The Uses of Literacy — Richard Hoggart. A Twentieth Century Classic.
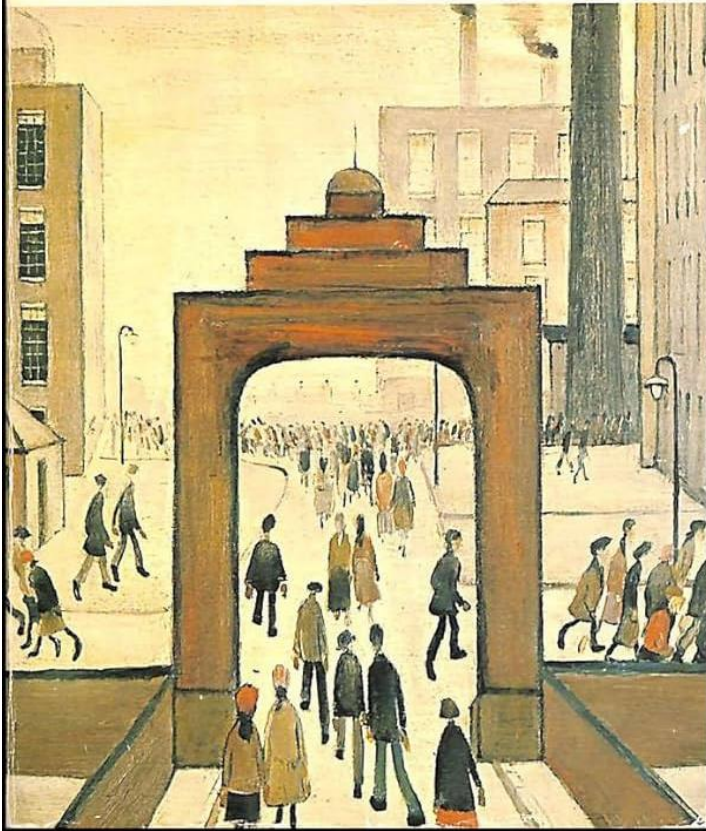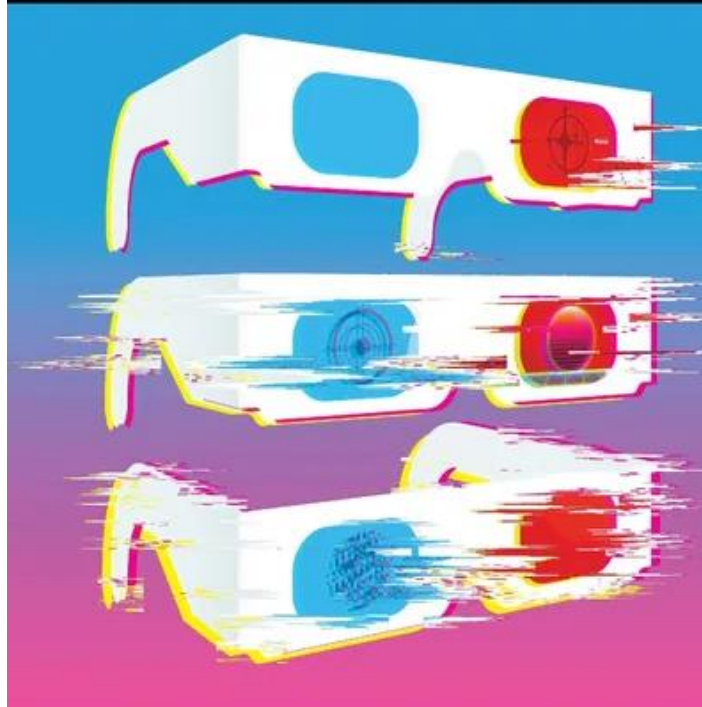
Rob Morgan — STORYTELLING FOR SPATIAL COMPUTING AND MIXED REALITY — The Art of Augmenting Imagination. CRC Press, Taylor & Francis Group.

Hunslet and Hal

STATIC

Literacy *by itself* confers status and success.

Meaning is fixed and discoverable by learning codes and conventions.

Texts are primarily printed.

The turn to the visual, multimodal, XR - are turns to "the other" forms of literacy.

DYNAMIC

Literacy is inherently ideological and contested.

Meaning is negotiated and contingent and socio-material and more than human.

Texts are all around us in the many practices in which people and machines engage to make meaning in many modes.

Literac*ies* have their codes and conventions which work together to produce meaning.

AI LITERACY CORE VALUES

Human Agency and Empowerment
Empowering young people to make informed choices about AI use

Equity, Diversity, and Inclusion
Ensuring all young people have meaningful access regardless of background

Critical Thinking and Responsible Use
Equipping young people to evaluate AI outputs and understand opportunities and risks

Upholding Human Rights and Wellbeing
Using a rights-based approach to ensure full participation in society

Creativity, Participation, and Lifelong Learning
Encouraging young people to shape the conversation about AI and see it as a tool for creativity,

Media Literacies	The Uses of Media Literacy	The Uses of Media Literacy for XR	The Uses of XR for Media Literacy
Access	Using access to XR to challenge access barriers and inequities.	Socio-material, pedagogic and social access points in and to XR. PRIVACY AND EQUALITY. RIGHTS TO XR INCLUSION AND ACCESS. GOVERNANCE – ACCESS TO OUR MEDIATED SELVES FOR OTHERS?	Meaning making with and in XR at the margins of knowing.
Awareness	Critical, meta reflexion on everyday mediated practices in XR.	Reading presence and immersion. Interpreting choice. META – RIGHTS OVER OURSELVES AS MEDIA	Laminating media meaning in and with XR in the composition of self.
Capability	Dynamic Agency in XR Media Spaces. Curative and maker literacies.	Perspective, degrees of empathy, adapting the 'XR text'. Creative media practice in and of XR. EXERCISING AUGMENTATION RIGHTS?	Media literacy as unruly encounter. Unsettling (media) literacy. Generative adaption: trans-mediating media literacy praxis.
Consequences	Counter-script media, XR capability for positive change.	From virtual empathy to positive action in space and place. BALANCING POWER – ECOSYSTEM HEALTH	Enacting the commons through XR: media literacy as trespass. THE LIMITS OF LITERACY? MORE THAN HUMAN ML OR MORE THAN

Dynamic Media Literacy x XR – Always Already Across and Between