

Information Behavior of Humanities Students in Bulgaria, Italy and Sweden: Planning a Game-based Learning Approach for Avoiding Fake Content

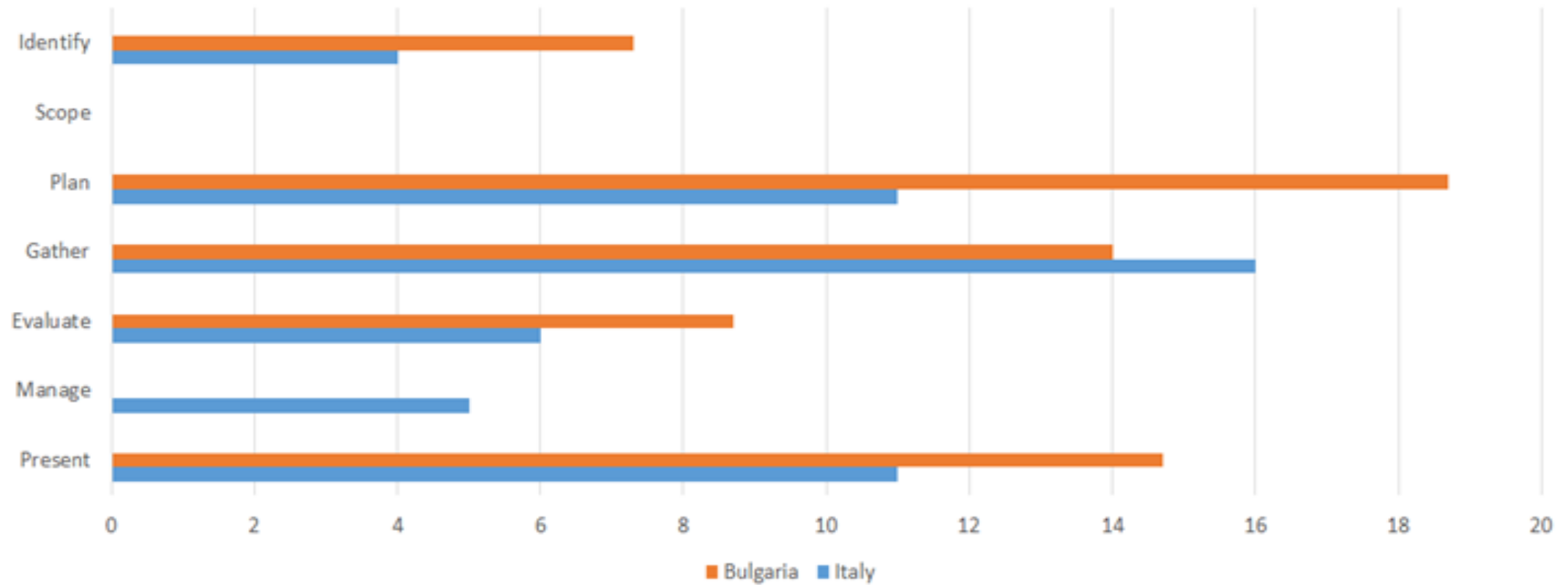
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Information literacy (IL) and digital competences

