

Project Newsletter

NEWS LITERACY ON BOARD

Dear colleagues and friends,

We are excited to present the first issue of the newsletter for the "News Literacy on Board" project, which we are launching following our first significant achievement within the project activities.

The project is implemented with the support of the EU within the Erasmus+ Programme, Key Action 2: Strategic partnerships for adult education, and will last from October 2023 to the end of September 2025. This two-year project aims to develop citizens' ability to critically understand the news using innovative game-based learning methods.

The newsletter will be published periodically and bring the most important news about achievements within the project activities and other important information that might interest those interested in improving citizens' news literacy.

You can follow all the events related to the "News Literacy on Board" project on our [Facebook page](#).

Warm regards,

Project Team

The main aim of the project is to use an innovative approach (mainly game-based learning) to teach news literacy skills, which are needed to judge the reliability and



credibility of news and information, and to equip individuals with the skills they need to become engaged and informed participants in civic life.

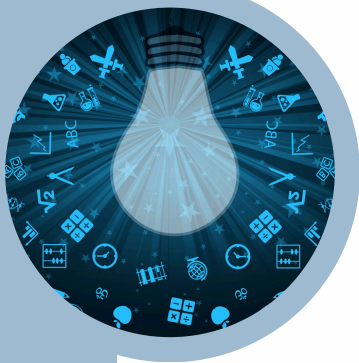
THE MAIN PROJECT OBJECTIVES:

1. Utilising innovative learning methods – game-based learning to enhance the news literacy and critical thinking of adults by creating board games and an accompanying online platform;
2. Enhancing the educational capacities and resources of the four partner organisations, associated partners, and other interested parties across Europe for active citizens' education in news literacy and critical thinking using game-based learning methods;
3. Promoting the project's results at the local, national, and European levels.

EXPECTED PROJECT RESULTS:



1. A game-based assessment tool for assessing the actual knowledge and skills level/proficiency of learners on news literacy and critical thinking;
2. An educational board game which includes different difficulty levels to teach news literacy in an innovative way to adults;
3. An online platform which aggregates news literacy-related quality open educational resources (OER, which includes MOOCs, videos, books, etc.) and makes them available through different access points such as subject, format and language to support game-based learning;
4. Strong dissemination of the project's results Europewide.



The implementation of this project will impact people's motivation for self-directed learning through play, using an active learning methodology to help retain newly acquired knowledge in the long term. Adult learners will acquire the ability to overcome news disinformation and contribute to promoting democracy and social inclusion.



Additional project goals include empowering adults with news literacy and critical thinking skills to support democracy and social inclusion and increasing the volume of collaboration among adult education providers across various sectors throughout Europe.

Participants received certificates after completing the first transnational project meeting, held in hybrid form in Sofia in December 2023.

MEET THE PROJECT PARTNERS

The project consortium consists of four prominent partners. The project leader is the Bulgarian organisation Nikanor, with partners including the Belgrade City Library from Serbia, Hacettepe University from Turkey, and UPI - ljudska univerza Žalec from Slovenia.

Project partners share numerous things in common: joint projects (Open Your Eyes—Fake News for Dummies, DIGIBLEND, and ESSENTIAL), countless shared moments and personal memories, but most importantly, they share the conviction and belief that a better and more equitable society can be built by educated and critically thinking people.



NIKANOR, BULGARIA

Nikanor Ltd, established in 2002, is a leading organisation dedicated to recruitment, adult training, and human resources development. Licensed by NAVET as both an adult vocational training centre and a Center for Information and Guidance (CIPO), Nikanor has solidified its reputation for delivering high-quality educational programs and comprehensive support services. With ISO 9001:2000 certification and membership in the EfVET, Nikanor continuously updates its curriculum and methodologies to offer diverse learning opportunities, including classroom-based sessions, online courses, and blended learning models. Through collaborative projects and initiatives, Nikanor promotes lifelong learning, coaching, and mentoring, while addressing contemporary challenges such as gender equality in education and combating fake news.

Projects like CHAT2LEARN and Open Your Eyes exemplify Nikanor's innovative approach to addressing current societal needs, from digital entrepreneurship education to enhancing critical digital skills. As a trusted partner in education and human capital development, Nikanor Ltd continues to play a significant role in empowering individuals and communities to thrive in a constantly evolving global landscape.

www.nikanor.bg



HACETTEPE UNIVERSITY, TURKEY

Established in 1967, Hacettepe State University serves as a socio-economic and cultural development hub for over 50,000 students across 16 faculties. The esteemed academic team of the Department of Information Management specialises in various topics, including information, media and news literacy, e-learning, learning design, services and systems.

Renowned for its expertise in developing information literacy instructions and pioneering online platforms and web-based systems, the department conducts workshops, seminars, and teacher training sessions in many areas, including information and news literacy. Moreover, the department takes pride in hosting national and international conferences such as the European Conference on Information Literacy (ECIL) and Information Management in a Changing World (IMCW), fostering discourse on relevant issues. The culmination of their efforts is evident in the country's first web-based information literacy training package and a MOOC dedicated to news literacy. Leveraging their vast experience, the partner actively engages in numerous research projects at both national and European levels, including initiatives like ESSENTIAL and X-libris Smart ICT 3.0 Libraries Services, aimed at enhancing civic competencies and addressing future skills and competencies in learning spaces.

