



# DInSAd



## DIGITAL INCLUSION FOR LOW SKILLED ADULTS

### Game Instructions

2019-1-IT02-KA204-063317

## Introduction

The Game aims to strengthen adults' capacity to efficiently use digital instruments as a precondition to improve their personal and professional lives, reducing significantly the inter-generational digital divide trend.

The primary project target group consists of: low skilled adults (employed or not).

The game can be used by different education providers and other organizations that work with adults for a beneficial way to educate them in ICT.

This game is developed in cooperation with partners from Italy, Sweden, Greece, Romania and translated into all partner languages.

## Rules of the Game

### The Game Instructions

The game consists of 6 fields, each field corresponds to a new topic for study. Each field includes tasks that participants must complete using cards.

All game participants begin by reading the task and the initial card needed to start the game. Participants form teams, each team consists of 3-4 people, in turn, the game is based on the following principle: the participant is given a task that needs to be accomplished through consistent and logical execution. All cards are arranged separately one by one face down to avoid seeing the content. The game starts clockwise. The essence of the game is based on the sequence of actions for the task. The initial card, which will be included with the TASKS card, will help participants understand where to start and what the first step they need to do to complete the process using a computer. The starting card will have the name of the field, the Name and number of the task and the word Start on one side, which will help to understand that the game starts from this card. And on the other side will be a picture of the first action.



For example: Field 1: BASIC/FOUNDATION

Task 1: Turn on the computer

Start

During the game, the participant has the right to take one card (open it) and see if it corresponds to the following steps that need to be taken to continue the circuit in order to complete the task. If a participant picks up a card that does not comply with the following actions, they turn it back and place it face down and continue to search for the required card among the placed cards. After the participant inserts the required card, the move proceeds to the next participant.

The cards contain pictures of the actions that are needed to perform the task consistently and describe what is behind it. Each card below will show the sequence of actions.

On each card, the sequence will be repeated only with the addition of a new element, for better memorization. The last card will include a picture of the final result and

description, which will signify the completion of the task and the opportunity to move to the next only after practical use by the participant of the task. The trainer will assist and lead the discussion, as well as supplement the information and answer questions as needed. Participants, together with the trainer, will try to put it into practice using a computer.

### The game's field

The material is designed for a group of 3-4 people and covers about three months (13 weeks), with meetings once a week. Each meeting takes 2 to 3 hours, depending on the needs and topics of the participants.

Some tasks contain special emoticons that refer participants to a task that shows how to do this task inch by inch. This is a reminder for players if they have forgotten how to complete a task.

The emoticons to remind:



- to repeat how to perform this step, return to task № 19, 25



- to repeat how to perform this step, return to task № 57



- to repeat how to perform this step, return to task № 72

**Note:** There are several specific browsers based on the different operating systems. For instance: Google Chrome, Opera, Firefox, WorldWideWeb etc. Thereby, you can use the most preferable browser for you to play this game.

### An example of how to play

At the first game meeting, the trainer presents the game rules, goals and expected results to the participants. Next, we start the game. Suppose participants are in the Basic stage. Participants will be provided with a task card, such as creating a FOLDER and a card that will have a picture and a description of the first stage to help create the folder. Participants will also be given a deck of cards from which they will select a card to continue the folder creation process. The cards will be located separately from each other, face down. Participants will select a card to continue the folder creation process. If the card selected by the participant corresponds to the following actions, it puts it on top of the previous one, but if it does not respond, it turns back face down. Only after the participant inserts the desired card does the move proceed to the next one. The game ends when the participants see a picture of the final result and inscriptions on the last map, which allow them to move on to the next task only after the practical creation of the folder.

# PARTNERS



COMUNE DI FORANO  
PROVINCIA DI RIETI



Folkuniversitetet



Co-funded by the  
Erasmus+ Programme  
of the European Union

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.