

1st Navigate Training Workshop

Library/Education Centre of the University of Gävle

(Högskolan i Gävle – HiG)

Agenda

Introduction

The games have characteristics that today's students - the so-called "digital natives" - are used to apply thanks to digital tools: learning by doing, personalization, immediate feedback, active discovery and new types of learning. Moreover, the motivation, the love for learning, is as important as the contents taught. Game-based learning can support learning of higher education students and improve their capabilities for avoiding fake content.

The Workshop aims to achieve improved competencies of tutors and their capability to use of Games based learning in Information Literacy courses.

Target:

- Professors in the humanities faculties of the universities in Sofia and Parma and librarians related to both universities
- Swedish colleagues among the participants with similar background as the Bulgarian and Italian participants

Pre-requirements

Necessary level of technical competence

Learning outcomes

- To understand the process of creating educational Games
- To create Games scenario using the Navigate template

Sunday 12th January 2020

Time	Speakers	Notes
14:00-16:30	All participants	Warm Up - Preliminary meeting of the teams from Parma, Sofia and Gävle.

Monday 13th January 2020

Time	Speakers	Notes
9:00-10:30	Swedish, Bulgarian & Italian Navigate Team	Welcome Introduction - presentation of university of Gävle - Göran and Ingela, Marina etc. English folder of University of Gävle
10:30-12:00	Jonas Klingström - Hariett	User design- training design https://hariett.se/
12:00-13:00	Break	Lunch Campus
13:00-14:30	Anna Maria Tamaro UNIPR	Fake or Fab? Learning outcomes and assessment for information literacy games
14:30-16:00	Swedish, Bulgarian & Italian Navigate Team	Introduction to Group Task
16:00-17:00	Group Task- produce first ideas of a game	Participants design outcomes and assessment Example for designing a scene

Tuesday 14th January 2020

Time	Speakers	Notes
9:00-10:30	Marina Encheva, ULSIT	Game-based learning for improving the Information Literacy skills - the specifics of NAVIGATE project
10:30-12:00	Vasil Zagorov, ULSIT	Planning the scenario of the first NAVIGATE IL game - the experience of ULSIT
12:00-13:00	Break	Lunch Campus
13:00-14:30	Jenny Riddarström, LK- management office, University of Gävle	Management office - Plagiat and Discipline
14:30-15:30	Karin Meyer Lundén, Jonas Larsson and Anna Prymka, Library, University of Gävle	Information from Library-searchguide
15:30-17:00	Group Task-produce Games scenario	Participants design Game mechanics, theme, style

Wednesday 15th January 2020

Time	Speakers	Notes
9:00-10:30	Anna Maria Tamaro, Valeria Marro, Maria Valero, Nicoletta Cabassi, Elisabetta Longhi UNIPR	Planning games embedded into the subject and learning analytics: the experience of UNIPR
10:30-12:00	Alex Untoro	PlaygroundSquad https:// www.playgroundsquad.co
12:00-13:00	Break	Lunch Campus
13:00-14:30	Claes Westelius, Teacher Academi Education and Economy, University of Gävle	VR-lab , play game and gamification- 33:304
14:30-16:00	Claes Westelius, Teacher Academi Education and Economy, University of	VR-lab , play game and gamification-33:304

	Gävle	
16:00-17:00	Group Task	33:302 Participants work on prototyping, final rules

Thursday 16 th January 2020

Time	Speakers	Notes
9:00-10:30	Nina Daskalov, Teacher Academi Education and Economy, University of Gävle	Academi Education and Economy Experience method -digital system for examination assessments and gamification
10:30-12:00	Liubomira Parijkova, ULSIT Valeria Marro, UNIPR	European initiatives for improving digital competences of different target groups: Bulgarian and Italian good practice
12:00-13:00	Break	Lunch Campus
13:00-14:30	Veselin Chantov, ULSIT Maria Valero, Nicoletta Cabassi, ELisabetta Longhi, UNIPR	Gamification of foreign language learning in Bulgaria and Italy
14:30-16:00	Group Task	Participants testing
16:00-17:00	Group Task	Participants testing

Friday 17th January 2020

Time	Speakers	Notes
9:00-10:30	Marina Encheva	Summary of the presentations and the training activities
10:30-12:00	Ingela Ostlund, Goran Bertils, University	Briefing/ Debriefing-

	of Gävle	Evaluation Navigate training workshop 13-17 januari
12:00-13:00	Break	Lunch Campus
13:00-14:30	Presentations of Group Task	
14:30-16:00	Presentations of Group Task	
16:00-17:00	Navigate Team	Conclusions

Saturday 18th January 2020

Time	Speakers	Notes
10:00-12:30	All participants	Visit of training institution in Gävle