

# DIGITAL FOR LITERACY AND FUTURE EDUCATION

The official newsletter of the Erasmus + Project Dig4Life



## DIGITAL PRODUCT RELEASE

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The 5th and final step of the DIG4LIFE project consists of two main actions: Guidelines and methodology for Dissemination and Digital Product release for fruition in a digital environment based on an open-source WEB APP LMS (learning management system).

The latter was carried out at the final conference, organized by Klaipeda University, held on the 10th of February 2023. During the interactive product release session, Michela Fiorese from EKN served as the guide, leading everyone through the game while the audience actively participated by finding the correct answers. The game received an enthusiastic reception, and the audience, consisting mainly of teachers from different subjects, actively commented on the game and the possibilities of serious gaming.

In the final step of the project, the game will be playable for everyone in a digital environment based on an open-source WEB APP LMS. A manual, which addresses the different methodologies and tools will also be included, as well as instructions on how to use the game in teaching and how to install the game in learning management systems, if teachers wish to install it on their school's LMS, for example on the Moodle.

A Serious game does not have to be very "serious", it can be fun, engaging, and interactive, while teaching students new digital skills and helping them assess their existing skills.

**So, get ready to take your classroom to the next level with DIG4LIFE Serious Game!**

# 6TH TPM MEETING IN KLAIPEDA

**Author: Darius Burgis**

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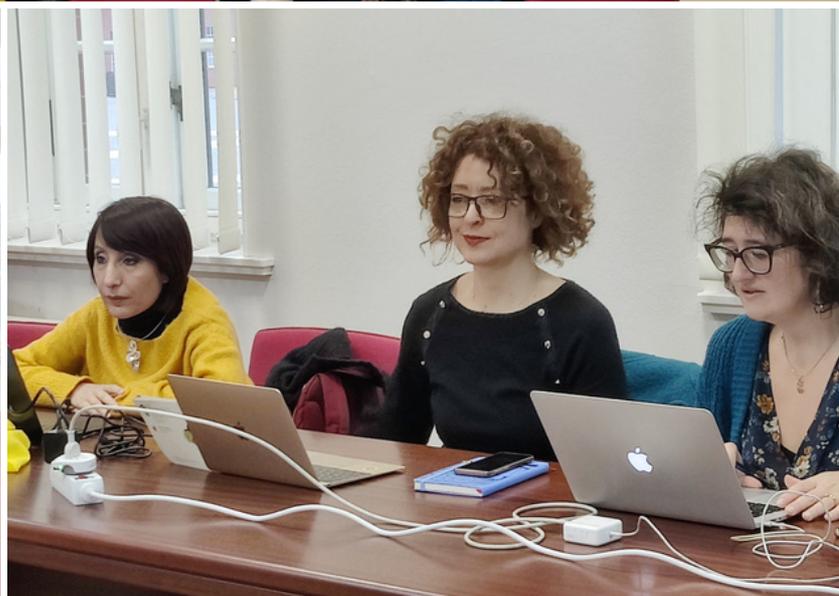


The final transnational project meeting for the DIG4LIFE project that took place in Klaipeda, Lithuania, was important for disseminating the experience of cooperation between partners in the project, discussing the project sustainability and connecting for future partnership.

All representatives of the project partners (Academia Higher Education Colleges, Laurea University of Applied Sciences, FH JOANNEUM, Klaipeda University, University of Cádiz, Entropy Knowledge Network, the DiTES Digital Technologies, Education and Society as

associated partner and CRES IELPO of Roma TRE University) participated at the meeting, while some also joined online.

During the meeting, the current state of the project was discussed, we analyzed the results already gathered and determined what still needs to be done. Deadlines were set and final tasks were assigned to project partners. We also discussed and made final changes to the presentations and organization of the final conference that was planned for the next day.



# FINAL CONFERENCE (3RD MULTIPLIER EVEI

**Author: Erika Zuperkiene**  
**Institution: KU Klaipeda University**



The closing event of the DIG4LIFE project was held in Lithuania at the University of Klaipeda on February 10, 2023.

The topic attracted over 300 participants from Lithuania and abroad. We had to divide our guests into two auditoriums to fit everyone and provide synchronous translation to English. During the conference, all participants had the opportunity and were encouraged not only to listen and watch presentations but ask questions as well.

During the event, the goals and achievements of the DIG4LIFE project were presented to the audience by assoc. prof. dr. Mercedes Ruiz. Later dr. Julija Melnikova, Norbertas Airošius and prof. dr. Rūta Girdzijauskienė each shared their expertise and acquainted the participants with the latest findings of using digitalization and artificial technologies in the field of education.

After the lunch break, the conference continued with the demonstration of the DIG4LIFE serious game by playing the episode for testing digital numeracy skills together with the audience. This way the game was introduced and explained to the participants, and after that, everyone could access the game from their computers and tablets themselves.

This was a great opportunity to test out the game for each participant as well as ask questions and have discussions with the co-authors of the game itself.



# TESTING RESULTS

**Author: Mercedes Ruiz Carreira**

**Institution: UCA**

The testing of the DIG4LIFE serious game in schools and dual vocational training systems is coming to an end. At the moment, 492 students and 94 teachers have played the serious game and answered their respective questionnaires.

