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
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:**

![Logos of project partners]

09/2017 - 08/2020

**ERASMUS+ Project NAVIGATE**

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<th>Project coordinator, Bulgaria</th>
<th>University of Library Studies and Information Technologies</th>
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<td><strong>Italy</strong></td>
<td>Fondazione Politecnico di Milano</td>
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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.
References

THANK YOU!

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QUESTIONS?