



30 June-4 July 2020 Parma, Italy

Information Literacy, Game-based Learning and Evaluating Information

remote hackathon via ZOOM

THIRD NAVIGATE WORKSHOP PROGRAMME



NAVIGATE TEAM
NAVIGATE PROJECT

Introduction

The Third Navigate Workshop is organized as a remote hackathon via Zoom.

Students will be involved in interactive sessions, and in a hands-on games test.

The workshop has dual-purpose; it aims to (a) increase students' knowledge, competences and understanding in the field of Information Literacy (quality academic content, sources evaluation, fake news), and to (b) test the two Navigate Games, providing useful feedback for further development and improvement.

Target:

Humanities faculties students studying in the universities in Sofia, Gavle and Parma and interested in games.

Pre-requirements

Necessary level of technical competence.

Read/view learning material and video-presentations before the hackaton.

Learning outcomes

To increase knowledge and to develop competences related to Information literacy and the evaluation of academic sources.

To test, evaluate and provide feedback on Navigame Games.

Assignment

This is a Group Task and the participants will play NAVIGATE Games for testing Games and providing feedback.

Agenda

Slot	Speakers	Notes
Tuesday 30th 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	Navigate Team	Welcome introduction and opening
12:00-13:00	Break	Lunch break
13:00-14:00	Jesus Lau, University of Veracruz (Mexico)	Navigate Information Ocean with Media Information Competences (video: https://www.youtube.com/watch?v=33jxe1-78wE)
14:00-14:30	Marina Encheva, ULSIT	Game-based learning for improving the Information Literacy skills - the specifics of NAVIGATE project (presentation)
14:30-15:30	Francesco Zanichelli, UNIPR	Design and development of information literacy games (presentation)
15:30-16:00	Break	Let's grab a coffee!
16:00-17:00	Baha Thabet, UNIPR	Demonstration of Game 1 and Game 2 (online demonstration)
Wednesday 1st of July 2020		
9:00-10:30	Marina Encheva, ULSIT Guilia Conti, UNIURB	NaviGAMESearcher presentation
10:30-11:00	Anna Maria Tammara, UNIPR	Project NAVIGATE
11:00-12:00	Guilia Conti, UNIURB	NaviGameSearcher:Bad News
12:00-13:00	Break	Lunch break
13:00-14:00	Guilia Conti, UNIURB	Assembling teams
14:00-14:30	Break	Let's grab a coffee!
14:30-15:00	Guilia Conti, UNIURB	Introduction to Group Task
15:00-17:00	Teams (Group 1-3)	Working session (Game 1 testing)

Thursday 2nd of July 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)
10:30-11:30	Guilia Conti, UNIURB	NaviGameSearcher: Play Archivist
11:30-12:00	Guilia Conti, UNIURB	Introduction to Group Task
12:00-13:00	Break	Lunch break
13:00-14:00	Guilia Conti, UNIURB	NaviGameSearcher: Checkology
14:00-14:30	Break	Let's grab a coffee!
14:30-17:00	Teams (Group 1-3)	Working session (Game 1 testing)
Friday 3th of July 2020		
9:00-9:30	Guilia Conti, UNIURB	Introduction to Group Task
9:30-12:00	Teams (Group 1-3)	Working session (Game 1 testing)
12:00-13:00	Break	Lunch break
13:00-13:30	Guilia Conti, UNIURB	Introduction to Group Task
13:30-15:00	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)
Saturday 4th of July 2020		
9:00-9:30	Guilia Conti, UNIURB	Introduction to Group Task
9:30-12:00	Teams (Group 1-3)	Working session (Game 2 testing)
12:00-13:00	Break	Lunch break
13:00-13:30	Guilia Conti, UNIURB	Introduction to Group Task
13:30-15:00	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