

MULTIPLIER EVENT

Serious gaming for education: co-designing educational research
DIG4LIFE - Digital for Literacy and Future Education
(2020-1-IT02-KA201-079420)

AGENDA

September 28th, 2021

15:30-16:00

Registration

16:00-16:15

Welcome and Opening

16:15-16:30

Project Presentation

Dig4Life. An action research project for Digital Literacy and Future Education

Mercedes Ruiz

University of Cádiz (Spain)

16:30-17:00

Presentation of Intellectual Output 1

Self-assessment methods and tools in teachers' professionalization

Stefania Capogna & Maria Chiara De Angelis

Universita Degli Studi Roma Tre (Italy)

17:00-17:30

Presentation of Intellectual Output 2

DigComp in a Serious Game: State of the art

Michela Fiorese & Angela Macri

Entropy Knowledge Network s.r.l. (Italy)

17:30-18:00

Coffee Break

18:00-19:30

Interactive Workshop

Serious Games Educational Experiences (*)

Baltasar Fernández Manjón

Complutense University of Madrid (Spain)

19:30-20:00

Discussion and Closing

20:00-21:00

Cocktail reception

(*) It is recommended to bring a laptop to participate actively