

Project Newsletter

NEWS LITERACY ON BOARD

Dear colleagues and friends,

We are excited to present the second issue of the newsletter for the "News Literacy on Board" project, which we are publishing following our next important 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](#) and [project website](#).

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.

PROJECT PARTNERS:



EXCITING MILESTONE GAME-BASED ASSESSMENT TOOL COMPLETED

We are delighted to share an important achievement in the "NEED – News Literacy on Board" project! The first significant outcome, a game-based assessment tool, is now complete. This engaging board game is designed to evaluate participants' knowledge and skills in news literacy and critical thinking, laying the foundation for the project's next phase.



The game features a rectangular board with 34 fields, which include various categories such as Challenge, Choose Area, Lucky Field, Double Dice, and Padlock.

Players draw cards from five decks—three are focused on specific areas of news literacy, one with Challenge cards, and one with Lucky cards. The cards contain 540 questions, divided equally among the three areas of knowledge we have defined: Understanding the News Landscape, Finding Reliable Information, and Verifying News.

Gameplay involves rolling the die, moving a piece, and drawing a card to answer questions. Correct answers allow players to place tokens on designated spaces on the board. The goal is to be the first player to cover all twelve spaces with tokens, each representing correct answers from the different areas of knowledge. The game incorporates True-False and Multiple-Choice questions to test players' knowledge.

Finally, a few words about the assessment process: each player keeps the cards they've answered, marking whether the answers were correct or incorrect. The number of correct and incorrect answers for each area is recorded in an evaluation table, giving a clear overview of the player's knowledge and proficiency in each competence area.

This game is just the beginning. Its primary role is to identify participants' needs in news literacy and critical thinking. Armed with these insights, we'll design the second board game—focused on education—to address these needs directly. The second game will be connected to an online platform with open educational resources, ensuring a well-rounded learning experience.



DISSEMINATION OPPORTUNITIES

PROJECT NEED PRESENTED AT THE WORLD'S LARGEST LIBRARY CONFERENCE

One of the most important global conferences, the IFLA Information Futures Summit 2024, was held from September 30 to October 3, 2024, in Brisbane, Australia (<https://2024.ifla.org>).

The summit was attended by around 800 participants from over 70 countries worldwide.



Representatives of the Belgrade City Library, Jasmina Ninkov and Marjan Marinković, gave a presentation titled Fact vs. Fake – Libraries Building News Literate Societies. During their talk, they presented two international projects dedicated to news literacy and critical thinking: the ESSENTIAL project (<https://newslitproject.net>), which developed an extensive online course on this topic, and the NEED project (<https://newsliteracy.info>), which goes a step further by applying innovative methods of learning through games and hybrid education in teaching citizens about news literacy.



The presentation gained significant attention from colleagues from many countries and was mentioned during the closing session of the summit. Many participants announced their intention to adopt and use the project's resources in their work.

DISSEMINATION OPPORTUNITIES

NIKANOR AT THE EFVET'S 33RD ANNUAL CONFERENCE



At the EfVET 33rd Annual Conference: "Training Gen Z: New Horizons for VET", held from October 23 to 26, 2024, in Amersfoort, Netherlands, Maya Danova and Vitlena Vasileva representatives of Nikanor, introduced the "NEED - News Literacy on Board" project, utilizing this prospect to raise awareness about its objectives and innovations.

With over 320 international experts, educators, and policymakers in attendance, the conference provided a unique opportunity to showcase the project's commitment to equipping citizens with critical news literacy skills through engaging, game-based learning methods. By presenting the NEED project within the context of preparing Generation Z for future challenges, Nikanor demonstrated how the project's tools and methodologies align with the conference's themes of technological innovation, global competence, and digital education. This exposure gathered interest among VET stakeholders and fostered potential collaborations for implementing NEED's resources in diverse educational settings.



Project dissemination is essential for maximizing the impact and sustainability of initiatives by ensuring that their outcomes, methodologies, and tools reach a broader audience. Effective dissemination promotes awareness, fosters collaboration, and encourages the adoption of innovative practices across diverse sectors.

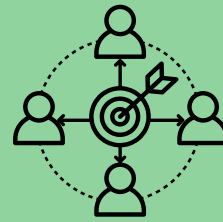
PROJECT MANAGEMENT

NOVEMBER 8, 2024 | SERBIA

TRANSNATIONAL PROJECT MEETING

On November 8, 2024, the second transnational meeting of the NEED project partners was held at the Belgrade City Library in Serbia's vibrant capital. Eleven representatives from the partner organizations participated: two from Bulgaria and Slovenia, three from Turkey, and four from Serbia.

The meeting was a key milestone in the project, combining detailed discussions, constructive planning, and cultural exchange.



The day began with a warm welcome from the hosts, creating an inviting and collaborative atmosphere. After an overview of the project, revisiting the objectives, achievements to date, and the roadmap ahead, partners discussed several vital topics, including project and financial management, reporting, monitoring, and the implementation of upcoming activities.



A significant portion of the meeting was dedicated to the evaluation of the developed board game, designed to measure knowledge and skills in news literacy. Partners shared feedback and exchanged ideas on how to enhance its impact and user engagement. This constructive dialogue also extended to one of the project's most ambitious goals: developing an educational board game and an online platform with tailored resources to build competence in news literacy and critical thinking.

Additional sessions dealt with dissemination strategies and quality assurance measures. The group explored creative ways to promote the project and ensure its outputs meet high educational standards.



The day concluded with a working dinner at a traditional Serbian restaurant hosted by the Belgrade City Library. This informal gathering celebrated the day's achievements and strengthened the bonds among the project partners.

This successful meeting underscored the dedication and teamwork driving the NEED project forward. With renewed energy and clear objectives, the partners are prepared to continue their work on this innovative initiative, promoting news literacy and critical thinking in creative and engaging ways.



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