



June 25-29, 2020 Parma,
Italy

Serious games transforming teaching: literacy in action: remote workshop

remote workshop via ZOOM

SECOND NAVIGATE WORKSHOP PROGRAMME



NAVIGATE TEAM
NAVIGATE PROJECT

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. Navigate research has been focused on how serious games may be turned into valuable tools for assessment, and learning improvement.

Learning outcomes

Participants consider using and testing Navigate serious games (see [Navigame.search](#)) as a warm-up for an in-class or online discussion.

Target

Professors in the humanities faculties of the universities in Sofia, Gavle and Parma and librarians related to information literacy instructions in the partner universities

Pre-requirements

Read/view learning material and video blog

Assignment

This is a Group Task and the participants will apply NAVIGATE Games for using and embedding Games in their syllabus. They will start with choosing the game style and theme of the game they wish to use, go through testing, and write the final syllabus.

Agenda

Slot	Speakers	Notes
Thursday 25th of June 2020		
9:00-11:00	All participants	Warm up – preliminary meeting of the teams from Sofia, Parma and Gavle
11:00-12:00	Marina Encheva, ULSIT	Game-based learning for improving the Information Literacy skills - the specifics of NAVIGATE project (presentation)
12:00-13:00	Break	Lunch break
13:00-13:30	Navigate Team	Welcome introduction and opening
13:30-14:30	Francesco Zanichelli, UNIPR	Design and development of information literacy games (presentation)
14:30-15:30	Baha Thabet, UNIPR	Demonstration of Game 1 and Game 2 (online demonstration)
15:30-16:00	Break	Let's grab a coffee!
16:00-17:00	Anna Maria Tammaro, UNIPR	Assembling teams
Friday 26th of June 2020		
9:00-10:30	Jesus Lau, University of Veracruz (Mexico)	We need to have a strategy for advocating for information literacy (interview)
10:30-12:00	Alessia Zanin-Yost, Slippery Rock University, USA	Game-based learning in the academic library (online presentation: https://sru.mediaspace.kaltura.com/media/Kaltura+Capture+recording+-+June+24th+2020%2C+5A22A39+pm/1_or_651tir)
12:00-13:00	Break	Lunch break
13:00-14:00	Anna Maria Tammaro, UNIPR	Introduction to Group Task
14:00-14:30	Anna Maria Tammaro, UNIPR Giulia Conti, UNIURB	Navigame workshop – video introduction (https://www.facebook.com/groups/navigate/permalink/958428871284506/)
14:30-15:00	Break	Let's grab a coffee!
15:00-17:00	Teams (Group 1-3)	Working session (Game 1 testing)

Saturday 27th of June 2020		
9:00-10:30	Eleonora Panto, social innovation specialist, Torino (Italy)	Games for future education (video presentation: https://www.youtube.com/watch?v=TBjo55jclns)
10:30-11:00	Anna Maria Tammaro, UNIPR	Introduction to Group Task
11:00-12:30	Break	Lunch break
12:30-13:30	Break	Lunch break
13:30-15:00	Teams (Group 1-3)	Working session (Game 1 testing)
15:00-16:00	Break	Let's grab a coffee!
16:00-17:00	Teams (Group 1-3)	Working session (Game 1 testing)
Sunday 28th of June 2020		
9:00-10:00	Anna Maria Tammaro, UNIPR	Introduction to Group Task
10:00-12:00	Teams (Group 1-3)	Working session (Game 2 testing)
12:00-13:00	Break	Lunch break
13:00-15:00	Teams (Group 1-3)	Working session (Game 2 testing)
15:00-15:30	Break	Let's grab a coffee!
15:30-17:00	Teams (Group 1-3)	Working session (Game 2 testing)
Monday 29th of June 2020		
9:00-10:00	Anna Maria Tammaro, UNIPR	Introduction to Group Task
10:00-12:00	Teams (Group 1-3)	Working session (Game 2 testing)
12:00-13:00	Break	Lunch break
13:00-15:00	Teams (Group 1-3)	Working session (Game 2 testing)
15:00-15:30	Break	Let's grab a coffee!
15:30-17:00	Navigate Team	Sum up and conclusions