EUROPEAN VALIDATION REPORT

DInSAd

Digital Inclusion of

Low Skilled Adult People

Executive Summary

1. Results of the validation activities

1. **The structure of the DinSad Game**

The piloting of the boarding game was conducted in order to validate the cards, the methodology and the competences that are addressing each task. The methodology of the game as well as the whole material of the board game was translated in partner languages to facilitate the participants and to follow the instructions and play the game. A mentor explained the instructions and answered the questions related to the methodology and process. This allowed to participants to understand the structure of the game, hoe to play it, the aim and the what the participant will attain playing the game.

2. **Informativeness and usefulness of the DinSad Game**

All participants agreed that the material of the game was easily accessible with very beautiful graphics and clear screenshots. In particular, all participants stated that the screenshots were very important to understand exactly what they are doing and the step they needed to follow as well as the sequence of the steps. In overall, all participants recognized the importance of the game for everyday life and social digital skills. In addition, participants recognized the importance of play for everyday digital skills, and often reflected the need for similar interventions to take place in school as well.

3. **The description of the DinSad Game**

According to the questionnaire, the participants were satisfied that they took part in the project. They received a lot of new, useful information that will allow them to simplify their lives, use the latest services available on the Internet (food delivery, online shopping, etc.). It was a little difficult for the participants to master such a large amount of information, especially when working on the first 2 fields, but later they got used to it, and because the tasks contained some of the previous tasks, it became easier for the participants to complete them. According to the participants, they also trained at home, tried to reproduce the task on their own.

4. **Overall evaluation by mentors**

The mentors appreciated totally positive the game as a whole, the structure, the idea of a boarding game, its structure with steps to go through within a task, the design and quality of the cards in terms of editing and printing. The mentors adapted the content to the everyday life of the participants, so they practiced more the tasks they wanted, so this is a very good sign that the game responded to these needs. The participants would have like to continue to play the game, maybe on the tablet of their children, or on phone (social media).

5. **Positive and negative aspects of the DinSad Game**

The gamy way of delivering information was very much appreciated by the mentors as well as by the participants. As negative aspects: the need for every participant to practice the game in front of his/her computer.

6. **Suggestions for improvements from participants and mentors**

The need to have a video tutorial concerning the methodology of the game that would permit to continue alone the play of the game.

7. **Expected impact of the DinSad Project**

Participants were very determined in using it, because they recognized that the game was examining information they did not have.