



MAY 26-30, 2020

TOPIC: INTEGRATION OF ICT KNOWLEDGE

Forms of ICT Tools and Facilities

ICT tools come in different forms and offer different functions that produce a variety of benefits. Presented here is the list of popular ICT applications and their available forms.

1. World Wide Web

- A system created in 1989 by Tim Berners-Lee that is used to access hypertext documents and various files using the Internet. A database and an interface were created to accommodate links and associate them with different documents that will be retrieved later. It has three versions – Web 1.0, Web 2.0, and Web 3.0.

2. Social Media Tools

- Social media started with Web 2.0 when Web users began sending texts, images, videos, and other forms of information. The nature of Web 2.0 is a very appropriate and convenient tool for socializing and connecting with other individuals. A number of social media applications were created and have evolved through the years. Different forms and styles are tailored for the concept of social media; however, the purpose and effect of these social media applications are determined by the number of users that interact with it. The term *virality* is used to describe the effectiveness of posted information. Typical examples are Facebook and Twitter.

Tools Used to Create Web Sites and Web Applications

The Web sites and ICT tools today were created using special programs or tools which were finalized before being distributed in the Internet. There are various tools with different capabilities and features that can be used to create Web sites.

A. Online Application Tools

Because of the development of different platforms and APIs, the convenience of using online tools became popular. The inherent characteristics of online tools introduced convenience and portability of developing contents even on-the-go. The application is accessed from a server in different areas which enable the users to continue developing content from different locations. Furthermore, the content being developed is stored in a safe storage of a server that can remotely accessed using security provisions.

1. Presentation Tools
 - Google Slides
 - Prezi
2. Collaborative Tools
 - Slide Share
 - Mind Meister
3. Web Creation Tools
 - IM Creator
 - Wix
4. Online Storage Tools
 - Google Drive
 - Dropbox
 - Evernote

B. Offline Application Tools

A number of developers prefer developing their designs and content locally on a computer or their own laptop. There are possible reasons for this such as easier accessibility of the development tool without the need for an Internet connection.

1. Image Editors
 - GNU Image Manipulation Program
2. Web Development Tools
 - ADOBE Dreamweaver
 - Amaya
 - Microsoft Expression Web

Development of ICT Applications

The most common practice in the profession of Web site development and ICT application creation is delegating different roles that cover different areas of development. This method encourages an individual's focus on the task assigned to him or her and directs all of his or her expertise on a single area. Furthermore, there is the assurance that no part of the development will be left behind or will be taken for granted. Faster development is also introduced through this method. Parallel development can also be done because different individuals work on different parts of the process and then integrate the products later. Typical roles are:

1. *Project Manager*
2. *Web Strategist*
3. *Content Specialist*
4. *Web Designer*
5. *Web Developer*
6. *Inbound Marketer*

Application of ICT in Social Change and Advocacy

An ICT application is also useful as a part of an advocacy group's scheme in disseminating and broadcasting information in the public. The main purpose of ICT is to help volunteers and leaders of the organization to have a facility for easy communication and organization. The creation of ICT for the organization is a collaboration among technical, managing, and leading members of the organization aiming to consolidate their ideas and efforts. This is the major goal of the ICT development team that should be clearly implemented and observed.

Reference:

Empowerment Technologies

By: DIWA Learning Systems Inc. pp. 155 - 164

TO DO LIST

DAY 1:

Directions: Answer the following.

1. What are the advantages and disadvantages of the different ICT tools? Compare them with one another.
2. What are the advantages and disadvantages of using online and offline tools? Why do you think so?

DAY 2:

Directions: Answer the following.

1. Create a poster based on the requirement in your respective track. The size of the poster should be 21.59 cm x 27.94 cm. Well-defined images and readable text is a must.
 - **ABM / FOOD TECHNOLOGY**
You are the marketing manager of a multinational electronics and appliance manufacturing company. Your company will establish its first retail store in the country. Create a promotional poster showcasing the details of the products and the location of the store.
 - **ARTS AND DESIGN / HUMSS**
You are an event coordinator of a newly established foundation. Your current project is to handle a fundraising campaign in a form of concert that will be participated by different prestigious OPM artist. The proceeds of the concert will be used for the construction of houses for homeless families in Metro Manila. You are asked to create a poster that will raise public awareness for the cause of the of the concert and complete details of the event.
 - **ICT / TOURISM**
The campaign manager of a presidential candidate hired you as the artist. He asked you to deliver a campaign poster for his presidency bid. The face of the candidate and campaign motto should be clearly seen on the poster. It is also required that the candidate's name to be on top of the poster.
 - **STEM**
As a dedicated member of an animal activist group and a veterinary practitioner, you are asked to create a poster of the free pet and animal checkup that will be supported by the organization. The poster should contain adorable images of typical pets like dogs and should entice owners to have their pets checked. Basic information of the event should be eye-catching and clearly written.



