

Subject card

Subject name and code	New media and digital exclusion, PG_00151366						
Field of study	Social Work						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2025/2026		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		1.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Institute of Education -> Faculty of Social Sciences -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Krzysztof Stachura				
	Teachers		dr Krzysztof Stachura				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	20.0	0.0	0.0	0.0	20
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	20		0.0		5.0	25
Subject objectives	Examining the social, cultural, political and economic factors that contribute to the phenomenon of digital exclusion. The discussion during the sessions will focus on the significance of technological innovations for social change and the consequences that may arise from social inequalities in relation to access to new media and the ability to utilise them.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PRACSOCL3_U07] is able to skilfully analyse the proposed solutions to concrete problems and propose proper solutions; to skilfully implement the proposed solutions and independently extend his/her knowledge and develop skills in the field of social work	The graduate is capable of designing solutions aimed at reducing the level of digital exclusion.	[SU2] presentation/project/paper/report
	[PRACSOCL3_K01] is aware of continuous education, improvement of his skills in the field of social work in a constantly changing society and changing legal conditions	The graduate seeks to acquire digital competencies in order to better perform job duties and engage in collaborative projects.	[SK2] presentation/project/paper/report
	[PRACSOCL3_U03] is able to correctly analyse causes and course of selected social processes and phenomena (cultural, political, legal, economic) specific for fields of science and scientific disciplines, relevant for social work	The graduate analyses actions aimed at understanding the conditions that arise from digital inequalities within a particular community.	[SU2] presentation/project/paper/report
	[PRACSOCL3_K06] is ready to complete and improve knowledge, skills and competencies in professional social work practice	The graduate undertakes the potential for acquiring new skills in the realm of digital inclusion processes.	[SK2] presentation/project/paper/report
	[PRACSOCL3_W04] has an advanced knowledge and understanding of the types of social bonds in the social sciences—primarily sociology and education—and the principles that govern them	The graduate identifies the importance of social support and social networks in coping with the problem of digital exclusion.	[SW2] presentation/project/paper/report
	[PRACSOCL3_W05] has an advanced knowledge and understanding of the areas of human social functioning, and in particular has knowledge of human activity in the formation of social structures and their practical functioning	The graduate understands the motivations that lead people to not want to utilize the opportunities provided by new communication technologies.	[SW2] presentation/project/paper/report
Subject contents	1. New media - introduction to the course. Review of basic theoretical concepts 2. New media - old problems. Analysis of the main challenges associated with the development of new media 3. The digital divide as an axial problem of the information society 4. How to address digital inequalities? Developing design concepts 5. Examples of projects addressing digital inequalities 6. Individual consultations on design projects 7. Group discussion around design ideas 8. Presentations of design projects 9. Analysis of implemented projects. Conclusions for the future		
Prerequisites and co-requisites	Basic knowledge regarding the social aspects of the technological revolution.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Preparing a presentation and delivering it in a group forum	51.0%	100.0%
Recommended reading	Basic literature	1. J. A. G. M. van Dijk, <i>Digital Divide: Impact of Access</i>, in: The International Encyclopedia of Media Effects, eds. P. Rössler, C.A. Hoffner, L. van Zoonen, John Wiley & Sons 2017, pp. 1-11. 2. C. Lutz, <i>Digital inequalities in the age of artificial intelligence and big data</i>, "Human Behavior and Emerging Technologies" 1(2), 2019, pp. 141-148. 3. L. Robinson [et al.], <i>Digital inequalities and why they matter</i>, "Information, Communication & Society" 18(5), 2015, pp. 569-582. 4. P. Toczyński, <i>Srebrne treści cyfrowe: międzypokoleniowy transfer mądrości poprzez internetowe twórcze pisanie osób starszych</i>, "Zagadnienia Rodzajów Literackich" 1, 2017, pp. 95-113.	

	Supplementary literature	1. M. Filiciak, P. Mazurek, K. Growiec, <i>Korzystanie z mediów a podziały społeczne. Kompetencje medialne Polaków w ujęciu relacyjnym</i>, Centrum Cyfrowe Projekt: Polska, Warszawa 2013, pp. 25-58. 2. K. Garwol, <i>Stopień umiejętności korzystania z technologii cyfrowych a wykluczenie społeczne na przykładzie osób niepełnosprawnych, starszych i ubogich</i>, "Nierówności Społeczne a Wzrost Gospodarczy" 58(2), 2019, pp. 47-68. 3. L. Robinson [et al.], <i>Digital Inequalities 2.0: Legacy Inequalities in the Information Age</i>, "First Monday" 25(7), 2020. 4. A. Stanimir, <i>Pomiar wykluczenia cyfrowego zagrożenia dla Pokolenia Y</i>, "Prace Naukowe Uniwersytetu Ekonomicznego we Wrocławiu" 426, 2016, pp. 194-205.
	eResources addresses	
Example issues/ example questions/ tasks being completed	1. What are the main directions of development of contemporary new media? 2. What individuals are most affected by digital exclusion, and why? 3. What are the best practices associated with implementing digital inclusion programs? 4. What actions should be taken to implement training projects aimed at raising digital literacy levels?	
Work placement	Not applicable	

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