# Hardware

# Competency

Hardware

# **Competency description**

I know hardware with which digital materials (image, audio, video) can be created and can operate.

#### Level

Basic competency

#### **Taxonomy level**

2. Apply

### Column/number in the document

A/51

#### **Explanatory notes**

This competence describes the ability to know and operate different types of hardware. It is about being able to understand and apply the necessary tools and their operation.

# Rationale

This competence is essential for creating digital content.

# Example

Creation of an explanation video: Image: Graphic tray for hand-drawn diagrams/ Illustrations Audio: High-quality microphone Video: Camera, tripod, etc.

#### Sources

Last update: 2023/11/21 en:misc:weingarten-competence-model:hardware https://zendi.ph-weingarten.de/wiki/en/misc/weingarten-competence-model/hardware 15:12

KMK, 2017. Redecker et al., 2019. Brandhofer et al., 2019.

# **Teaching material**

Teaching materials about the different solutions that can be used in this area are available from the respective providers.

#### Link to other competencies

All competencies that are listed under the Digital Resources section illuminate different aspects that are important for the use and creation of digital media and resources. These competencies build on each other and together form a well-founded approach for competent handling of digital resources in the field of education. These basic competencies aim to provide teachers with necessary skills to effectively use digital resources. A comprehensive understanding of the use of digital resources in education is to be obtained.

# Tagging

Media creation, hardware skills, audio creation, ton creation, image processing, technical skills, creativity, digital tools.

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