



# Game-Based Learning co-creation for Responsible Online Identity

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# Game-Based Learning

- ▶ Game based learning describes an approach to teaching, where the learner explore relevant aspect of games in a learning context designed by teachers. Teachers and learners collaborate in order to add depth and perspective to the experience of playing the game.

# Why Game Based Learning



**Competition**



**Engagement**



**Immediate  
rewards**



**Hand-Eye  
Coordination**



**Fantasy is  
the only limit**



# Why Digital Games Programming?

- ▶ It enhances their problem-solving techniques.
- ▶ It is easy for the teacher to use.
- ▶ It initiates learners in programming.
- ▶ Learners, learn “without understanding that they are learning”.
- ▶ Learning by inquiring.
- ▶ It gives them a strong motivation of creating something that their friends are going to play.

# The tool used: Kodu Game Lab



- ▶ The tool being used in our research is Kodu Game Lab Microsoft Software because:
  - ▶ they have been used in other researches providing good results.
  - ▶ It is easy to use (no coding needed).
  - ▶ The learners can create the scene, the story, choose the heroes they like.
  - ▶ It has relatively nice graphics.
  - ▶ It is free.

# How is it used for Responsible Online Identity

- ▶ Create a game
- ▶ Join the community
- ▶ Interact with other gamers “the proper way”
  - ▶ Not overshare information
  - ▶ Be polite
  - ▶ Remember that this is not the real world



► Visit <https://scratch.mit.edu/>

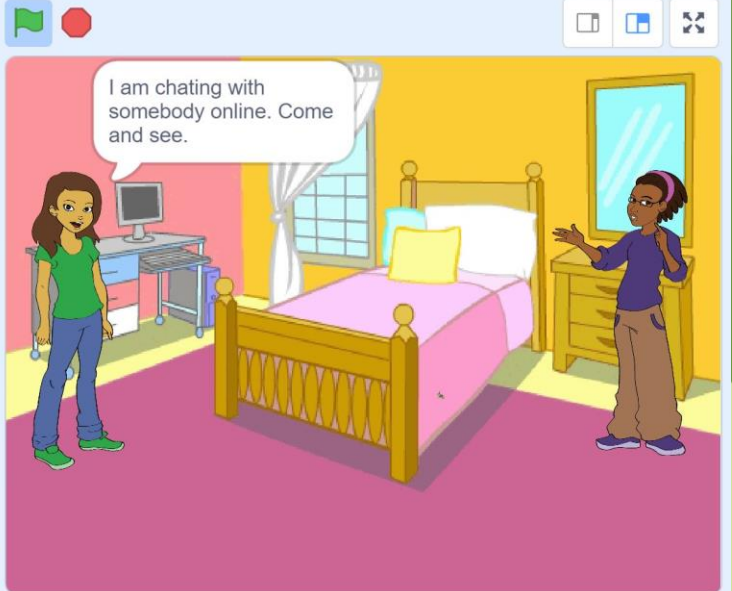
The screenshot shows the Scratch website homepage. At the top, there is a navigation bar with the Scratch logo, links for 'Create', 'Explore', 'Ideas', and 'About', a search bar, and links for 'Join Scratch' and 'Sign in'. The main content area has a blue background with the text 'Create stories, games, and animations' and 'Share with others around the world'. Below this text are two buttons: 'Start Creating' and 'Join'. To the right, there is a large video player with a play button and a 'Watch Video' button. The video player is surrounded by various colorful icons representing different Scratch features like a paintbrush, a hand, a drum, and a keyboard. At the bottom of the main content area, there are three buttons: 'About Scratch', 'For Parents', and 'For Educators'. Below the main content area, there is a 'Featured Projects' section with a horizontal scroll of project thumbnails. The visible thumbnails are 'The Archaeologist', 'RAINBOW', and 'Raindrop!'.



