

# CULTURE, KNOWLEDGE AND COMMUNITY: INTERNATIONAL MEETING OF LIBRARIES

## Good practices workshop

### 1. Entity data

• Library name: Belgrade City Library
• Full address: Knez Mihailova 56, 11000 Belgrade
• Territorial sector, thematic area and population: Belgrade, urban metropolitan public library, around 1,7 million habitants
• Name of the responsible person and position: Jasmina Ninkov, Director of Belgrade City Library
• Contact details of the person responsible. Email, phone and web: <a href="mailto:direktor@bgb.rs">direktor@bgb.rs</a> , +381698802080, <a href="http://www.bgb.rs">www.bgb.rs</a>

### 2. Type of presentation

• Oral presentation (mark with an X)
• Digital presentation (mark with an X) <b>X</b>

### 3. Good practices project

• Title of the project: DIGIBLEND - Improving adult digital literacy through innovative gamified blended learning
• General description (300 words): The project's main objective has been to improve digital literacy among adults in the Europe through an innovative teaching and learning approach that combines game elements with interactive learning. DIGIBLEND project has been oriented around the digital skills framework for EU citizens. We have

worked on the skills of the three competency areas of the DigComp 2.2 framework that we have considered relevant and valuable for our evaluation: Information and data literacy, Safety and Problem-solving.

The project team conducted a comprehensive analysis of the digital divide in older adults, identifying key challenges and areas for improvement in their digital literacy and basic digital skills. After this analysis, the team developed and tested two gamified learning models: *Infinity.net* and *DigiUp*. Board game *Infinity.net*, developed in the project's first phase, has been designed to evaluate the existing digital skills within our target group of older adults. In short, *Infinity.net* has been designed not only as an assessment tool but also as a means to engage and educate older adults in a playful and accessible environment. Our second board game *DigiUp* starts completely analogue and integrates the online content incrementally (blended learning) by incorporating QR codes. The games are designed for small groups (2-4 players). These models aim to make learning more attractive and effective through the use of playful elements that promote active participation and continuous commitment of users. We have created a detailed implementation guide to ensure the effectiveness and adoption of these models. This guide provides clear and practical instructions for integrating the models in different educational and community contexts, allowing facilitators and educators to follow a structured and evidence-based approach. 10 institutions, companies, associations and educational centres from 8 countries from Europe participated in this project.

- Recipients: DIGIBLEND project targets people 55 and older who have low digital skills. While content centres around digital literacy, the concept of our games can be adapted to many other contexts such as financial literacy, health literacy and language learning. It can also be applied to other age groups.

- Location and coverage (neighbourhood, district, city, town, country): In addition to Belgrade (Serbia), the project findings were tested and rolled out in 7 other countries represented by our partners: Germany, Italy, Ireland, Spain, Latvia, Turkey, and Slovenia.

- Activities and tasks: We developed 3 project results: 1) board game *Infinity.net* - a game-based assessment of existing digital skills, 2) board game *DigiUp* - a gamified blended learning of digital skills and 3) Guidelines for the development and implementation.

- Resources (human, material, infrastructure, economic): Each of the 10 partner organizations involved in the project conducted two tests of the first two project outcomes: *Infinity.net* and *DigiUp*, with at least 10 participants from each organization. The results of the first two project outcomes, two boards games

*Infinity.net* and *DigiUp*, along with the third outcome (Guidelines for development and implementation), were showcased at multiplier events held in every partner organization. These events attracted approximately 40 attendees (per event) from diverse backgrounds, primarily senior education professionals, librarians, and digital literacy professionals.

In addition to these three main results of the project, there are other results, such as reports, case studies, workshops, and seminars, which share best practices and learnings to facilitate the adoption and long-term sustainability of the developed models across Europe. All materials are translated and available for use in eight languages.

- Scope (check 1 of the following 3):

**Sustainability**(Quality Education and Reduced Inequalities)  
Reading  
Democracy

- Insert QR (with the Web and links to videos or photos):

