GamiLearning - Digital Games for Media and Information Literacy

# Details

## Year

2017

## Scope

Multinational

## Countries

## Type

Empirical research – Quantitative

## Methodologies

Online quantitative methods (e.g. Online survey)

## Researched Groups

Children

## Children Ages

Other

## Other Childrens Age Group

10-18 years old

## Funder

Foundation for Science and Technology and University of Texas at Austin (UTAustin|Portugal program)

## Funder Types

## Has Formal Ethical Clearance

## Consents

Consent obtained from teachers / caretakers

## Informed Consent

Consent obtained

## Ethics

Ethical considerations and/or protocol mentioned in the research design

## URL

http://gamilearning.ulusofona.pt/

## Data Set Availability

Data availability statement in the publication

## Data Set Link

http://gamilearning.ulusofona.pt/recursos/

# Goals

"General objective: Develop critical and participatory dimensions of media literacy in young people from 9 to 12 years, through collaborative learning experiences with digital games.
Specific objectives: Create the conditions for the construction of digital games in the context of learning activities at school; Promote technical and socio-cultural skills in digital security area, which encourage a sustainable way to self-management of digital identities; Promote collaboration in learning through the use of a social network platform work – SAPO Campus. Assess the impacts of game creation by children in the development of media literacy skills" (retrieved from the project website).