



University of Library Studies and Information Technologies
(ULSIT), Bulgaria



Erasmus+ Project NAVIGATE 2017-1-BG01-KA203-036383



Changing Information Literacy Training Of Undergraduate Students In Europe Through The Game-based Learning Approach

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The Need For Information Literacy (IL)

- Information explosion and the spread of ICT
- Technology has made it easy for everyone to access information and IL is now a basic competence
- The Lisbon Strategy (EU, 2000) - continuing education
- The Resolution on Information Literacy – UNESCO and IFLA
- European Commission, March 2015 – "Riga Declaration on e-Skills for Job"
- IL – an essential skill for every citizen/student/ to be able to solve problems, to learn how to learn, to have critical thinking, to be able to communicate, participate, share and contribute to society



ERASMUS+ Project NAVIGATE

- **Navigate is a project that originates from important research results in the field of information literacy (IL) achieved in the area of higher education (HE) at European level in the last decade.**
- **The project intends to apply an innovative approach based on digital gaming to the information literacy training of HE students in humanities.**
- **The goal is to create the opportunity for an active involvement of students through research, experimentation, competition and cooperation.**
- **It will also be possible to extend awareness on the issues of information literacy, since game-based training expands the collaborative potential of digital environments.**

Partners:



UNIVERSITÀ DI PARMA



09/2017- 08/2020



ERASMUS+ Project NAVIGATE
2017-1-BG01-KA203-036383

Project coordinator,
Bulgaria

**University of Library Studies and
Information Technologies**

Italy

Fondazione Politecnico di Milano

Italy

University of Parma

Sweden

University of Gävle

<https://www.navigateproject.eu/>



NAVIGATE's main objectives:



- To elaborate a **competency tree** and a program on core IL skills such as finding, evaluating and using information effectively.
- To develop a **game-based model** for IL training based on the competency tree.
- To design a **model of scenarios** for the IL games.
- To develop **IL games** and implement an online platform to integrate the game-based learning model.
- To elaborate a **manual** to support future users of the game-based method in the IL training.

- The game-based model of learning is a way to build critical thinking skills in order to detect and exclude **fake information found online**.
- The **gamification approach** to knowledge is productive in helping students to think more deeply about the information they find and to recognize the **appropriate sources** they can use online.
- The other important aspect of the implementation of **NAVIGATE** game-based approach to IL training is related to the transformation in the academic environment with the establishment of new teaching methods.
- These methods successfully involve **interactive serious games** in the learning process.
- **NAVIGATE** will help students keep track of the original source and form lasting and sustainable habits in building **information competence**.

Intellectual Outputs - Navigate



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

O3: Game-design Template

O4: Games – IL learning games

O5: Online Platform

<https://www.navigateproject.eu/>

NAVIGATE's expected results:



- Traditional models of teaching will be changed through the integration of interactive serious games in the training.
- IL trainers' competences will be improved.
- Students' interest in learning in general will be stimulated.
- The product will be further improved and upgraded by using students' and tutors' feedback.
- The NAVIGATE training model will be applied in other institutions (public and academic libraries).
- Criteria for synchronized learning and assessment will be elaborated.
- IL competences, which are fundamental today for each occupational area, will be improved for students in the participating universities.
- Tutors' motivation for applying innovative methods and forms of education will increase.

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Erasmus+ **Project NAVIGATE 2017-1-BG01-KA203-036383**



THANK YOU!

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QUESTIONS?