WAYS TO DEVELOP DIGITAL COMPETENCE IN STUDENTS THROUGH LOCAL TECHNOLOGY

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Abstract
Digital skills are becoming increasingly important in almost every industry, and employers are looking for candidates with these skills. By incorporating local-module technologies into the curriculum, students can gain hands-on experience and develop the digital skills they need to succeed in their careers. Additionally, by continually reviewing and improving the use of these technologies, higher education institutions can ensure that their students are updated with the latest trends and technologies in their fields.

There are a number of ways that higher education institutions can use to organize the development of digital competence in students through indigenous technology. These include [103]:

1. Integrating digital tools into the curriculum: Institutions can integrate digital tools and technologies into their courses to help students develop practical skills. For example, they can use online learning platforms, virtual stimulation, and games to engage students and help them apply what they've learned in real-world situations.

2. Provide access to digital resources: Educational institutions can provide access to digital resources such as e-books, online journals, and databases to help students stay abreast of the latest trends and developments in their fields.

3. Offer workshops and trainings: Educational institutions can organize workshops and trainings to help students develop specific digital skills such as coding, data analysis and digital marketing. These trainings can be conducted by professors or specialists in the field.

4. Encourage collaboration and teamwork: Institutions can encourage students to work together on projects that require the use of digital tools and technologies. This helps them develop teamwork skills and learn each other's strengths and weaknesses.

5. Mentoring and guidance: Institutions can assign mentors or advisors to students who need additional support in developing their digital competencies. These mentors can provide guidance on how to use digital tools effectively and offer feedback on student work.

Integrating digital tools and technologies into lessons can be an effective way to develop students' digital competence. For example, teachers can use interactive whiteboards, tablets, and other devices to engage students and help them learn interactively. They can also use educational programs and apps to help students apply specific skills such as coding, data analysis, and digital storytelling.

In addition, teachers can encourage students to use digital tools and technology to create their own projects, such as videos, podcasts, and websites. It helps them develop their creativity, communication skills and digital literacy.

It is important for teachers to guide and support students when working with digital tools and technologies. This includes providing clear instructions, providing feedback on student work, and resolving any technical issues that arise.

By incorporating indigenous technologies into lessons and providing guidance and support to students, educators can help them develop the digital competence they need to succeed in the 21st century. Overall, by implementing these methods, higher education institutions can help students develop the digital competence they need to succeed in the labor market and in their future careers.

Teachers can use a variety of electronic platforms and software to integrate local technologies into their lessons and develop students' digital competence. Here are a few examples.

1. Scratch is a free programming language and online community where students can create interactive stories, games, and animations. Scratch is a great tool for developing computational thinking skills and creativity.

2. Cahoot! - It is a game-based learning platform that allows teachers to create quizzes, polls and discussions to engage students in learning. Sooo! is a fun and interactive way to assess students' understanding of a topic.

3. Padlet - This is an online bulletin board where students can collaborate and share ideas using text, images, video, and other media. Padlet is a great tool for developing communication and collaboration skills.

4. Google Classroom - This is a free web platform where teachers can create and manage lessons, assign and grade assignments, and communicate with students. Google Classroom is a convenient way to organize and organize classroom activities.

5. Canva is a graphic design platform that allows students to create posters, infographics, and other visual content. Canva is a convenient tool for developing design skills and visual communication.

These are just a few examples of the many digital platforms and programs available to integrate indigenous technologies into lessons and develop students' digital competence. It is important for teachers to explore different tools and find the ones that work best for their students and teaching style.

The use of local-module technologies in higher education institutions helps to develop digital competence in students of all disciplines, supports interdisciplinary education and cooperation, and prepares students for success in the digital age.

Local technology refers to the use of tools and resources readily available in a community or region. These technologies can be used to help students develop digital competence. Digital competence refers to the ability to effectively and efficiently use digital tools, software and applications to learn, communicate and solve problems.

A practical process for developing digital competence in students using local technologies is to integrate digital tools and resources into classroom activities. For example, teachers can use smartphones, tablets, and laptops in their classrooms to increase student engagement and engagement. Students can be encouraged to use digital tools such as online collaboration platforms, educational apps and social media to support their learning.

Another way to develop digital competence in students using local technologies is to create digital projects relevant to their community or region. For example, students may work on a project that

involves using digital tools to document and preserve their community's cultural heritage. This project may involve using local resources such as historic sites, artifacts, and stories.

In addition, indigenous technologies can be used to develop students' digital skills through experiential learning. This approach includes giving students the opportunity to engage in hands-on activities that require the use of digital tools and resources. For example, students can participate in community-based coding workshops, robotics competitions, and game development projects.

Some pedagogical methods and software tools that can be used to develop digital competence in students using local technologies.

1. Project-based learning: This approach involves presenting students with a real problem or problem that requires the use of digital tools and resources to solve. For example, students may work on a project that involves creating a website or mobile app to promote tourism in their community. For this, software tools such as Wix, WordPress or Appy Pie can be used.

2. Cooperative learning: This approach involves encouraging students to work together in groups to complete a task or project. Collaborative learning can be facilitated by using online collaboration platforms such as Google Docs, Microsoft Teams, or Slack.

3. Experiential learning: This approach involves providing students with hands-on experiences that require the use of digital tools and resources. For example, students can participate in a coding workshop or a robotics competition organized by their community. For this, software tools such as Scratch, Tynker or Arduino can be used.

4. Gamification: This approach involves using game-like elements to engage students in learning activities. Gamification can be facilitated by using educational games or stimulation software such as Minecraft, SimCity, or Kahoot.

5. Personalized learning: This approach involves tailoring the learning experience to meet the individual needs and interests of each student. Personalized learning can be facilitated with customized learning programs such as Khan Academy, DreamBox or Smart Sparrow.

Pedagogical methods and software tools can use local technologies to develop digital competence in students. Using these methods and tools, teachers and educators can create engaging and relevant learning experiences that enhance students' digital skills and abilities.

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