*Project title*

Media or Information Literacy Game

*Product owner / Client*

Library of an International School in The Hague (primary and secondary education).

*Introduction*

The actual society is often considered as an ‘information society’. To be prepared for their professional work and their contribution to civic citizenship, it is supposed that young people should have information or media literacy skills. Media literacy and information literacy are related but do not refer to exactly the same concepts. Nevertheless, the UNESCO considers them as a combined set of competencies (<http://unesco.mil-for-teachers.unaoc.org/foreword/unifying-notions-of-media-and-information-literacy/>[). An international school in The Hague for primary and secondary education, wants to prepare her students for the information society but the](http://www.unesco.org/new/en/communication-and-information/media-development/media-literacy/mil-as-composite-concept/) management is not sure whether the focus should be on media literacy, information literacy or both. What they do know is that a game will probably be the best tool to develop such types of skills of their students.

*Assignment*

Develop a (digital) game that helps children in the age of 13-15 years old to become more Media or Information Literate. After you built the game they want you to test it with some children from the target group. You don’t have to start the development process from scratch. There is a variety of online and offline media and information literacy games from different countries. For the international school it is interesting that ideas from different countries can be incorporated in the product that you will deliver.  
In summary: we expect a working game, a report where you explain and motivate all decisions that you made during the development process and a report about the test and evaluation of the game. The both reports may be integrated in one research paper.

*Contacts with the product owner / client*

Mr. Jos van Helvoort (senior lecturer at The Hague University of Applied Sciences) will be your weekly contact on behalf of the international school.

*Questions to be negotiated*

There are some questions that still need negotiations with the product owner:

* Will the game focus on Media literacy, Information Literacy or both?
* Age of the target group
* How do we know that a game is a good instrument to improve Media and Information Literacy skills?
* What types of MIL education is provided by the school until now?
* How media or information literate are the children now?

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