

## The aims of the course

- To increase awareness of digital skills through self-assessment tools recognized at European level (Digicompedu and PIAAC).
- To learn innovative teaching Methodologies.
- To take part in creation and design of a Serious Game.

## Why a Serious Games?

through an interactive virtual experience the Serious Game allows to achieve predetermined learning objectives.

Thanks to this tool:

- Teaching becomes more effective because it provides the student with an **active experimentation** of knowledge.
- Student **engagement** increases thanks to the playful features of the tool. In fact, the generated reactions are very close to those of the game.

**MAKE  
YOUR  
TEACHING  
INNOVATIVE**

## Who is the target

Highschool teachers.

## Carried out by

The training course will be held by the Italian partners of the European project (Uniroma3 and Entropy Knowledge Network).

## Course duration

The teachers will be involved from March 2021 to November 2021 (amount of 80 hours).

## Acknowledgments

A certificate of participation will be issued (Directive n. 170/2016).

## Contact us

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# MAKE YOUR TEACHING INNOVATIVE

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## DIG4LIFE project

DIG4LIFE is a European research project involving 7 partners from 6 different countries (Austria, Italy, Finland, Lithuania, Slovenia and Spain). The Italian partners involved are: Uniroma3 and Entropy Knowledge Network.

The purposes are:

- To increase teaching qualities to fight against functional and emotional illiteracy.
- To disseminate the best teaching practices at European level and improve digital literacy.



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