

The DIG4LIFE project experience

I Session

h 9.00 Partecipant registration

h 9.30 - 14.00 Interventions

The DigComp and PIAAC Online in a Serious Game Stefania CAPOGNA Link Campus University

Self-Assessment as a reflective strategy Maria Chiara DE ANGELIS Link Campus University

The Dig4Life Serious Game: what it is. how it works, gamification strategies
Michela FIORESE, Angela MACRI'
Entropy Knowledge Network

COFFEE BREAK

How would you use a serious game at an educational level? Brainstorming
Michela FIORESE, Angela MACRI'
Entropy Knowledge Network

DIG4LIFE Handbook Presentation Cristiana PIVETTA IIS G. M. Angioy, Carbonia

Designs and implements an educational project using the Dig4Life serious game. Exercise Michela FIORESE, Angela MACRI' Entropy Knowledge Network

Debate

h. 14.00 LIGHT LUNCH 13 OCTOBER 2022

Donoso Cortés, 9, 11 - Malaga Hybrid sessions

II Session

Pedagogical Methodologies for 21st Century Learners

h. 15.00 Participant registration

h. 15.30 – 20.00 Interventions

Innovative Pedagogies for 21st Century Learners Serkan Gürkan KOCAELI UNIVERSITY

Digital Technologies in the Classroom Serkan Gürkan KOCAELI UNIVERSITY

COFFEE BREAK

Developing Entrepreneurship Education Özlem Tekyıldız Kulez DARIKA MEM

Contamination Labs: Aim, Process and Outcome of C-Labs Özlem Tekyıldız Kulez DARIKA MEM

Discussion in subgroups a and Report synthesis in plenary

Conclusion



















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III Session

Design and development of multimedia resources for learning

h. 9.00 Participant registration

h. 09.30 – 14.00 Interventions

Planning and use of media and graphic resources (Canvas, vengeance, paddle) Rocio Cabello MAUDE STUDIO

COFFEE BREAK

Design and development of multimedia materials and presentations Rocio Cabello MAUDE STUDIO

COFFEE BREAK

Use of the web as teaching resources Rocio Cabello MAUDE STUDIO

Conclusion

























