Six competence areas and 27 individual competences in DigComp 2.3 AT

0. Foundations, access and digital understanding

0.1.   Understanding the concepts of digitalisation
0.2.   Using digital devices and technologies
0.3.   Knowing, using, and providing inclusive forms of access to digital content
0.4.   Engaging with the digital world and developing the ability to make judgements

1. Information and data literacy

1.1.   Browsing, searching and filtering data, information and digital content
1.2.   Critically evaluating and interpreting data, information, and digital content
1.3.   Managing data, information, and digital content

2. Communication, interaction and collaboration

2.1.   Interacting through digital technologies
2.2.   Using digital technologies to share data and information and to collaborate
2.3.   Using digital technologies for social participation
2.4.   Carrying out purchases and sales
2.5.   Using appropriate forms of expression
2.6.   Understanding and managing digital identity

3. Digital content creation, production, and publication

3.1.   Developing digital content and objects
3.2.   Integrating and re-elaborating digital content and objects
3.3.   Respecting copyright and licences
3.4.   Programming and automating processes
3.5.   Publishing content and objects digitally in different public spheres in a legally compliant way
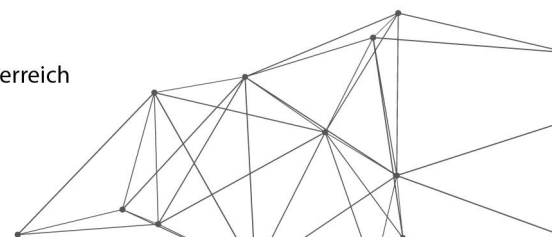
4. Safety and sustainable use of resources

4.1.   Protecting devices

4.2.   Protecting personal or confidential data and privacy

4.3.   Protecting health and wellbeing

4.4.   Protecting oneself and others from fraud and consumer rights abuse

4.5.   Protecting the environment and sustainably operating IT

5. Problem solving, innovation and continuous learning

5.1.   Solving technical problems

5.2.   Identifying needs and technological responses

5.3.   Creatively and innovatively using digital technologies

5.4.   Identifying and closing digital competence gaps