DEF
DIGITAL EMPOWERMENT *foundation*

Digital Literacy | Media Information Literacy
Comprehensive Learning | Critical Digital Literacy

To Get Our Humara MIL Kit Or Do a Training Session In
Comprehensive Media Information Literacy

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Humara MIL Kit for the Multiverse of Digital Fallacies

About Humara MIL Kit for the Multiverse of Digital Fallacies

The Humara MIL Kit for the Multiverse of Digital Fallacies is a part of Digital Empowerment Foundation's Media and Information Literacy (MIL) initiatives to enable people to interpret and make informed judgments as users of information and media, as well as to become skillful creators and producers of information and media messages in their own right. An understanding of MIL would also help communities that are getting online to have better understanding of misinformation, online trolling, stereotypes, prejudices and other online threats.

Tool kit



Learnings

1. Understanding the fundamental concepts of digital literacy, which include the ability to access, evaluate and use digital information effectively and ethically

2.Gain knowledge about the importance of being safe online

3. Critical thinking skills that can help evaluate information to recognise misinformation or disinformation

4. Building understanding on common online threats, how to recognise them and mitigate these risks

5. Understanding proper behavior and etiquette of being a digital citizen

6. Enabling community members with best practices for safe digital communication

7. Facilitate learning of security tools and community guidelines for help and support

8. Create an environment of interactive problem solving, fostering critical thinking and decision-making skills

Key Components

1. Modules that facilitate critical digital literacy and learning on how to safely navigate the digital space

2. Interactive comic book with stories of online threats and solutions that have been taken from real-life instances to connect with the community members

3. Masks to enable role-playing and a meaningful community exchange on critical digital literacy and being safe online

4. Gaming activities that encourages discussion, enables critical learning and empowers community members with solutions to digital threats

5. Reading material on the evolving digital landscape and what it means to be safe online

6. Additional collaterals that highlight the importance of media information literacy and the importance of enabling all digital citizens with critical digital literacy tools

Impact

20,000 women have been enabled in critical digital literacy

6000 students have been connected to comprehensive media and information literacy

2000 information agents enabled with critical thinking and online safety and security tools