**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -192 y: 3
- glide 1 secs to random position
- glide 1 secs to x: -192 y: 3
- point in direction 90
- point towards mouse-pointer

```
when clicked
wait 5 seconds
say I am chatting with somebody online. Come and see. for 5 seconds
wait 5 seconds
say He is called Cyber Bob. He is really cool!!! for 5 seconds
wait 5 seconds
say He is really beautiful, he speaks nice to me and he likes basketball. Like I do. for 5 seconds
wait 13 seconds
say Because he sent it to me.... Daaaaa..... and I sent to him mine! for 5 seconds
wait 6 seconds
say Don't be silly. He is just Cyber Bob. I have been talking with him for months. He has told me a lot about him, and I h
wait 6 seconds
say No, you don't get it. Cyber Bod is so good, that he found a link where I can by the shoes I was looking for. And the price
wait 7 seconds
say Come on now... Cyber Bob is my friend. I trust him. for 5 seconds
set size to 1
```



Sprite: Abby x: -192 y: 3

Show:   Size: 100 Direction: 90

Backdrops: Backdrops

Abby Avery Wizard-load

A **DIGITAL FOOTPRINT** is the record or trail left by the activities you do online, such as social media interactions, information on your personal website, your browsing history, your online subscriptions, any photo galleries/videos you've uploaded — essentially, anything on the web that can be traced back to you.

In this section you can find **20 USEFUL TIPS** to help you understand the concept of digital footprint and what actions you can take to become a **RESPONSIBLE DIGITAL CITIZEN**.

## DIGITAL FOOTPRINT: do you think about it when you are online?

Reflect before posting something online and ask yourself: which kind of message am I sending to the public?

Do you always consider privacy options when opening a new account?

Be sure to Google yourself to check what others can see about you and see what information is out there about you.

**YOUR DIGITAL FOOTPRINT DEVELOPS AS YOU SPEND MORE TIME ONLINE!**

With your accounts online you can take many actions: from sending and receiving emails to buying things and staying in touch with your friends!

- ✓ Check and review your **privacy settings** every once in a while – do you know all your contacts personally? What do you want them to see?
- ✓ Read **terms and conditions** when you subscribe to something so you can see what third parties can register about your personal information.
- ✓ Limit the number of **email accounts** and delete those you don't use anymore... Are you still using MySpace for instance? Delete it!
- ✓ Always check the latest **data regulation and privacy policies**.
- ✓ Set control options for the **financial operations** you make online as purchases or through your bank e.g. instant message when you transfer money or strong authentication settings.
- ✓ Do not overshare **personal information** e.g. address, fiscal code, personal life details etc.

Your online **behaviour** counts as the one you have in public. Be a responsible citizen both online and offline!

- ✓ When you **write** something, think about it: am I offending someone? Are there other ways to express my opinion? Apply etiquette the same as you would in person.
- ✓ When posting a picture, reflect on the subject! Is it appropriate? Is it damaging to me, my reputation or even someone else?
- ✓ When you share something, try to verify the source of the information and make sure you are not facing a case of **fake news**.
- ✓ Understand that when you send something online, it can be traced **forever**.

Be smart! There are some tricks you can apply to **navigate safely**.

- ✓ Use **connections** you can trust, especially when you are in Wi-Fi mode.
- ✓ Change your **passwords** frequently and do not use the same for all your accounts. When you set a password, use long words, numbers and symbols and if you struggle to remember them consider using a password keeper!
- ✓ Consider **antivirus and antispyware** as an investment that can help protect your PC. There are a lot of options, including free or very cheap ones.
- ✓ Try to stay informed about recent **hacking cases**, especially those involving big providers so you are aware of potential breaches of your data (such as recent Facebook and Twitter breaches!).

The use and overuse of the Internet involves **psychological and physical factors**, which can lead to issues like addiction, isolation, nomophobia etc.

We should also pay attention to episodes of **cyberbullying** which may affect both us and the people around us.

- ✓ **Balance** the time you spend online, especially if you have children, so that you can set a good example for them.
- ✓ Be informed about the **symptoms** of online addiction so that you can understand when you or a person around you is affected, and act upon this.
- ✓ Be aware of the fact that the information and advertisements you see on social media and other platforms are displayed according to your **online habits**, so they are not purely informative and can make you feel like you are living in a bubble.

MANAGEMENT OF PERSONAL ACCOUNTS AND IMAGE

BE A RESPONSIBLE DIGITAL CITIZEN

BE SAFE ONLINE AND SECURE YOUR PC

THE SIDE EFFECTS OF EXCESSIVE INTERNET USE

Your Mission is to create a small video using some of these tips  
<https://digitproject.eu/wp/results/>

# THANK YOU FOR YOUR ATTENTION!

