

eConfidence serious games launched - Discover them!



eConfidence has produced and tested two serious games that adapt game scenarios and game elements based on player profiles and behavioural, emotional and cognitive states.

[Go Online](#) is a game made to encourage positive behavioural change in the area of **safe use of the internet** and [School of Empathy](#) is a game created to encourage positive behavioural change **facing bullying situations**. Both games were tested in 10 Spanish and English speaking schools during the project pilot tests, with children aged between 12 to 14 years old.

Curious to know more about those two games? You can watch the [Go Online](#) trailer here and the [School of Empathy](#) trailer here.



ECONFIDENCE PRESENTED AT EVENTS AROUND EUROPE

eConfidence had the opportunity to present its results, resources and to share good practices of the project during various events across Europe such as the [Science Projects Workshop](#) and the [Digital Citizenship Training course](#) at the Future Classroom Lab in Brussels, to the [Innovation Centres meeting](#) by DIM-EDU and the University of Salamanca, the [Eskola Digitala](#) event, the [eNOTICE meeting](#), and much more. During those events, eConfidence project had the opportunity to showcase and present the serious games developed, the research methodology used and the pilot tests run to assess behavioural changes in the areas of Safe Use of Internet and Bullying. You can find more updates about [all upcoming and past events on the eConfidence website](#).



JOIN THE ETWINNING ONLINE SEMINAR: 'GAMING: FROM CONTROVERSY TO INVENTIVENESS' AND THE TWEETCHAT FOR SCHOOLS

How can you use serious games as educational resources providing an interactive and innovative way of learning for pupils? Join the eTwinning Online Seminar '**Gaming: from controversy to inventiveness**' on **3 July** at 18:00 CEST and get to learn from the eConfidence project partners about the educational values of serious games and



best practices from recently completed pilot tests. More information on eTwinning Online Seminars is available [here](#).

You can also join the TweetChat for schools and educators organised **on 4 July** at 6PM CEST **‘Gaming and schools: learning, social inclusion and co-creation’**. To follow and participate in the chat with your ideas and experience, search for the hashtags **#eConfidence_eu** and **#educationalgames** and add them to Tweet your answers. More information soon on the [project website](#).



EXPERT SEMINAR ON EVIDENCE-BASED DEVELOPMENT OF SERIOUS GAMES

How can the use of serious game have a positive impact in behavioural changes? How can they be used in the leaning and teaching environments as a positive resource for young people, teachers, parents and carers? The expert seminar **‘Evidence-based development of serious games for the educational sector: challenges and perspectives’** will take place **on 12 September** in the [Future Classroom Lab](#) of [European Schoolnet](#), in Brussels. During the event, eConfidence partners and external contributors will discuss these key topics, lessons learnt and further recommendation for future projects in the field. More information on the [project website](#). If you are interested in participating in this event, please, contact us at info@econfidence.eu!



DIG DEEPER ON THE TOPIC OF GAMING AND SERIOUS GAMES AT SCHOOL AND JOIN THE ETWINNING LEARNING EVENT!

The topic of **‘Gaming: from controversy to inventiveness’** will be further developed in the Fall, in the eTwinning Learning Event with the same title. This learning event will introduce the concept of serious games used in the classroom, aiming to debunk some myths around, showing, with practical classroom examples, how well-designed games can have a positive impact on pupils’ behaviour. The results of the eConfidence project and pilot tests in schools will also be presented. More information on eTwinning Learning Events is available [here](#).



GET ACCESS TO FREE ONLINE RESOURCES

Check eConfidence reports and dossiers on benefits of serious games in education, market trends, research indicators to assess the educational possibilities of videogames and more. **All resources are accessible on the [eConfidence website](#).**

