



DigiEduHack Solution

Foggia - Hacking University for social innovation

Challenge: Find an innovative, sustainable and digital idea to promote our territory

LOST IN TECH

Project of digital education

Project of digital education about responsible use and conscious use of web and new technology

Team: MIXLAB

Contact details

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Solution Details

Solution description

- Information meeting for parents at the school
- Educational activities about use of smartphone : " role-play " with children and parents
- Activities of pixel-art and coding

Solution context

- Information meeting for parents at the school
- Educational activities about use of smartphone : " role-play " with children and parents
- Activities of pixel-art and coding

Solution target group

- Students (6 - 13 age)
- Family

- School

Solution impact

- Conscious use of technology
- To increase future digital citizenship
- To promote reflection in networking
- Educating to the relationship : listening , empathy , solidarity
- Support parents and teachers in their educational role

Solution tweet text

Project of digital education about responsible use and conscious use of web and new technology

Solution innovativeness

It is a new problem of the last twenty years that is not adequately addressed.

Solution transferability

replicable.

Solution sustainability

Funding through participation in calls for proposals concerning the topic-context.

Solution team work

University of Foggia