![glad](Guidance and Learning App for Adult Digital Education)

# GLAD App manual

# GLAD App

GLAD – GUIDANCE AND LEARNING APP FOR ADULT DIGITAL EDUCATION

GLAD is a European project to reflect & discover stories of parents in Europe to suggest and share practices to better usage digital tools and make our children grow strong and safe.

# Welcome to GLADVille!

In a nice little village, GLADville, there is always a lot of joy and many things happening. Your parents have asked you to take some wood in the nearby forest – you always like to go there because it is green and there is a lot of peace around. While coming back, you see there is something odd, something which looks like a rock, but it is shiny and gray!

You are very curious because you like glittery stuff. So, you get closer and a little sprite suddenly appears! "Hi I am Chippie!". Chippie tells you that it has fallen in the wrong era and it needs help to get to the right time!
Chippie asks for your help!
"When I fell in GLADVille, I lost a few pieces. Can you help me to find them?"
"Sure!"
So, you take Chippie home with your small trolley full of wood.
"Let's find them together!"

When entering the village, you notice that there is a lot of movements and everyone is so busy with the overture of a new fair!
You are very happy because you have just met a new friend and you are very curious at the same time, so you want to help Chippie…

Will you be able to bring Chippie to the right future?

# This is GLADVille!

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## HOW IT WORKS

You can choose a character at the beginning of the game.

You play the game along main and side quests.

Main quests are about helping Chippie.

Side quests are about digital education learning, and they are micro-lessons in the computer. You can read them and answer to the questions together with your children.

To access the computer and complete the side quests you need a code. This code is only released if you fill in the SELF-ASSESSMENT option.

Note the code down as it will be asked all the times you go back to the computer. We want to make sure that parents and children are playing together.

# Main Menu



## Play

**By tapping this button, if it's the first time you are playing you will go to the character selection screen otherwise you will go straight to the game.**

## Options

**By tapping this button, you will go to the options screen where you can delete save game data.**

## GLADVille, Parental guidance and Self Assessment

**They lead you to informations about the app, project resources and a self assessment.**

## Languages

**Flag in which language you want to play**

# Character selection

## Pick

Here you can switch characters by tapping on the green arrows.
Once you are happy with your choice, tap on "Pick", the game will start with your chosen character.

You can be whoever you want!

# Main controls of the game



LEFT JOYSTICK= MOVE THE CHARACTER

RIGHT JOYSTICK = CAMERA ORIENTATION

USE THEM TOGETHER TO MOVE WITHIN GLADVille

GO TO THE MAIN MENU

OPEN THE MAP

THE GAME QUESTS

# In the game



## Quest Log

**By tapping on this icon, you can keep track of the quests' status by opening the Quest Log. Once you are done you can tap it again to return to the game.**

## Touch controls

**This two virtual joysticks will be used to control the character movement and the camera orientation.**

## Game progress save

**You don't have to worry about saving your game progress, the app does that automatically for you.**

## Map

**By tapping on this icon, you will open the map of GLADVille**

# Quest Log

## Selected quest

If you tap on the name of a quest (under "Quests"), you will set its status to active, and it will turn green. While active the game shows you markers that will facilitate locating items, NPCs and destinations.

## Quest information and objectives

Here you can find a detailed description of the quest selected and tips to complete the quest objectives.

