



Diversifying Digital Learning

Online Literacy and Educational Opportunity

Edited by: William G. Tierney, Zoë B. Corwin and Amanda Ochsner

Many schools and programs in low-income neighborhoods lack access to the technological resources, including equipment and Internet service, that those in middle- and upper-income neighborhoods have at their fingertips. This inequity creates a persistent digital divide—not a simple divide in access to technology per se, but a divide in both formal and informal digital literacy that further marginalizes youths from low-income, minoritized, and first-generation communities.

Diversifying Digital Learning outlines the pervasive problems that exist with ensuring digital equity and identifies successful strategies to tackle the issue. Bringing together top scholars to discuss how digital equity in education might become a key goal in

American education, this book is structured to provide a framework for understanding how historically underrepresented students most effectively engage with technology—and how institutions may help or hinder students' ability to develop and capitalize on digital literacies.

This book will appeal to readers who are well versed in the diverse uses of social media and technologies, as well as less technologically savvy educators and policy analysts in educational organizations such as schools, afterschool programs, colleges, and universities. Addressing the intersection of digital media, race/ethnicity, and socioeconomic class in a frank manner, the lessons within this compelling work will help educators enable students in grades K–12, as well as in postsecondary institutions, to participate in a rapidly changing world framed by shifting new media technologies.

REVIEWS

“Useful, informative, and innovative, *Diversifying Digital Learning* brings together top scholars in the field of education to cover a variety of relevant and timely topics. The collection is interesting not just from an academic standpoint but an ethical one; this book is a worthy addition to our understanding of the issues surrounding equity and education.” –Karen Schrier, author of *Knowledge Games: How Playing Games Can Solve Problems, Create Insight, and Make Change*

“Important and timely, this book ties together the research happening in digital media and learning with that happening in formal educational institutions to illuminate key issues surrounding technology and schools. A real step forward.” –Kurt Squire, coeditor of *Games, Learning and Society: Learning and Meaning in the Digital Age*

ABOUT THE AUTHOR

William G. Tierney is the Wilbur-Kieffer Professor of Higher Education and co-director of the Pullias Center for Higher Education at the University of Southern California. **Zoë B. Corwin** is an associate research professor at the USC Pullias Center. **Amanda Ochsner** is an assistant professor at the University of Findlay.

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