TECHBYRINTH

Escape the Techbyrinth - mobile app

The first intellectual output, the app, is an educational tool that allows young people to identify the appropriate and inappropriate uses of technology and the Internet and to improve their online behavior, in order to become more digitally competent. The app also supports youth workers in improving the usage of technology in their work.

It will be a gamified quiz, containing real-life situations, which will generate a result in terms of the appropriate use of technology and the Internet. The gamification will be done on the setting of a labyrinth and the answers to each question of the quiz will direct the user to an exit. The exit will generate results detecting issues of technological misuse or online misbehavior, correlated with advice.

Each advice will be divided into 5 areas, according to the DigComp, with the aim of improving online behaviors, preventing addictions, and developing the digital competences of the users.

TECHBYRINTH
FIND YOUR WAY OUT OF
DIGITAL ADDICTION
LABYRINTH

Consortium working process to develop the app

The working process done by the consortium in the last months was to create questions, based on digital situations that an user may face, for each area and subarea of Digcomp, and multiple choice answers, each of the proposed answers correlated with advice.

Through online monthly meetings, the partners have maintained a smooth communication flow and collaboration in the creation of the content of the app.

Team4Excellence, as the technology partner, is the responsible of creating the app, which will be further internally piloted by all the partners in June, to ensure the best quality.
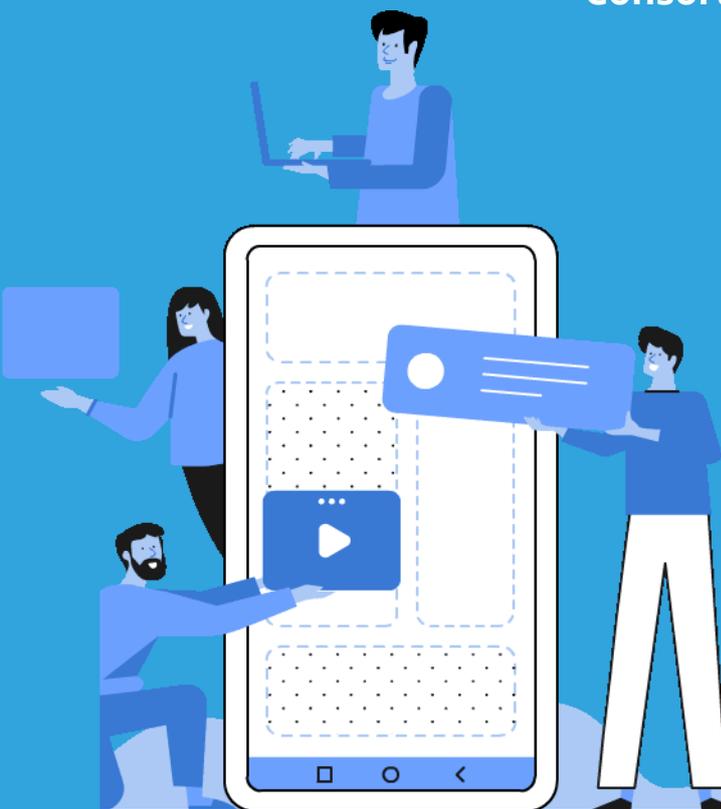
DigComp – The European Digital Competence Framework

The European Digital Competence Framework for Citizens, also known as DigComp, offers a tool to improve citizens' digital competence. DigComp was developed by the JRC as a scientific and with intensive consultation of stakeholders, initially on behalf of DG EAC and, more recently, on behalf of DG EMPL. First published in 2013, DigComp has become a reference for the development and strategic planning of digital competence initiatives both at European and Member State level. In June 2016 JRC published DigComp 2.0, updating the terminology and conceptual model, as well as showcasing examples of its implementation at the European, national and regional level.

Information and Data Literacy

- Browsing, searching and filtering data, information and digital content
- Evaluating data, information and digital content
- Managing data, information and digital content

Communication and Collaboration

- Interacting through digital technologies
- Sharing through digital technologies
- Engaging in citizenship through digital technologies
- Collaborating through digital technologies
- Netiquette
- Managing digital identity

Digital Content Creation

- Developing digital content
- Integrating and re-elaborating digital content
- Copyright and licences
- Programming

Safety

- Protecting devices
- Protecting personal data and privacy
- Protecting health and well-being
- Protecting the environment

Problem Solving

- Solving technical problems
- Identifying needs and technological responses
- Creatively using digital technologies
- Identifying digital competence gaps