## All, Main, Side and Completed

If you tap on the any of this buttons, the quests list will update to show you only the respective type of quest.
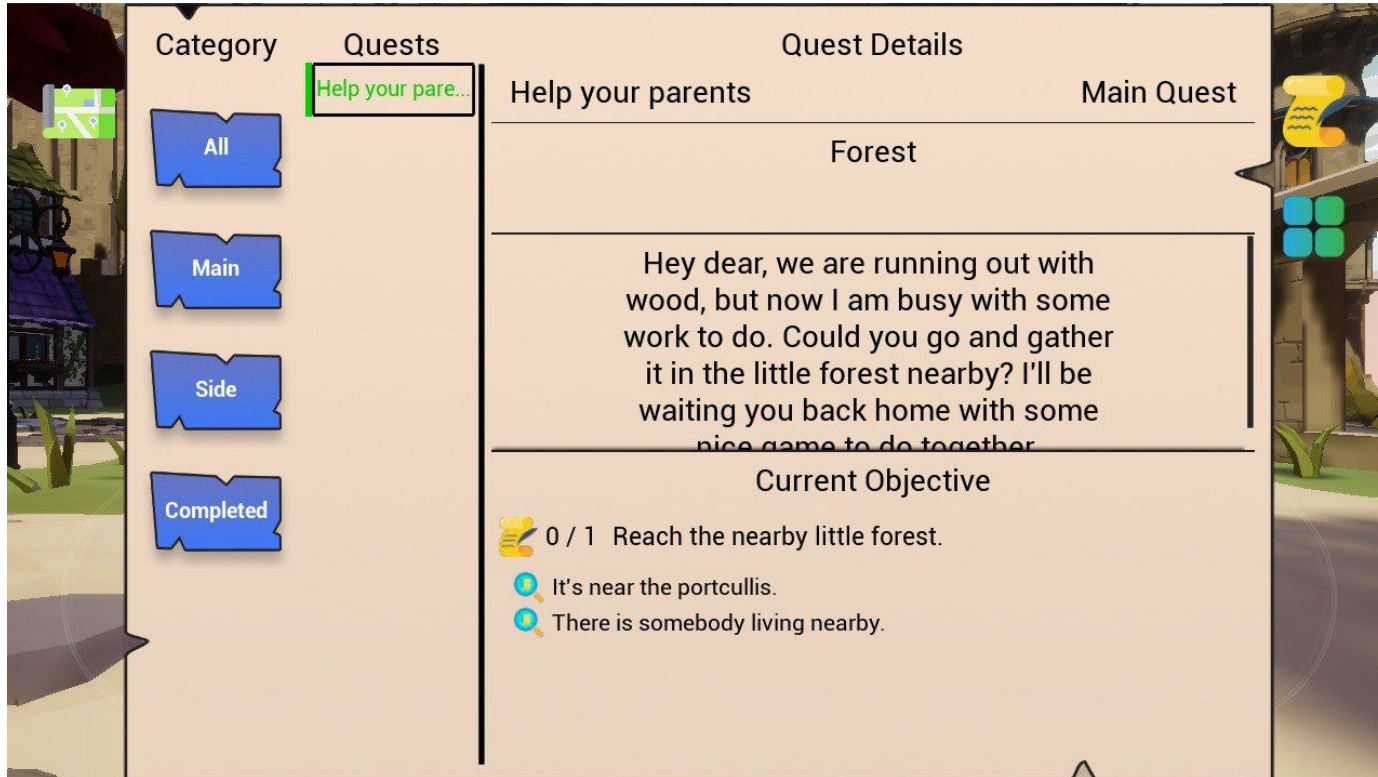
# GladVille's map

## The house icon

**This is where you live and where your adventure starts.**

## Star Icons

**The stars icons indicate where you can find the quests.**

## This map is like a real Medieval map!

**Observe the map and orienteer yourself! Maybe it can be difficult at the beginning, but it is a nice exercise of critical thinking ;)**

# Quest givers

## Exclamation mark

Whenever you encounter an NPC or an object with an exclamation mark on them, it means you can interact with them and receive a quest..

## Tap to add a quest to the Quest Log

Once you are close enough to the exclamation marks tap on the NPC or the object to add a quest to the Quest Log.

