

INFORMATION LITERACY: A GAME-BASED LEARNING APPROACH
FOR AVOIDING FAKE CONTENT - NAVIGATE

KICK-OFF MEETING

October 24-25, 2017

LibLab, ULSIT

A G E N D A

First day - 24 October

9:30-10:30 Welcome
Presentation of the partner institutions

- type of institution
- future role in the project
- related projects

10:30-11:00 *Coffee break*

11:00 – 12:30 NAVIGATE – short presentation
Management

- chart
- shared space
- logo
- site

12:30 –13:30 *Lunch time*

14:00 – 15:00 Round table: M1-M16 -> planning of the working activities
O1 - Tracking the evolution of the information literacy training needs in faculties of humanities in European universities: elaboration of a competency tree
O2 - Game-based model for information literacy training

15:00-15:30 *Coffee break*

15:30-17:00 Financial issues - presentation of the host partner
Discussion and questions

19:00 *Dinner*

Second day - 25 October

9:30-10:30 Documents & Reports

10:30 -11:00 *Coffee break*

11:00 - 12:30 Final *to do list* for the next 14 months
Next meeting
Other

13:30 -16:30 Sightseeing tour in Sofia (optional)