



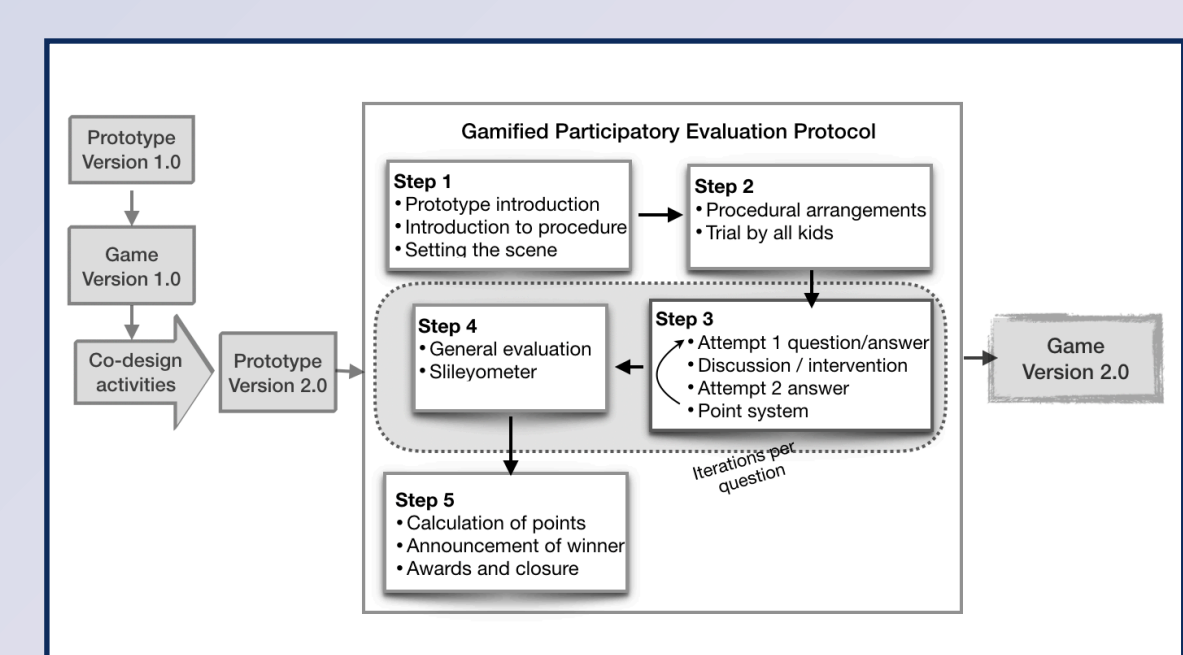
Together in the digital world: Gamified Participatory Evaluation of a Game for a better understanding of harmful online behaviours

Background

The internet is a big part of children's lives, but it also comes with risks like cyberbullying and harmful content. To keep them safe, we need to teach them about online safety and digital literacy. But what's missing? The power of play. Let's make online safety and digital literacy fun and engaging for kids!

Aim of the study

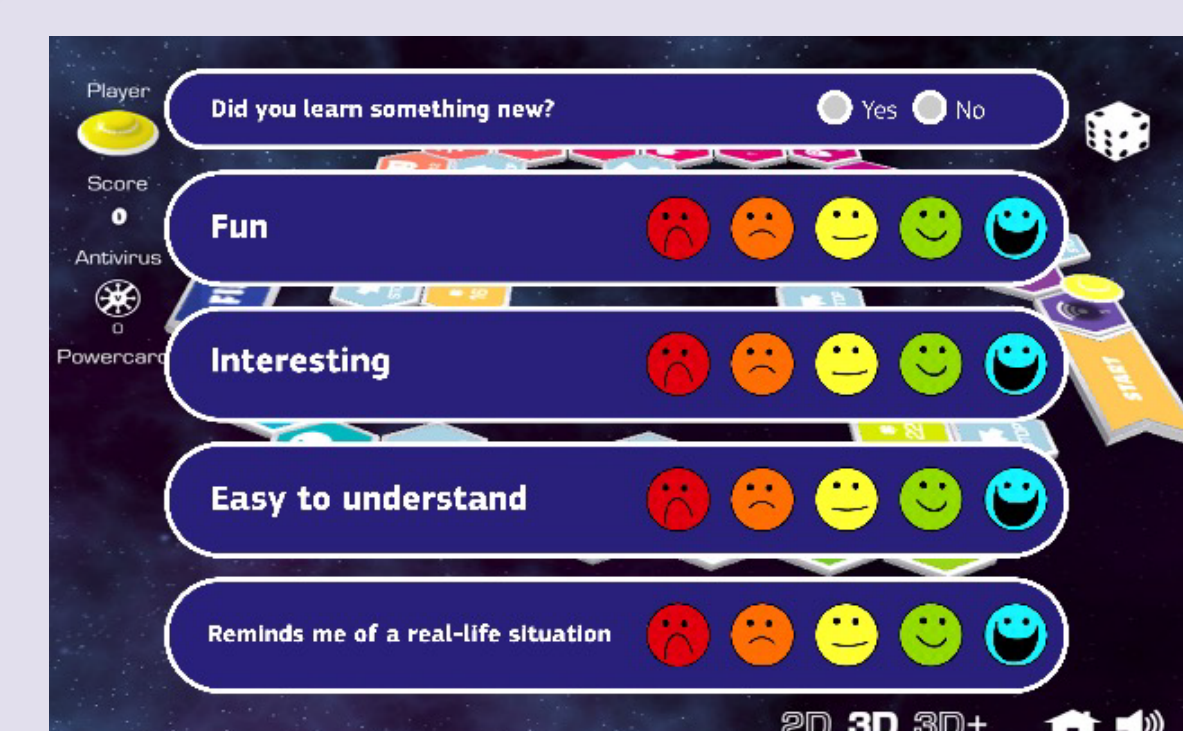
To evaluate the effectiveness of a gamified participatory evaluation approach in assessing the Happy Onlife game. The study aimed to investigate how children perceive the game, identify areas for improvement, and explore the impact of the game on children's understanding of online safety.