# Main quests & what you'll learn

## 1. Help a friend
Engaging parents in the digital life of their children

## 2. An explosive recipe
Empowering parents to invest in screen-free time with their children

## 3. The Great Hunt
Learn about strategies for online search, usage of keywords

## 4. Fences up
Apply strategies to build a safe environment when being online

## 5. Piggy backing
Mediation methods in children's upbringing for the safe and responsible use of digital technologies

## 6. Master chef
Apply the right methodologies for a learning activity

## 7. Clean energy
Online participation

## 8. Lost pages
Promoting digital wellbeing
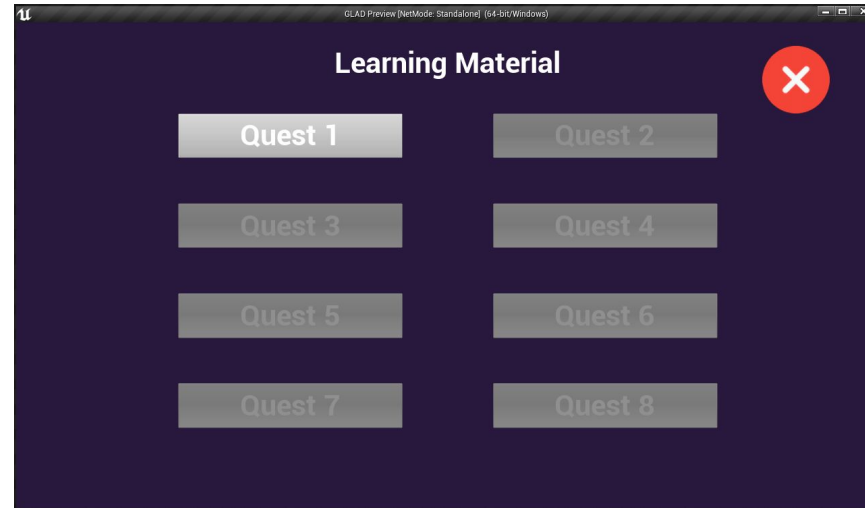
# Side quests

## Quizzes

After completing each Main quest, you will unlock the self assessment quiz related to it.

## Interact with the computer

Get back to your house and interact with the computer you placed on the table in your first quest. You will then access to the quizzes you unlocked.