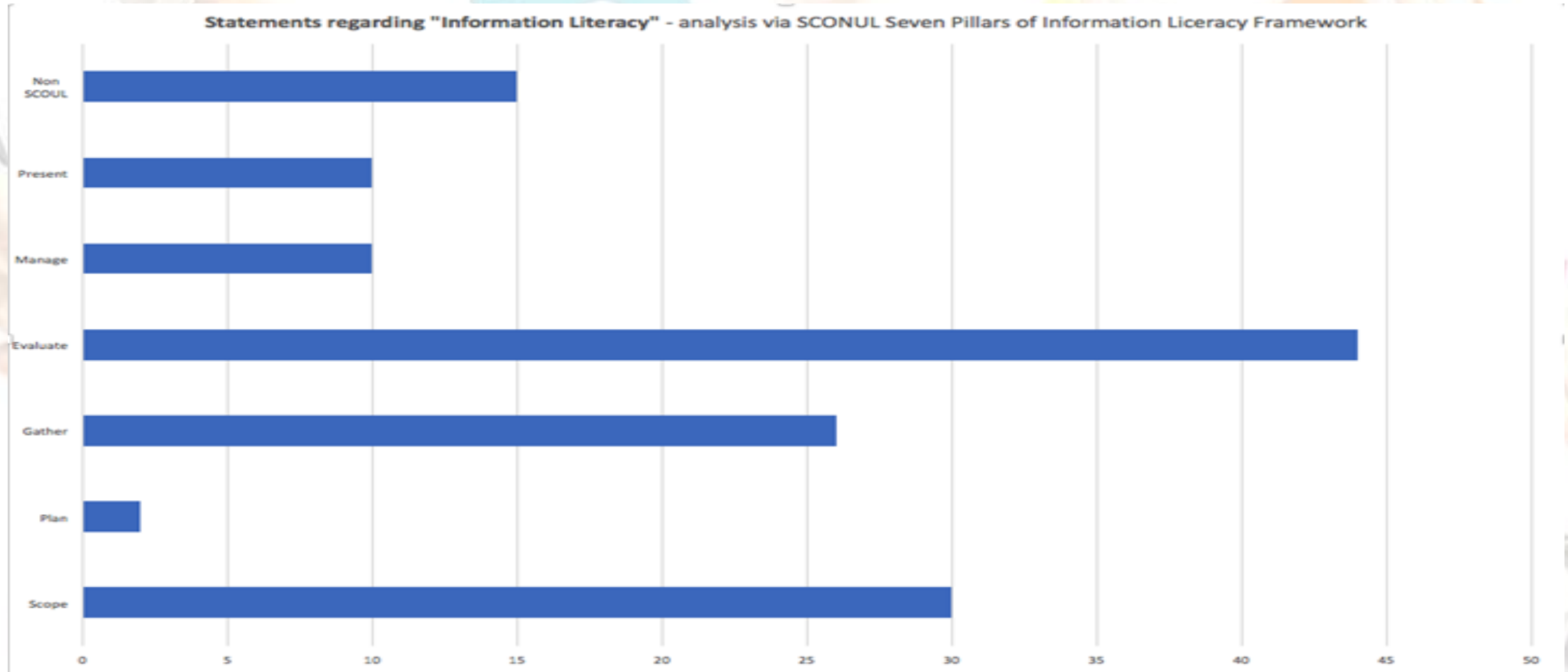
- The European citizens must be able to manage information and knowledge through a conscious use of such skills.
- Aided by mobile devices, new learning platforms and other technology, students often overestimate their informational skills and try to complete their tasks using unvalidated resources.
- The goal of the project is to use a games-based approach to improve the student learning to avoid fake content and to create opportunities for an active involvement of students.

