



NEWSLETTER 3

MAY 2015

An innovative way for seniors to learn ICT: a “Treasure Hunt” online game

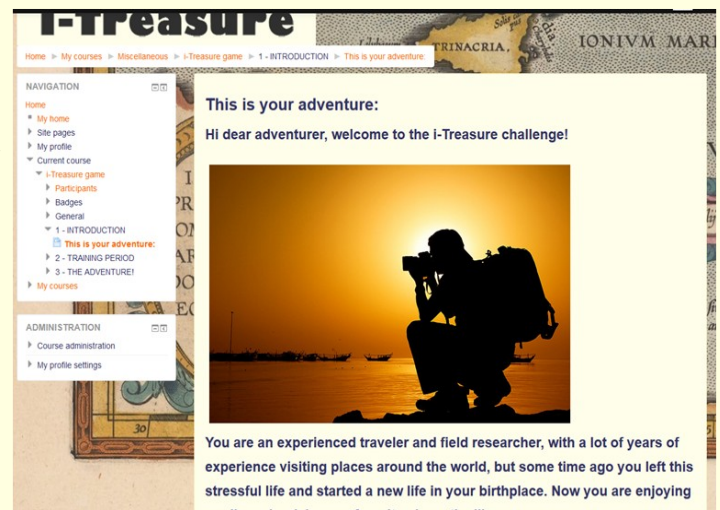
The i-Treasure project: Internet Treasure Hunt Improving the Attractiveness of Learning for Seniors has developed an innovative methodology for teaching ICT to seniors: an online “Treasure Hunt” game.

How does it work?

When a senior decides to attend the i-Treasure training, he/she will first be given a self-diagnosis tool in order to decide what path to undertake: basic or advanced.

And then, the adventure starts! The game is wrapped into a story where the senior takes the role of an experienced traveller who, while reading in the library, discovers a strange old map with some instructions inside that he/she cannot decipher.

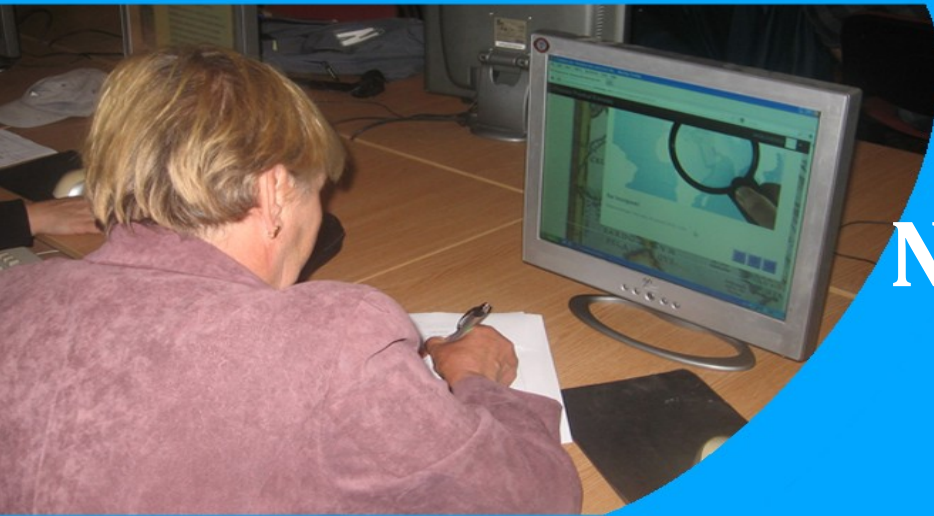
But before starting the adventure, the senior (if he/she is a basic learner) will undergo a basic training in technology, composed of 5 exercises/games on the basic use of computers: screen, keyboard, mouse, how to deal with folders, files, copy & paste, browse on Internet, download files, USBs, and storage of files. The proposed duration of the practical basic exercises is 5 days (2-3h per day).).



After this basic training, the senior can come back to the adventure! The game is organized in clues, requesting the senior to find the answers with the help of different technologies.

For example, he/she will have to find the birth date of Leonardo da Vinci with the help of Google or will need to contact the librarian (e.g. the trainer) by means of Facebook and Skype.

The advanced exercises are also planned for 5 days (2-3h per day), introducing one technology per day, increasing gradually the level of difficulty. The topics are Google, Facebook, Tablets and Skype.



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Piloting of the *i-Treasure* methodology in the partner countries:

During March-May 2015, each partner organisation has piloted the *i-Treasure* methodology with a group of more than 20 seniors, involving at least 4 trainers. The collected feedback reveals that seniors have greatly enjoyed the game and have gained competences in using the PC, smartphone and tablet, as well as in using Gmail, Facebook, Skype, etc.

Fourth partners' meeting, Bucharest, 5th & 6th May 2015

The fourth partners' meeting of the *i-Treasure* project took place in Bucharest, Romania during 5th and 6th May 2015.



The main focus of the meeting was to analyse the impact of the piloting of the *i-Treasure* methodology with seniors in the partner countries. The partners worked on the feedback received from trainers and seniors in order to adapt and improve the methodological and technical handbooks. The final versions of the

handbooks will be available on the project website www.i-treasure.eu by end of July 2015 for free use by any trainer wishing to implement the *i-Treasure* methodology with seniors.

Final project conference

The final international conference of the project will take place on 21st October 2015 in Bilbao, Spain and it will be hosted by the project coordinator, TecNALIA Research & Innovation. More details will soon be available on project website www.i-treasure.eu (section Final Conference).

Project partners:



www.i-treasure.eu

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