**Learning Material**

Quest 1    Quest 2
Quest 3    Quest 4
Quest 5    Quest 6
Quest 7    Quest 8

**Engaging parents in the digital life of their children**

As a parent, it is crucial to make your children enjoy and be active in the rest of society, explore, have fun, and at the same time it is crucial to be involved in what your children do in the online world. It is important to have positive (or balanced) parenting which means to be protective, but not over-protective, to set rules, but not too many rules, to show kindness, but n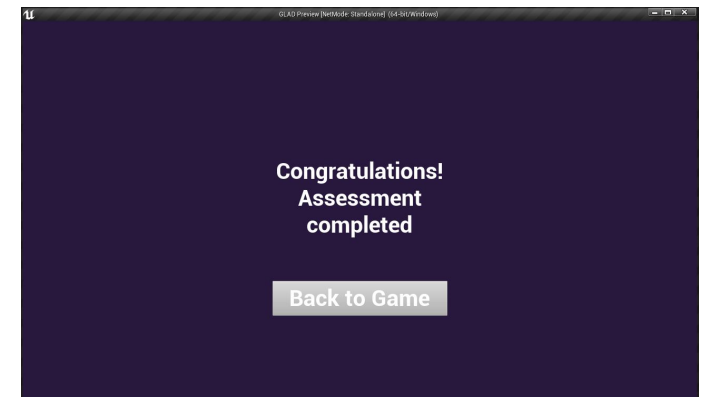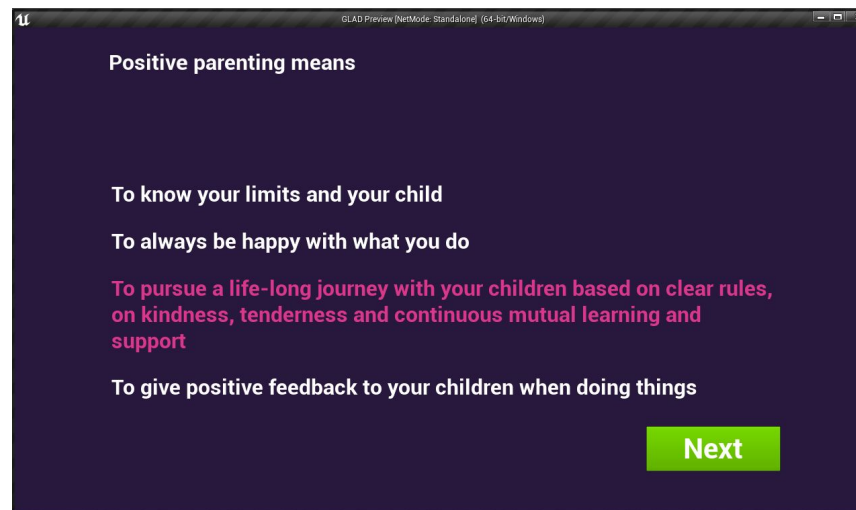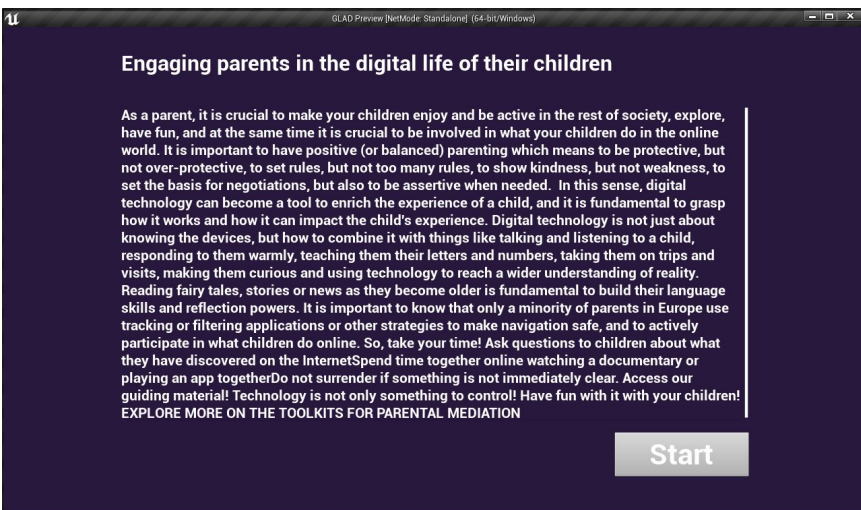ot weakness, to set the basis for negotiations, but also to be assertive when needed. In this sense, digital technology can become a tool to enrich the experience of a child, and it is fundamental to grasp how it works and how it can impact the child's experience. Digital technology is not just about knowing the devices, but how to combine it with things like talking and listening to a child, responding to them warmly, teaching them their letters and numbers, taking them on trips and visits, making them curious and using technology to reach a wider understanding of reality. Reading fairy tales, stories or news as they become older is fundamental to build their language skills and reflection powers. It is important to know that only a minority of parents in Europe use tracking or filtering applications or other strategies to make navigation safe, and to actively participate in what children do online. So, take your time! Ask questions to children about what they have discovered on the InternetSpend time together online watching a documentary or playing an app togetherDo not surrender if something is not immediately clear. Access our guiding material! Technology is not only something to control! Have fun with it with your children! EXPLORE MORE ON THE TOOLKITS FOR PARENTAL MEDIATION

**Start**

**Positive parenting means**

To know your limits and your child

To always be happy with what you do

To pursue a life-long journey with your children based on clear rules, on kindness, tenderness and continuous mutual learning and support

To give positive feedback to your children when doing things

**Next**

**Congratulations! Assessment completed**

Back to Game

# At the end of each quest you'll learn something!

# Item marker

## Item marker

Some quests will require you to fetch items in GLADVille. If the quest is selected in the "Quest Log", all the items will have a marker on them that will help you find them easily.

## Tap to fetch

Once you are close enough to the item, you can pick it up by tapping on it.

# Destination marker

## Remaining distance

Some quests will require you to reach a destination in GLADVille. If the quest is selected in the "Quest Log", the destination will have a marker on them indicating in meters the distance you have to travel.

## Tap to interact

Once you are close enough to the marker, you can tap on the screen to interact and complete an objective.

# NPC marker

## NPC location

**For some quests you may need to return to the NPC (non-player character) quest giver.**
**If the quest is selected in the "Quest Log", the NPC will have a marker on them that will help you find them easily.**

## Tap to interact

**Once you are close enough to the marker, you can tap on the NPCs to interact with them.**