Answers:  
 pros and cons digital game

Requirements

* Social media
  + Use of whatsapp
    - Cyber bullying could be an option as subject
* UNESCO is an international organisation
* Databases for information media literacy
  + ERIC - Education Resources Information Center] (<https://eric.ed.gov/> )
  + LISTA - Library, Information Science and Technology Abstracts  
    (<https://www.ebscohost.com/titleLists/lxh-coverage.pdf>)   
    <https://www.ebsco.com/products/research-databases/library-information-science-and-technology-abstracts>

nterview questions

1. Must it be need to be digital game?

Questions

What are the results the client is interested in?

* What are popular game games for kids around the globe?
* What's is information literacy
* What's is media literacy
* What type of end for will be need our concentration?
  + Television;
  + Cinnema;
  + Video;
  + Radio;
  + Photograhy;
  + Advertising;
  + Newspapers;
  + Magazines;
  + Books are arguable ( because they do not belong to new modern media)
* Does it need to be a game.
* The kids do have a international background
* What is the current level of literacy
* What is the number of cultural interference that we have?
  + For example: Japanese speakers read from back to forth.
* Does the school have a norm for computers in class, are there any minimum system requirements that set a minimum standard for the computers? FO: Minimal Pentrium 2 or IPad air 2018
* What kind of literacy instructions do they have right now at the international school?
* Can we contact the school directly, so we can collaborate directly, who will our spokes person be?

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Media literacy

Information literacy

Freedom of expression