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DIG4LIFE

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DIGITAL FOR LITERACY AND FUTURE EDUCATION

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A year full of activities

The completion of the first intellectual output of the project, the start of the second one, a Project Meeting and a Multiplier Event in Spain

Since the start of the project Dig4Life, back in September 2020, the project team has been cooperating and developing numerous activities, as established in the submitted application.

The team, consisting of seven partners from five countries, contributed and participated in a smooth development of the progress in the Intellectual Outputs (the end deliverables of the project) and in the implementation of other actions.

Led by the coordinating partner and to start the work in the project, a theoretical framework for self-assessment was developed. It counted with the participation of Roma Tre University, DITES research centre and the Link Campus University. Together with it, a Guideline for methodology and tools for self-assessment was also created and disseminated among the participants of the self-assessment preparation.

After the establishment of guidelines and previous theoretical background, the core of the project started. A training for trainers was led by the coordinating organization, giving the necessary knowledge and skillset to the future trainers from the partner organisations in the project to replicate



training in their countries with working teachers, who would cover self-assessment tools and create a Serious Game storyboard, which will be programmed and, after, pilot tested with their students.

The first Multiplier Event took place in Cadiz, the city of one of the partner organisations, the University of Cadiz. Educators and stakeholders from different educational centers attended the event and were introduced to the project and its aims.

In the same destination, we also conducted the first Transnational Project Meeting in person of the project, further planning and coordinating the future actions to be undertaken in the second year of the project life.



Training for Trainers completed and Training for Teachers being implemented

Within IO1, called Teacher self-assessment test and tools and aimed at laying the methodological foundations to be applied in the project, a training program has been planned to provide the necessary knowledge and resources to the participants in the project so that they can replicate this training with the teachers collaborating at each country partner of the consortium.

The training program, called Training for Trainers, consists of 6 training modules on different topics related to the assessment of digital competencies of teachers and students.

The Universities of Roma Tre, Laurea, and Cadiz, as well as the company Entropy Knowledge Network, are the entities leading this training program. After an initial module aimed at reinforcing the knowledge about the objectives and methodology of the project and a second module, dedicated to

knowing the principles and structure of the European Framework of Digital Competences for Citizenship (DigComp).

The training program is taught following the flipped-classroom methodology, according to which each module is structured around the execution of a series of activities that are carried out offline and which aim to increase the knowledge, and provide spaces for reflection and discussion among participants using collaborative tools.

The international Dig4Life project was approved in the 2020 Erasmus+ call (Round 1) and falls under Key Action 2 aimed at cooperation for innovation and the exchange of good practices (KA2 Cooperation for innovation and the exchange of good practices) and, more specifically, underline 201 concerning strategic partnerships in the field of school education (KA201 Strategic Partnerships for school education).

First Multiplier Event in Cádiz, Spain

Coinciding with its first year of life, the Dig4Life project celebrated its first multiplier event. The event took place at the University of Cádiz (Spain), on September 28th, 2021.

Under the title “Serious gaming for education: co-designing educational research”, the objectives of this event were the following:



- To present the DIG4LIFE project to the educational community, as well as the results of the first two Intellectual Outputs: Tools and tests for self-assessment of students’ digital competences (IO1) and Co-design of the educational video game prototype (IO2).
- Consolidate the participation of the teachers involved in the project, which is essential for the success of the following stages of the project.
- Generate a space for dissemination and exchange of innovative educational experiences in the field of gamification and serious games, which facilitates the generation of collaborative networks.

For this purpose, in addition to the contributions of international experts in the field, partners of

the project, we counted with the participation of Dr. Baltasar Fernández, from the Complutense University of Madrid, director of the e-learning research group of the university and director of the Telefónica-Complutense Chair in Digital Education and Serious Games, who led an interactive workshop on the educational applications of digital games

