

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:





09/2017- 08/2020



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

Project coordinator, Bulgaria

Italy

University of Library Studies and Information Technologies

Fondazione Politecnico di Milano

Italy

University of Parma

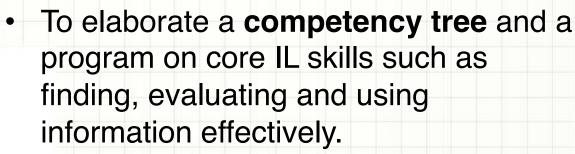
Sweden

University of Gävle

https://www.navigateproject.eu/







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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THANK YOU!

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INTED 2018