Results

Sconul 7 pillars

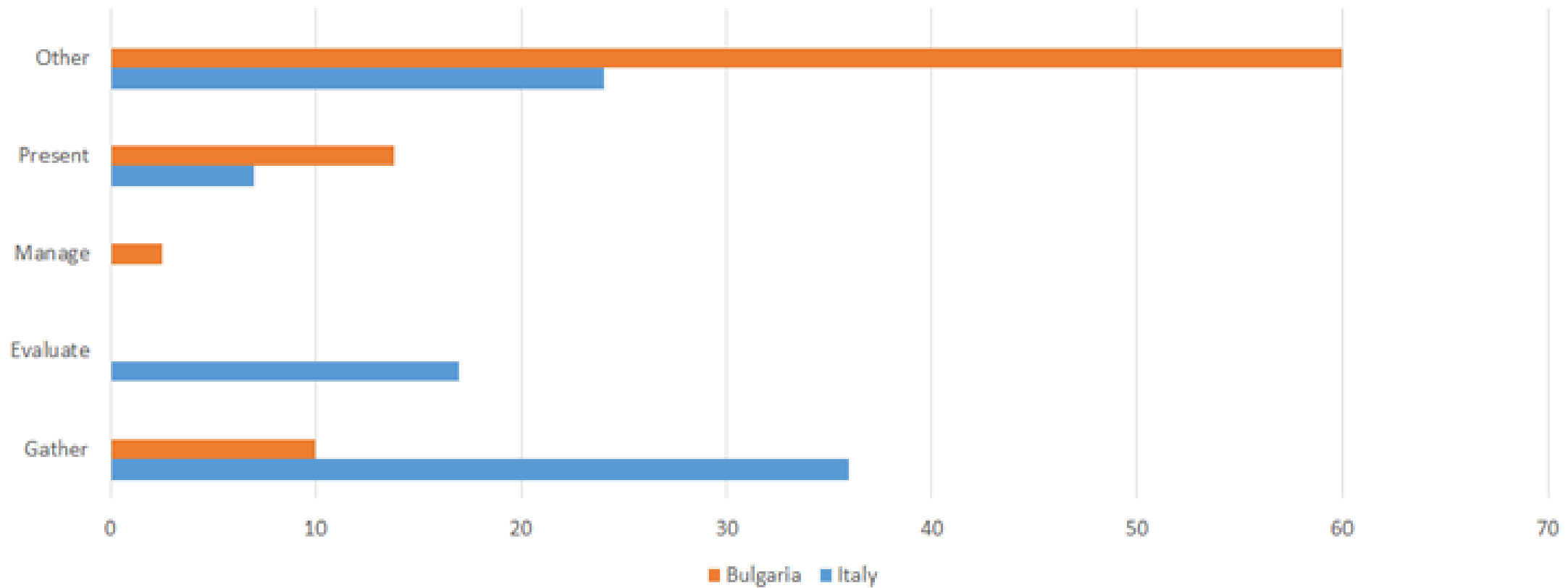


Results



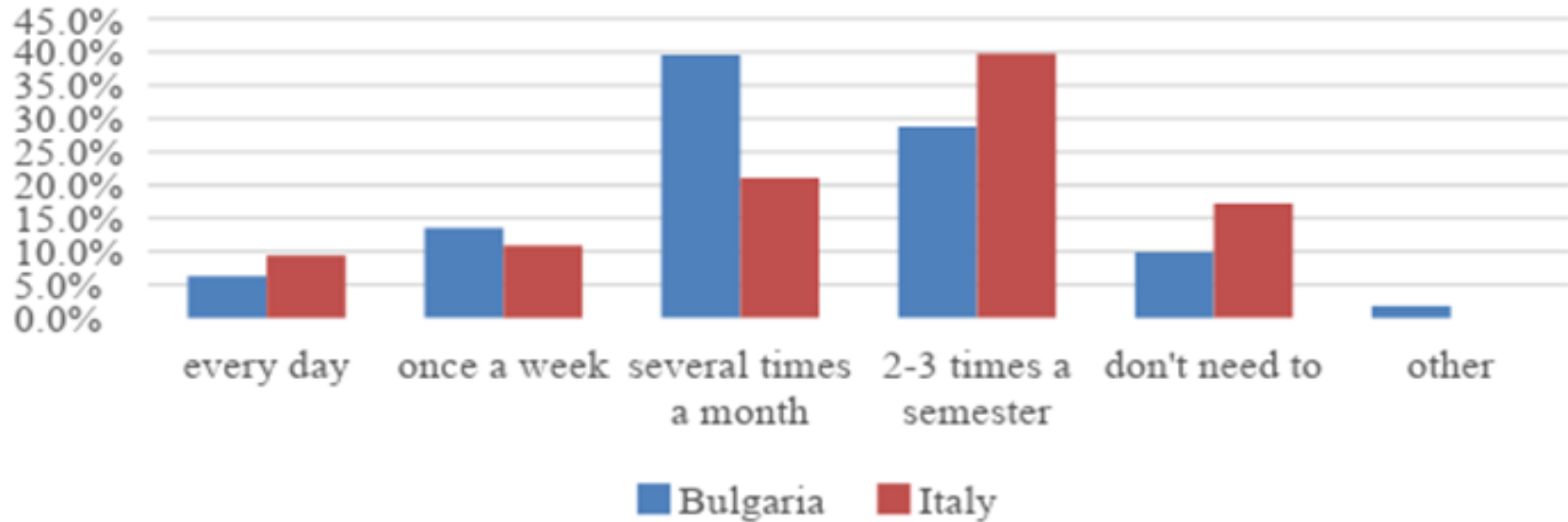
Results

Sconul 7 pillars



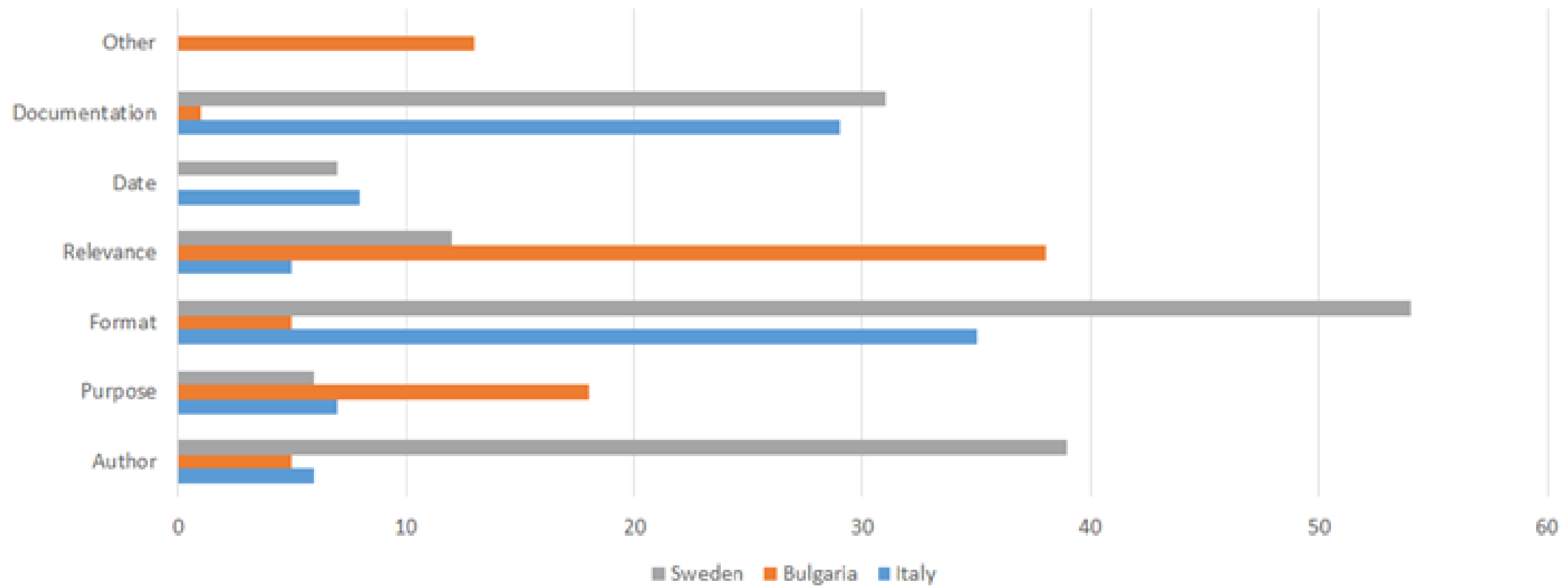
Results

Respondent needs to use services of university or any other library:



Results

Berkeley Library and Easybib



Our Goals

- Aided by mobile devices, new learning platforms and other technologies, the survey evidenced that students often overestimate their informational skills and try to complete their tasks using unvalidated resources.
- A Competency Tree Chart (a Strategy for IL Training) will be elaborated on the base of the results from the survey and the Europass digital competences self-evaluation of the students.
- One of the most effective ways to ensure that students become skilled in handling all information is to include information skills in the curriculum, centered on the library, but also put into practice in the classes and combined with the different subjects.