As for the preliminary results of the trials, the student population is mainly aged 15 to 17 years old, 50% being male students and close to 45% females ones. Approximately 30% of the students declare they play digital games daily and another 30% at least once a week. Conversely, only 10% play daily to non-digital games and close to 32% of the students answered that they rarely play non-digital games.

Regarding the results obtained when assessing the **User Experience** factor of the game, results show a positive opinion of most of the sub-factors involved. The topics rated with "Strongly agree" and "Agree" by at least half of the students who answered the questionnaire are the majority. It is important to note that the factors of the **Relevance dimension** "*The game allowed me to set learning goals to improve my digital competence*", "*I prefer to use this game to find out about my level of digital competence than using other instruments such as a questionnaire*", "*I found this game is an adequate tool to become aware of my level of digital competence*" were the most positively rated by the students. These results support the claim that the students found this game relevant to their interests.

Conversely, the most **negatively** rated factors by students were the ones related to *Focused attention* ("*I forgot about my immediate surroundings while playing this game*", "*There was something at the beginning of the game that captured my attention*") and the **Challenge the game poses** to the players ("*This game does not become monotonous as it progresses*").

The overall feedback provided by the participating teachers regarding the **Player experience** factor is more positive, mostly because the neutral answer ("Neither agree nor disagree") has been selected by a smaller number of teachers if compared to the number of students that did so. The answers of the teachers coincide with the feedback provided by the students, especially, in terms of **Relevance**. It is important to note that all the factors evaluated are positively ranked by more than 60% of the teachers. They also agree with students in ranking lower the focused attention and challenge factor.

Regarding the **Usability factor**, it was easier for the students to select concrete answers as the number of them who selected a neutral answer is lower in this factor. Most of the students provided a positive rank for all the usability factors of the game. It is important to note that the **Learnability of the game** was very positively ranked as more than 70% of the students claimed that "*People would learn to play the game very quickly*", "*Learning to play*

the game is easy”, and “Playing the game is easy”. Aspects related to the attractiveness of graphics and the user interface were the factors less positively ranked. The feedback provided by the teachers agrees with the opinion provided by the students, but, again, is more positive than theirs for all the factors.

When analyzing the answers provided in the open questions and the suggestions for improvements, the students ask for a more

dynamic game, in which the characters are animated, and there is more interaction and action in the game.

**In a conclusion, the preliminary results obtained allow us to be confident that the serious game meets the objectives for which it was created, is relevant to users and provides a satisfactory gaming experience.**

## DISSEMINATION: EKN EXPERIENCE

**Author: Angela Macri**

**Institution: EKN**



EKN's contribution to the dissemination of the outcomes of the DIG4LIFE project is focused on interventions at events dedicated to innovative teaching and articles in specialized magazines or conference proceedings.

The choice was oriented towards meetings addressed to teachers of schools of all degrees and/or university contexts dedicated to applied research.

In particular, we have participated at:

**1. Moodle Moot 2021** (2nd to 4th December 2021 - Turin), dedicated to sharing practices and research in the field of e-learning with the usage of LMS Moodle.

The contribution entitled "DIG4LIFE - DigComp in a Serious Game for high schools" was presented to 50 teachers, describing the experience of the project. Teachers were able to play the first episode of the DIG4LIFE Serious Game which was also available through a QR code for the audience at the event (200 participants).

**2.** The same contribution was presented at the **2nd REN Conference** (31st March to 1st April 2022 - Unicusano University, Rome). The REN Conference (Research on educational neuroscience Conference) is an international event that offers space and opportunities to build an integrated pedagogical vision through



dialogue between scholars, scientists, and operators in the sector. In 2022, the focus was dedicated to the presentation of significant experiences that create a bridge between classical pedagogy and neuroscience and talking about future scenarios in educational contexts. On this occasion, a poster was prepared and then presented and discussed in the live session titled Multimedia environments and artificial intelligence: new educational opportunities.



On both occasions, many people were interested in the project and in the game as a tool to support the development of digital skills in children.

**The interventions were transformed into an article published in the following journals:**

- Bricks special number FOCUS on Moodle Moot 2021 (26 May 2021), available at <http://www.rivistabricks.it/2022/05/26/n-3-2022-speciale-moodlemoot-2021/>.
- Ren Conference "Research On Educational Neuroscience 2022" conference proceedings; edited by Edizioni Universitarie Romane (2 May 2022).

· Quaderni di Comunità 02/2022 Eurilink University Press (30 October 2022), available at <https://dites.unilink.it/quaderni-di-comunita-persone-educazione-e-welfare-nella-societa-5-0/>.

**3.** A third dissemination event happened in Malaga (22nd October 2022), hosted by **Maude Studio**, and managed by **Entropy**. We organized a hybrid training session dedicated to the dissemination of DIG4LIFE Serious Game with the Spanish teacher in the presence and Turkish and Italian teachers connected online (BE-COMS project led by Link Campus University from Italy).

During the lesson, Entropy Team presented the co-design work behind the DIG4LIFE Serious Game. Two testimonials of Italian teachers who have taken part in the DIG4LIFE project told their experience as a co-designer and a tester of the Serious game, focusing on the teacher's guidelines to use DIG4LIFE Serious Game among students. During the Spanish event in Malaga, participants had the opportunity to test one out of 6 episodes localized in the Spanish language.

*Below is an image with the collection of feedback (via Mentimeter).*

**Each event was disseminated through Entropy's social channels, in particular, LinkedIn and Facebook, and on social pages of the DIG4LIFE project.**

