

Student Game Creation for Media and Information Literacy

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Abstract

This proposal presents and discusses the preliminary findings of GamiLearning (2015-2018), a research project that aims to promote critical and participative dimensions of Media and Information Literacy (MIL) in children. Using an innovative approach, the project builds on the value of game-based learning across the curriculum to promote MIL through the creative design and development of videogames. In particular, the research focused on the game creation process as a support for operational, editorial, organizational and socio-cultural skills, as well as digital identity management skills. Children aged 9 to 14 years old from Portugal and Austin, TX (USA), participated in a school intervention, where game design and development was taught, and created their own games on issues related to online security and digital identities, from a constructivist approach. Fieldwork was conducted in four schools and pre and post-tests were administered. Preliminary results from two schools indicate an increase in several skills and knowledge, promoting a discussion on the potential of digital game creation as a reflexive tool to enhance MIL.

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