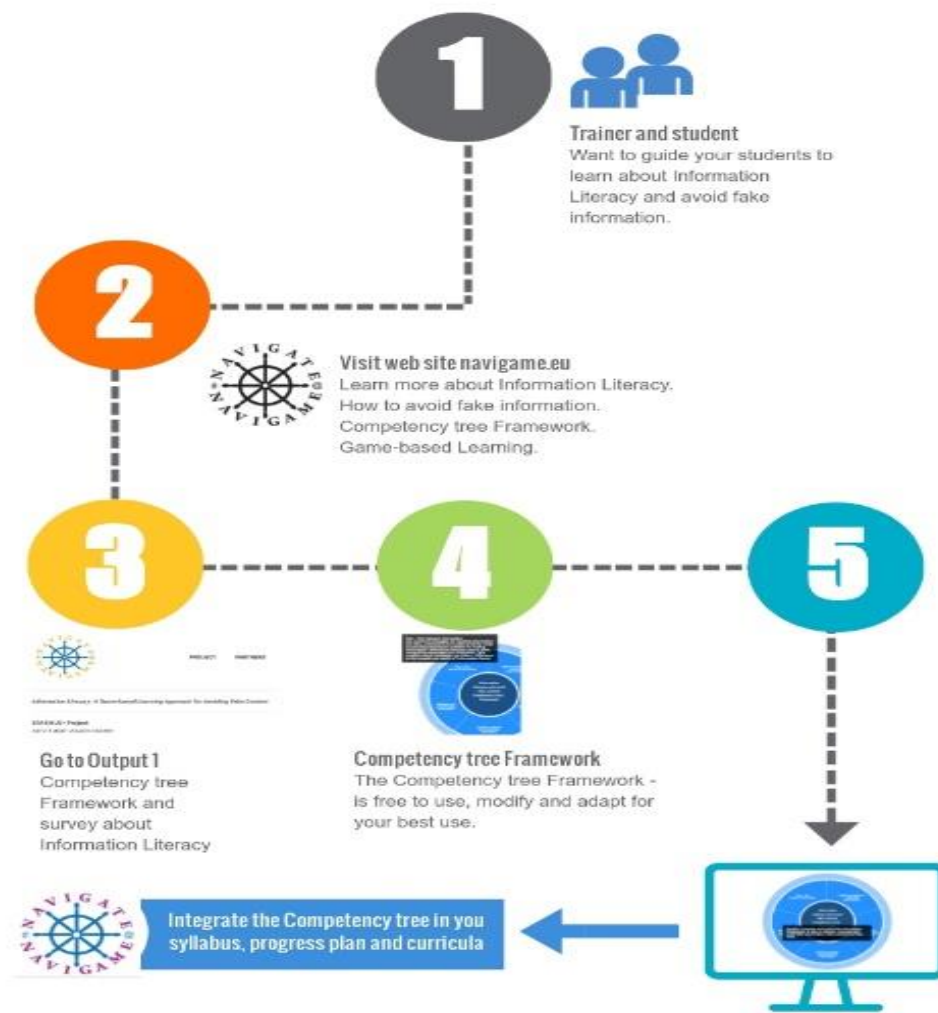


**COMPETENCY
TREE
FRAMEWORK: A
PLATFORM FOR
LEARNING
ABOUT
INFORMATION
LITERACY
FRAMEWORK**



Competency tree Framework

Learn about information literacy and avoid fake information



NAVIGATE 2017-1-BG01-KA203-036383



Questions?



Thank you for
your attention!