

Project Newsletter

NEWS LITERACY ON BOARD

Dear colleagues and friends,

We are excited to present the third issue of the newsletter for the "News Literacy on Board" project, which we are publishing following our next 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 is published periodically and brings the most important news about achievements within the project activities and other relevant information for individuals dedicated to 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:



A KEY MILESTONE SUCCESSFULLY COMPLETED BOARD GAME FOR IMPROVING NEWS LITERACY IS READY AND TESTED!

Over the past months, project partners have worked intensively on designing, developing, and testing an innovative board game aimed at improving news literacy among youth and adults. This educational game serves as an engaging tool that promotes critical thinking and helps players identify trustworthy information sources, understand the media landscape, and debunk disinformation.

HOW IS THE GAME PLAYED?



The NEED educational board game offers a dynamic experience for 2–4 players or two teams, combining fun with learning. Featuring a game board, dice, figures, question and point cards, along with Horseshoe cards, the game promotes news literacy through strategic play. Players answer multiple-choice questions simultaneously, move forward for correct answers, and use Horseshoe cards for extra advantages like bonus points or blocking opponents.

Special board fields add excitement, while integrated QR codes on each question card lead to the NEED online learning platform with quality resources for deeper learning. This innovative design makes the game a powerful tool for developing critical thinking and media literacy skills through interactive, game-based education.

WHERE TO DOWNLOAD THE GAME?

The board game is now available for free download on the official [NEED project website](#), in the section titled “[Board Games](#)”. All essential game components—such as the board, cards, and playing materials—are ready for download and printing.

In the upcoming phase, the NEED team will focus on promoting the game and learning platform through trainings, workshops, and good practice sharing. Our goal is to encourage more educators, trainers, and librarians to integrate this game into their work and contribute to the development of media resilience and better-informed citizens across Europe.

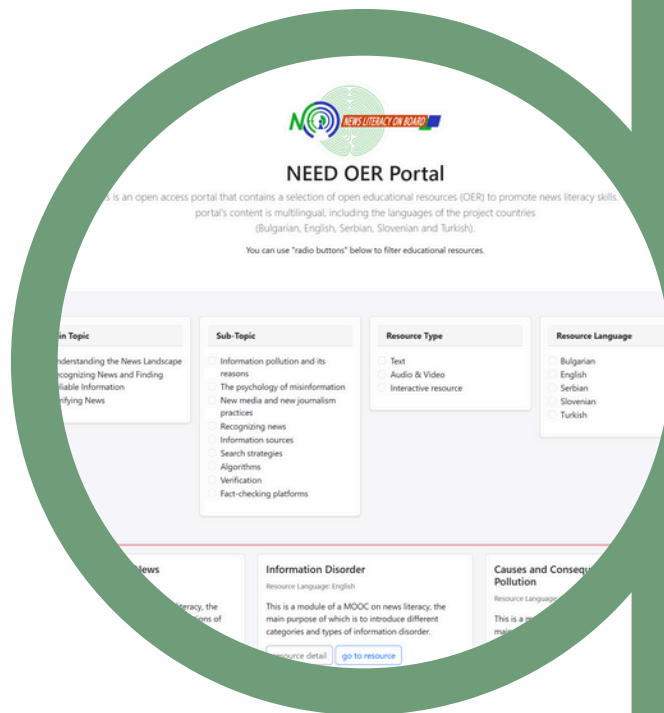
Join us – learn through play, build critical thinking, and shape an informed society!



NEED LEARNING PLATFORM – YOUR STARTING POINT FOR DEVELOPING NEWS LITERACY SKILLS

The NEED learning platform was developed as one of the key results of the Erasmus+ project NEED – News Literacy on Board.

The platform offers a curated collection of open educational resources (OER) that can be freely shared and used in various educational settings – schools, libraries, NGOs, or for self-paced learning.



All resources on the portal are categorized by:

- **Main topic** (Understanding the News Landscape, Recognizing News and Finding Reliable Information, Verifying News),
- **Sub-topic** (Information pollution and its reasons, The psychology of misinformation, New media and new journalism practices, Recognizing news, Information sources, Search strategies, Algorithms, Verification, Fact-checking platforms),
- **Resource type** (text-based, audio and video, interactive materials),
- and **language** (English, Bulgarian, Turkish, Serbian and Slovenian).

Thanks to a user-friendly interface and radio-button filters, users can easily find resources tailored to their needs and interests. The resources were created and selected by project partners—experts in education, media, and information literacy—to address the current challenges of critically engaging with media content.

The NEED learning platform is a valuable tool for anyone who wants to:

- understand how modern journalism and media function,
- recognize different forms of manipulation in the media space,
- develop independent and critical thinking skills when evaluating information.

Visit the website, explore the available resources, and take part in building a society that values critical thinking and media responsibility.