The protocol: the scheme describes the five steps of the evaluation process of the prototype of Happy Onlife game

Method

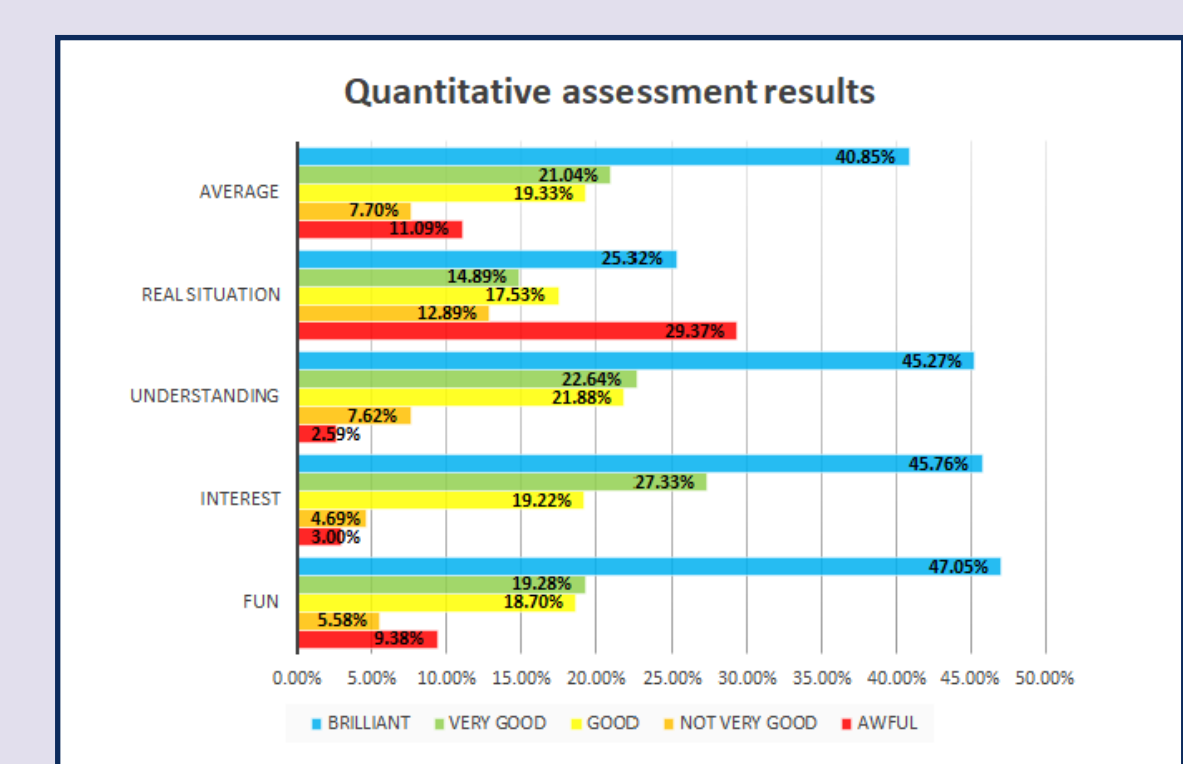
The Happy Onlife game provides hints about online safety through 8 quiz categories, including themes related to cyberbullying, online harassment, and privacy. The study employed a gamified participatory evaluation approach. Children provided feedback in a controlled environment using a smileyometer, rating scales, and open-ended questions.



Interface of the digital tool especially designed for the evaluation of the quiz questions smileyometer

Results

Children found the game fun, interesting, and easy to understand, but suggested improvements. They wanted more relevant and relatable content, as well as simpler language. Their feedback was used to refine the game. Our approach proved effective in engaging children and gathering meaningful insights.



Summary of assessment results based on the smileyometer

Conclusions

Our project introduces a novel gamified evaluation approach for serious games. This method effectively assesses games promoting digital literacy and online safety among children. By involving children in the design and evaluation process, we can create more relevant, engaging, and effective educational tools.



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References



Happy Onlife game website

https://joint-research-centre.ec.europa.eu/scientific-tools-and-databases-0/happy-onlife-play-learn-about-online-safety_en

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