

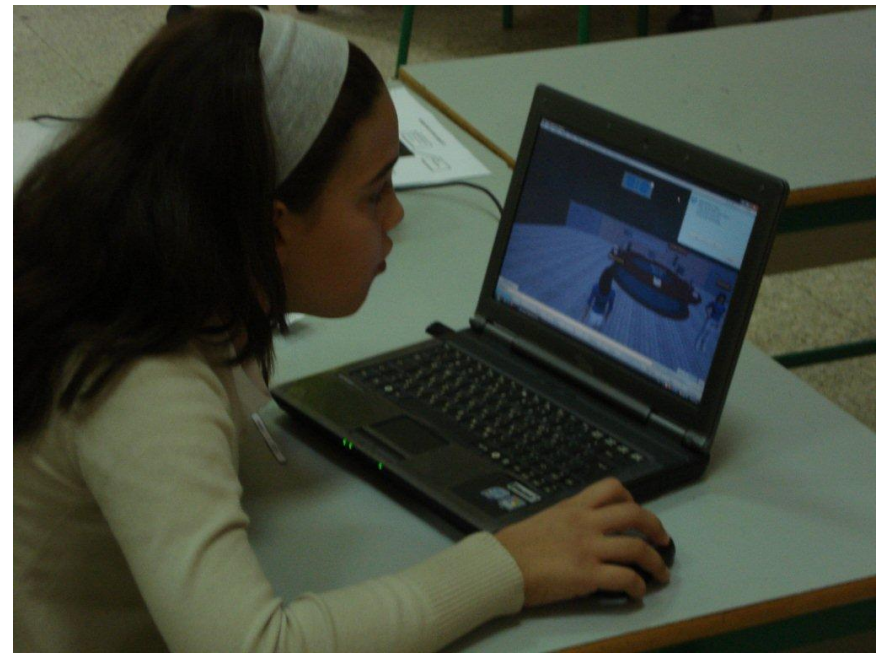
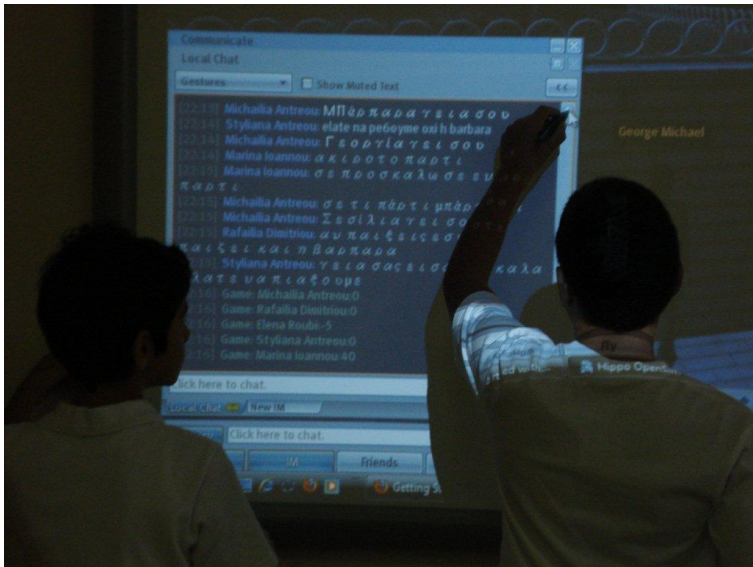


The Cyprus Implementation

Project meeting
Patras, 6 November 2010

Anastasia Economou
Head of the Educational Technology Department
Cyprus Pedagogical Institute

Enthusiasm



Enthusiasm (motivation)



Targeted learning experience

- Learning outcomes
- Social issues/communication
- Safe internet issues
- Critical thinking/argumentation (cognitive skills challenge)

Our goal

- To pilot test the SimSafety game scenarios in order to see its effectiveness in achieving students' change of knowledge, attitudes and skills on internet safety issues

Implementation

October 2010

School	Class	Teacher	Students	
Lefkara Primary School	E'	Giorgos Michael	10	
	Στ'	Giorgos Michael	16	
Pallouriotissa Gymnasium	A2	Ifigeneia Ioannou	12	
	A3	Ifigeneia Ioannou	10	
	A5	Ifigeneia Ioannou	11	
Egkomi Gymnasium	B1a	Katerina Kadi	8	
	B1b	Katerina Kadi	9	

Implementation procedures

- In order to do that we
 - Tried to convey the philosophy and goal of the SimSafety project to the participants (facilitators and teachers)
 - Experienced the game environment and played the scenarios with the teachers and facilitators
 - Explained the pilot study goals to the schools principals
 - Adapted the supportive material
 - Developed an evaluation framework and evaluation tools to see whether we achieved our goals
 - Provided the schools with an interactive whiteboard

Adaptations

- Introduction to the SimSafety environment
 - No activity for the appearance
- Introduction of the spies
 - Only five students were playing (one student per role). The others had a mission to observe and find out what each player was doing and comment on their behavior (by completing an observation sheet)
- Give a handout of the map with the names of the places written
- Write on the backboard the players' names with their roles
- Students were asked to use only chat to all since private chat does not appear in chat history

Sim Safety components

- Online environment
- Worksheets
- Teacher and facilitator
- Final discussion

Tasks

- Players
 - They use chat to send messages, make questions and act according to their role
 - They follow chat history so as to understand the role and behavior of their co-players
 - They move around
 - They report at the center any bullying
- Spies
 - They follow chat history so as to understand the role and behavior of their co-players

First outcomes

Pre-Tests

- Most of the students both in the primary and the two secondary schools use the internet and mostly for social networking, information search, games and music downloads.
- Most of the students would not answer to messages from strangers, would not arrange to meet with online friends, would not give personal information to strangers
- About half of the students would ignore or delete someone who is making them feel uncomfortable while fewer would report it to an adult

First outcomes

Questionnaires

- The majority of the students liked SimSafety and would like to use it again
- They believe that SimSafety helped them to learn about internet safety issues
- They expected a better environment (eg graphics) and more action

“I would like a more realistic environment. I did not like the game scenarios. I would like more action” (st_e_b1)

“I liked the fact that I could chat with my friends and fly around” (st_e_b1)

“I liked learning about internet safety through the games” (st_e_b1)

- During the final discussions, students were aware of internet safety issues and were sensitive on personal information issues

Tips for a successful scenario...

...based on our experience 😊

- One player per computer
- Introduction of spies
- Let them play!
 - Give the scenario, let them play and discuss at the end