



NAVIGATE - Information Literacy: a Game-based Learning Approach for Avoiding Fake Content



Matteo Uggeri 17-20 June, Genoa



 The need for information literacy (IL) has been determined by two main societal pressures:

The information explosion and the spread of ICT.

 This technology has made it easy for everyone to access information and IL is now a basic competence.

The EU reform of continuing education from the year 2000.

Every student must achieve IL competence when
 European policies for lifelong learning are implemented.



- Erasmus+, KA2 Strategic Partnership in Higher Education
- From September 2017 to August 2020
- Navigate intends to apply an innovative approach based on digital gaming to the information literacy training of HE students in Humanities.
- This will be done setting up an updated game based model that guides teachers, trainers, students in the use of serious/applied games and gamified activities, having an IL educational goal.



- The main **objectives** of NAVIGATE are to:
 - elaborate a competency tree and a program on core IL skills such as finding, evaluating and using information effectively;
 - develop a game-based model for IL training based on the competency tree;
 https://www.justframeworks.com/#!/frameworks/32bc074c-9f64-e811-80c3-000d3ab2aaea
 - design a scenario model for IL games;
 - develop games to support the IL and implement an online platform to integrate the game-based learning model;
 - elaborate a manual to support future users of the game-based method in the IL training.



Competence Tree for develop a game-based model for Information Literacy training involving a plan for progression for working module for specific game tasks and game-based activities.





Only a few are aware of the importance of IL skills

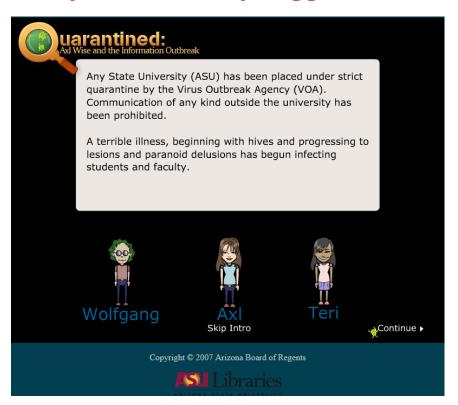




Questions and Offerings

We are mapping IL games.

If you know any suggestions are more than welcome.



Then we will organise them through cluster then with IL competences and games genres/categories.

https://www.navigateproject.e