„I learned all by myself”: the Romanian young people's self-perception of their digital competences.

Engl. transl.: „I learned all by myself”: the Romanian young people's self-perception of their digital competences.

# Keywords

* digital competence
* online activities
* attitudes towards the Internet
* EU Kids Online
* Romanian Youngsters

# Details

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## Topics

* Social mediation
* Literacy and skills
* Internet usage, practices and engagement

## Sample

The article is based on the Romanian sample from the EU Kids Online III project, and comprised: three focus groups with boys (15 participants) and three with girls (14 participants), and 5 individual interviews with boys and 6 with girls; all participants were between 9-16 years old.

# Abstract

"Following the theoretical framework and analysing the empirical
data of the EU Kids Online III (2013) project, in this study, we have followed
the digital competence of Romanian children and adolescents. We have
studied the online activities they undertake, their attitudes towards the
Internet and the perception they have of their digital competence. Romanian
children and adolescents are very present in the digital world, which they
perceive as a social space distinct from that of the adults, where they can
retreat and where they can meet their needs for communication, information
(not just for homework but also questions of their own concern), leisure, etc.
However, the situation is far from ideal. The modest implication of parents
and teachers in the online life of children and adolescents has a detrimental
impact on their level of digital competence."

# Outcome

"""Romanian children and teenagers use the Internet mostly at home and less at
school, but they use it mostly on their own devices – the digital technology and
the Internet being a quasi-permanent presence in their daily lives. In recent
years, mobile and convergent media (e.g. tablets, smartphones) has spread
particularly among children from high SES families. (...) As in other areas of learning, the digital competence of Romanian young
people increases through the practice and repetition of online activities; what
is significant is that Romanian youngsters are left alone in this learning process.
Parents and teachers are barely present (and mostly ineffective) in young
people’s online lives, thereby leaving them to learn by trial and error. For some
children, this method is beneficial, while for others it can lead to negative results
(e.g. lower self-esteem, lack of confidence, and withdrawal from the digital
universe). This might explain the different online competences of Romanian
youngsters: technical skills are more developed for boys and older children while
social skills are more developed for girls and adolescents and cognitive skills are
more developed in older children. From the self-reports of Romanian children,
we have noticed that they are rather passive consumers and participants in the
digital world, lacking the initiative to create their own online content."" (Tokes Velicu, 2015, 87)"