the desired result. In computers, algorithms help programs make decisions and complete tasks automatically.

- How can education/ digital literacies promote collective participation?
 - Educative approaches, focused on the future, need to balance imagination and responsibility.
8. **Consider Who Might be Left Behind**
- Pedagogies and design center on the needs of those with less access.
9. **Ongoing Processes**
- We are starting in the middle: every digital encounter has history.
 - Digital literacies acknowledge ongoing processes and digital practices that existed before any intervention.
 - Acknowledging the use of digital objects outside formal settings promotes inclusivity.
10. **Social, Cultural, and Political Aspects**
- Digital literacies include social, cultural, and political dimensions, not just technical skills.
 - Addressing which knowledge and stories are highlighted or silenced.
11. **Collective Responsibility**
- Digital literacies focus on the collective impact of digital practices.
 - Understanding platform policies' societal implications, like TikTok's ban on political content, is crucial.
 - This approach helps emancipate individuals and communities.