Student Task # 5

TOPIC: MULTIMEDIA AND ICT

Online Participation

Since the start of Web 2.0, Web sites have been enabled to accommodate and process information from its viewers. This is the start of interaction between users and online facilities to improve user experience. Online communities were created. These are composed of several groups of individuals that use the Web for a certain advocacy. Members usually contribute content to publish on the Web site. This is the most common manner of online participation. Example of which are:

- ✓ Blogs
- ✓ Forum Web sites
- ✓ Wikis
- ✓ Multiplayer Online Games
- ✓ Social Networking Platforms

Video on Demand

Video on Demand (VOD) are systems that enable users to select video and audio content when they want it. This system uses a database of videos and audio accessed on request by the user. One of the example of this is *podcasting*. It is used to transmit or broadcast digital radio programs over the internet. Another example is the *vodcast*, which refers to the transmission of video broadcast.

Online Courseware and Tutorials

Open CourseWare (OCW) refers to lectures videos that are published by universities on the Web. It aims to educate people online on different subjects and disciplines. The aim of this program is to promote learning and mastery of subject areas, not just for the university students, but for everyone.

Reference:

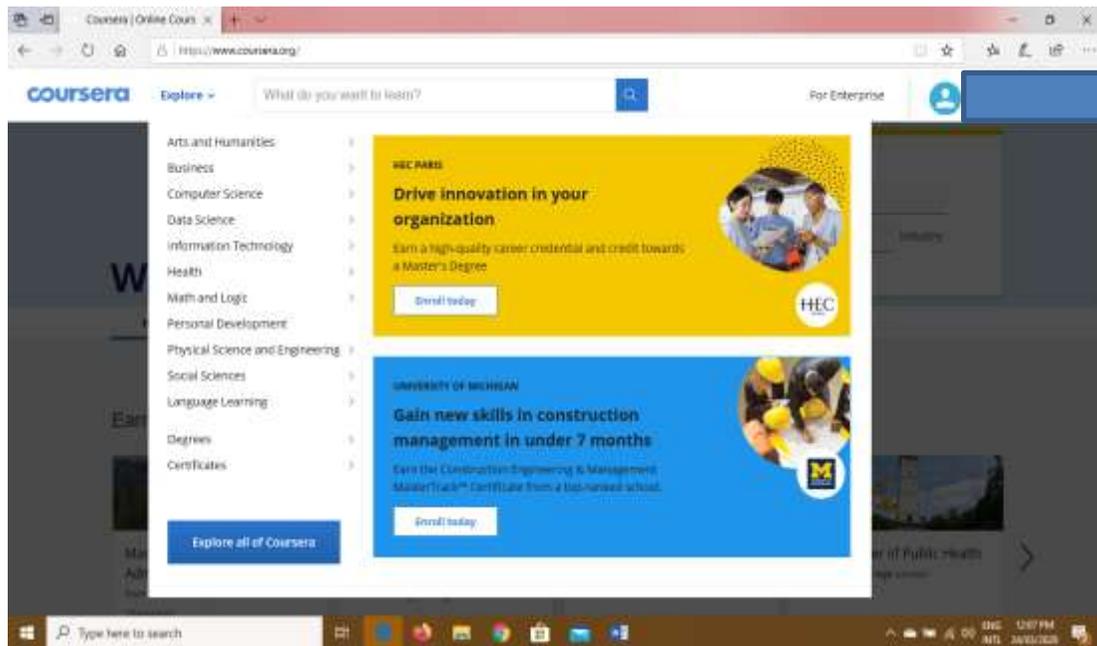
Empowerment Technologies

By: DIWA Learning Systems Inc. pp. 108 – 112

TO DO LIST

DAY 1:

1. Visit: <https://www.coursera.org>
2. Enroll in a free course.



3. Cite some tutorial videos you have watched.
4. To which field do these tutorials belong? What can be the effect of watching these videos?
5. When you are watching tutorial videos, were there instructions that did not go well? How do you think you can check the legitimacy of the tutorial?

