Sensitizing young children on internet addiction and online safety risks through storytelling in a mobile application

# Details

## Year

Not reported

## Scope

Local

## Countries

Greece

## Type

Empirical research – Mixed methods

## Methodologies

## Researched Groups

## Children Ages

Kids (6-10 Years old)

## Informed Consent

Consent not mentioned

# Goals

The main research aim of our proposal is to explore the suitability of game based approaches in order to alleviate the identified problems. A basic objective is to build an application that could serve this aim and could be utilized by any teacher with no complex planning requirements. (p.167)