



PROJECT NAVIGATE - INFORMATION LITERACY

A Game-Based Learning Approach for Avoiding Fake Content

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THE NEED TO AVOID FAKE INFORMATION: to identify and disclose FAKE NEWS is an issue of our time. The development of information literacy (IL) and digital competencies is a requirement determined by two main social pressures:

- **THE INFORMATION OVERLOAD AND THE SPREAD OF ICT** - Technology has made it almost too easy to access information, therefore **IL** is now a basic competence.
- **THE 2000 EU REFORM OF CONTINUING EDUCATION** – IL competencies are a requirement of **LIFELONG LEARNING**, thus must be achieved by every citizen/student.

NEEDS

Students often lack the most important skills and competencies related to Information Literacy, i.e. how to evaluate content in order to identify and avoid fake information. This involves: Identify and scope - search for information, Plan - find relevant information, Manage and present - communicate information, and in general acquire Digital Competences.

MAIN OBJECTIVES

The aim is to set up an updated game-based model that will guide teachers, trainers, librarians and students in the use of serious games and gamified activities, with clear INFORMATION LITERACY goals and results. Bachelor's students in Humanities in Europe are the prioritized target group.

ACTIVITIES/OUTCOMES

- Survey regarding the status of IL among students in Humanities
- Competence Tree for the development of a game-based model for IL training, involving a plan for progression and working modules with specific game tasks and game-based activities
- Model of scenarios for the IL games
- Game-based learning activities, games developed and implemented online
- A handbook of the method to support future users of this game-based learning approach to IL

Updated information about the outcomes on the website and Facebook!

EXPECTED RESULTS

Traditional teaching methods will be enriched by innovative interactive models with the integration of serious games in the training.

The competencies of trainers will be improved. The students' interest in learning in general will be stimulated.

The product will be further improved and upgraded by using feedback from both students and tutors.

The NAVIGATE training model will be applied in other universities and libraries.

Information competencies will be improved for students in the participating universities.

Students and teachers' motivation for applying innovative methods and forms of education will increase.



THE PROJECT CONSORTIUM:

University of Library Studies and Information
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University of Gävle, Sweden
University of Parma, Italy
Fondazione Politecnico di Milano, Italy