DISSEMINATION OPPORTUNITIES

PROJECT MULTIPLIER EVENT HELD AT UNWE, SOFIA

On May 7, 2025, Nikanor successfully organized a multiplier event at the University of National and World Economy (UNWE) in Sofia, Bulgaria, as part of the Erasmus+ project NEED: News Literacy On Board. The event brought together educators, librarians, and adult learning professionals for a full-day programme focused on enhancing critical thinking and news literacy competencies through innovative educational tools.



The agenda featured a comprehensive introduction to the NEED project, including its objectives, partnership network, and expected impact on adult education. Participants engaged in an insightful presentation on combating disinformation, followed by a live demonstration of the project's key outputs: assessment and educational board games and an interactive online platform.

A key highlight of the event was the interactive session, during which participants explored the pedagogical potential of the board game through direct engagement. This hands-on experience facilitated discussion around the integration of game-based learning in both formal and non-formal education settings, particularly within libraries and adult learning institutions.

The event concluded with a feedback session and closing remarks, emphasizing the importance of cross-sector collaboration in promoting news literacy and fostering informed, critically thinking communities.

DISSEMINATION OPPORTUNITIES

NEED PROJECT PRESENTED AT THE 17TH QQML INTERNATIONAL CONFERENCE IN LISBON



The 17th International Conference on Qualitative and Quantitative Methods in Libraries (QQML 2025) took place in Lisbon from May 27 to 30, 2025, hosted by the Centre for Technology Transfer and Knowledge Valorization of the University of Lisbon. This year's central theme, "Transformation and Innovation in Archives and Libraries in the Digital Age: Management, Preservation, Sustainability, and Technological Impact," brought together information professionals and scholars from across the globe.

The Erasmus+ project NEED – News Literacy On Board was featured in the presentation titled "Developing News Literacy and Critical Thinking Skills Through Board Games" by Jasmina Ninkov, Isidora Injac, and Bojan Kundacina. The authors highlighted the growing importance of news literacy in today's complex and information-saturated environment, and demonstrated how the NEED project leverages board games as an innovative educational tool to evaluate knowledge and promote critical thinking and news literacy skills.



The presentation at QQML 2025 allowed the project team members to share its methodology and results with an international audience of library and information professionals. The hybrid format of the conference facilitated wider participation and fostered meaningful exchanges about the role of libraries in promoting news literacy.

The NEED project was well received as a creative and effective example of how libraries can innovate to meet the users' educational needs in the digital era.



EXPLORE THE PROJECT'S KEY RESEARCH REPORTS

As part of its mission to promote news literacy and critical thinking, the NEED project has developed three in-depth research documents that are available for download on the project website. These resources provide both theoretical insights and practical guidance for educators, trainers, and anyone interested in innovative educational approaches.

1. Research on Gamification and Game-Based Assessment

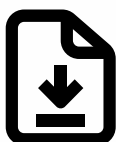
This comprehensive study explores how gamification and game-based assessments can be used to increase motivation and enhance learning. It examines the history, benefits, and challenges of using game mechanics in education and recruitment, offering practical strategies for implementation. The report also distinguishes between gamification and game-based assessment, detailing how the latter can fairly evaluate skills such as cognitive abilities, emotional intelligence, and behaviour.

2. Competence Areas for News Literacy

This foundational document defines the essential knowledge, skills, and attitudes needed for responsible and critical news consumption. It presents a structured framework of three main competence areas—Understanding the News Landscape, Recognizing News and Finding Reliable Information, and Verifying News—each with multiple sub-competences and clear learning outcomes. This framework guided the development of the NEED educational tools and can support the creation of training programs and curricula.

3. News Literacy and Critical Thinking Education Through Gamification and Game-Based Learning

This report highlights how gamification and game-based learning can support the development of news literacy skills in a compelling and learner-centred way. It reviews existing educational games, identifies current gaps, and advocates for more inclusive, multilingual tools tailored to diverse audiences. The document serves as a practical guide for integrating play into education to strengthen civic engagement and resilience to disinformation.

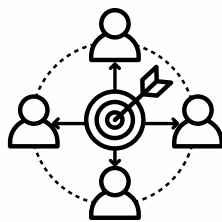


All documents are freely available for download in the "Resources" section of the NEED project website.

<https://newsliteracy.info/resources/research-reports>



UPCOMING EVENTS



PROMOTING THE PROJECT RESULTS

As the NEED project approaches its final phase, multiplier events are set to take place in Serbia, Slovenia, and Türkiye. These national events will serve as a platform to present the key results of the NEED project.

Multiplier events aim to transfer knowledge and tools to potential educators, trainers, and professionals working in adult education, libraries, media, and civil society. Participants will have the opportunity to explore how the project outcomes can be used to foster critical thinking, support informed citizenship, and combat disinformation in diverse learning environments.

Through interactive sessions and practical demonstrations, these events aim to inspire and empower new trainers to integrate the NEED tools into their educational practices.

Stay tuned for updates and highlights from these final dissemination events!



June 13th, 2025



June 27th, 2025



September 25th, 2025



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