<https://www.hacettepe.edu.tr/>



Game-based learning is flexible, highly adaptable, and can be updated very quickly. Playing games enhances the ability to think critically, which boosts the capacity to retain information for a longer time.

Photo from the first transnational project meeting held in Sofia in hybrid form.



UPI- LJUDSKA UNIVERZA ŽALEC, SLOVENIA

UPI - ljudska univerza Žalec is a public, non-profit institution for the education and training of adults in the Savinja Valley (Slovenia). Established in 1975, UPI Žalec provides numerous formal and non-formal education programs as well as guidance and counselling services in adult education.

UPI Žalec has more than 20 years of experience in project work and has worked intensively on international projects in the last seven years. As an adult education centre, it works with different target groups daily and has deep knowledge about learners' needs. UPI's team of teachers and pedagogues is experienced in developing teaching and learning materials. Their mission is to constantly improve conditions and opportunities for lifelong learning in the local and regional environment and to create an ever more inclusive learning environment. In recent years, UPI has put much emphasis on developing trainings and training materials for different types of literacies such as media, news, and finance.

Apart from providing education programs for the general adult public, the organisation puts particular emphasis on vulnerable groups of learners such as the unemployed, low-qualified women, migrants, and low-qualified adults in general. The organisation closely co-operates with organisations and institutions at the local, regional, and national levels. UPI is a member of the Slovenian Association of Education and Counselling Centres for Adults and the European Network for Digital Education (DLEARN)

www.upi.si

*Project work is all about people
and communication!
To ensure a smooth flow of
information, check the progress
of project activities, exchange
opinions, plan next steps, and to
foster trust and good atmosphere
the project team regularly meets
online.*





BELGRADE CITY LIBRARY, SERBIA

The modern library plays a vital role in informal education and serves as a cultural and educational hub within the local community. Lifelong education and the development of information and media literacy, as well as digital competencies of citizens, are some of the important tasks of the modern public library. Significant contributor in this field is the partner from Serbia.

Belgrade City Library (BCL) is the largest public library in Serbia and region and one of the leading cultural institutions in Belgrade. Established in 1928, BCL serves as the parent library for a network of 14 municipal libraries and branches with a total of 65 facilities with over 1.8 million items. Presently, BCL hosts over 3,000 cultural events annually, created for different age groups and interests, ranging from workshops for preschoolers to literary evenings and computer literacy sessions for seniors.

Keeping the pace with digitalisation and the transition into the age of technology, BCL introduces a diverse set of online services such as "Technoteka" - a collaborative workspace using cutting-edge technology such as 3D printers and Lego Education robots to make, learn, explore, and share and MOOCs for news literacy and innovative cultural heritage services.

BCL has expertise in news literacy training and know-how in learning through games. Its contribution will be crucial to the achievement of the NEED project's objectives, and through its national and international partners it will be able to disseminate the project's results to a large number of professionals and library service users.

www.bgb.rs



Disinformation is also an information if you know in advance that it is "dis".

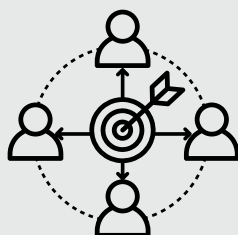
Andrey Lazarchuk

LEARNING, TEACHING AND TRAINING ACTIVITIES

— — — — — MARCH 20-22, 2024 | SLOVENIA — — — — —

NEW TRAINERS RECEIVE TRAINING IN DEVELOPING EDUCATIONAL GAMES

From March 20th to 22nd, a comprehensive Training of Trainers (ToT) was conducted in Žalec, Slovenia, as part of the "NEED - News Literacy on Board" project. The training's objective was to provide participants from all partner organisations with the necessary skills to incorporate board games effectively into news literacy education.



During the training, trainers introduced the participants to the theoretical foundations of educational games, types of games, their basic characteristics, and their potential uses in education. They also learned more about the possibilities of measuring the level of knowledge through games in order to develop more games of this kind jointly.



The workshop was structured over three days, with each day focused on a specific agenda. Initially, each partner brought one game and presented it at the workshop. Belgrade City Library participants presented Infinity.net – a board game for skills assessment we made within the Digiblend project, and afterwards, a second board game for digital literacy education that was developed within the same project. Trainers lead the group play and discussions on potential improvements tailored to the project's needs.

The second day was dedicated to creating a game to assess news literacy skills. Participants were divided into three groups, and each group started developing its own game draft. The day concluded with selecting the most promising draft for further development. The final day involved refining the chosen game design, determining the final set of rules, method of measuring knowledge and skills and brainstorming about the second game that will be created as part of the project - an educational game, as well as about the possible appearance and content of the online platform.



Twelve individuals from four partner organisations participated in the training, which was facilitated by trainers from Nikanor and the Belgrade City Library.

This training-of-trainers event was instrumental in enhancing the capacities of the partner organisations to use game-based learning approaches effectively in adult education, culminating in the formation of an international team dedicated to developing an educational board game focused on news literacy and critical thinking.



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