DAY 2:

3. Visit your respective Web site according to your section.
 - a. G11 – Archimedes
<https://www.testmoz.com/2581527>
 - b. G11 – Aristotle
<https://www.testmoz.com/2581687>
 - c. G11 – Epicurus
<https://www.testmoz.com/2581675>
 - d. G11 – Parmenides
<https://www.testmoz.com/2581699>
 - e. G11 – Plato
<https://www.testmoz.com/2581667>
 - f. G11 – Socrates
<https://www.testmoz.com/2581679>
4. For your user account, use your name, follow the given format: LASTNAME,FIRSTNAME.
5. For the password, use the COMPLETE NAME of your section in ALL CAPITAL LETTERS WITHOUT any space in between.
6. Answer the questions based on the topic (a) Collaboration and Team Content Development and (b) Multimedia and ICT.



Student Task # 6

TOPIC: ICT AND SOCIAL RESPONSIBILITY

ICT for Advocacy and Developmental Communication

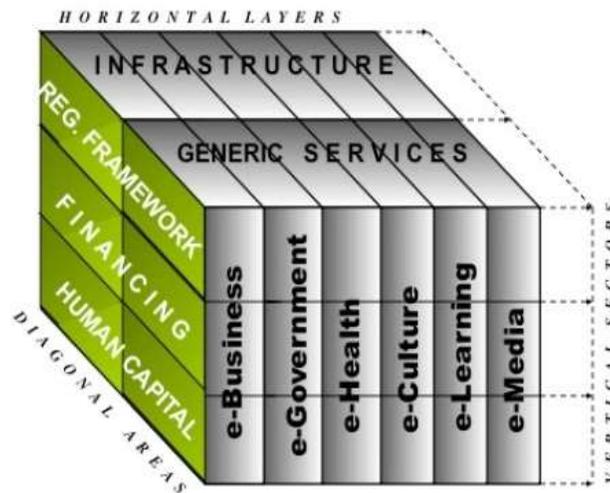
ICT for development or ICT4D is the use of information and communications technology in the field of international and communications technology in the field of international development, socioeconomic development, and human rights.

There are several success factors for ICT4D:

1. *Community* or the group that the ICT would solicit support from
2. *Creation and the use of facilities* that the ICT application offers
3. *Target* of the advocacy should be understood

The aim is to bridge the community with the aid of ICT to the marginalized group or the target group.

ICT can be used to channel the benefits directly to less privileged people through the efforts of the government, NGOs, business, and other institutions. This principle can be visualized by the ICT4D cube. *ICT4D CUBE* describes the fusion of different aspects of the society and their interaction with ICT products.



Generic or basic services are those that a certain government office provides. The generic services are partnered with the *infrastructure* because this is the basic requirement to provide these respective services. These parameters are supported by human capital, financing, and framework.

- ✓ *Human capital* refers to the manpower dedicated to fulfil the tasks and activities.
- ✓ *Financing* refers to the funding or money that expenses on carrying out activities for development.
- ✓ *Framework* refers to the structure of the services and resources dedicated for development.

On the front side of the cube are the additional support by ICT.

- ✓ E-business is an ICT facility that can handle financial transactions online.

- ✓ E-health is an ICT facility that provides health services. It may include online health transactions such as diagnoses, laboratory results, and health record maintenance.
- ✓ E-culture is a facility of ICT to promote the customs of an ethnic group or local citizens. Furthermore, local food, religion, and traditions are part of this parameter.
- ✓ E-learning refers to the facility of ICT to educate individuals in the methods of development framework.
- ✓ E-media refers to the ICT arm in disseminating and informing the public about the development of the program.

The Power of Social Media and Digital Citizenship

Because of the accessibility of communications devices, individuals are now connected to one another. News and information flow seamlessly. Digital citizenship eventually came into the scene. A number of netizens are now involved in political and social issues.

Reference:

Empowerment Technologies

By: DIWA Learning Systems Inc. pp. 114 - 120

TO DO LIST

DAY 1:

Directions: Answer the following.

1. Are there instances when you used social media and ICT to help someone? How did you accomplish the task?
2. What were the instances when you used social media to be a medium of social movement, change or cause that illustrate aspects of digital citizenship?

DAY 2:

1. To be further be informed in the progress of ICT development for social advocacies, watch a documentary in a YouTube entitled "Biyaheng EDSA" by Howie Severino in I-Witness.
2. How does ICT participated in this event?