



# eCONFIDENCE

## Call for participation 2017 Schools

### Contents

Introduction .....	2
1. Activities .....	2
2. Why take part? .....	3
3. Main tasks for schools .....	3
4. Selection criteria.....	4
Essential.....	4
Desirable.....	4
5. Application and selection process.....	5
6. Links and contacts .....	5



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement - No 732420  
This communication reflects only the author's view. It does not represent the view of the European Commission and the EC is not responsible for any use that may be made of the information it contains.

## Introduction

***eConfidence - Confidence in behaviour changes through serious games*** - is a 24-month project funded by the European Union's Horizon 2020 research and innovation programme.

**eConfidence focuses on the use of serious games in education and their potential benefits in supporting positive behavioural change for children. The project aims at testing a methodology with two serious games considering behavioural aspects related to safe use of the internet and bullying.**

A serious game is a game designed for a primary purpose other than pure entertainment. Serious games have become a popular tool for knowledge transfer, behavioural, perceptual or cognitive change and they have been subject of several studies aiming to test their effectiveness.

The eConfidence project aims to test a methodology and specially designed serious games that promote behavioural changes in young people. The methodology includes several models, such as the Activity Theory-based Model of Serious Games for game development methodology combined with Applied Behaviour Analysis and Learning Analytics.

**European Schoolnet (EUN) is looking for ten schools – five in Spain and five in English-speaking countries (Ireland, United Kingdom, Malta) – to pilot and test the games and the methodology with approximately 36 students aged 12-14 divided into a control and an experimental group during the academic year 2017/2018.**

## 1. Activities

Throughout the pilot activities, the school will be supported by one representative of European Schoolnet and one representative of the research partners (University of Salamanca and Faculty of Humanities and Social Sciences, University of Rijeka).

### Preparation (September-October 2017)

- **The school works through self-learning material** (about 1.5 hour required), consisting of instructions on running the pilot and tutorials on using the online platform where the questionnaires and the games will be hosted
- **The school will participate in an online kick-off and training meeting** organised by European Schoolnet in collaboration with Faculty of Humanities and Social Sciences, University of Rijeka, Croatia (for English speaking countries) and the University of Salamanca (for schools in Spain), to go through the instructions, how to use the platform and how to organise the pilot.

### Pre-test questionnaire (November-December 2017)

- **Participating students (experimental and control group) complete a questionnaire** (about one hour needed)



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement - No 732420

This communication reflects only the author's view. It does not represent the view of the European Commission and the EC is not responsible for any use that may be made of the information it contains.

### Experimental period (March-April 2018)

- **Students in the experimental group (24 pupils) play the web-based games**, working through the activities, for up to six hours in total, in sessions of 30 minutes, twice per week over six weeks. Each session will require 10'-15' of preparation (such as logging in the games platform).

### Post-experiment (May 2018)

- **All students (both experimental and control group) complete an online questionnaire** (40 minutes for the control group and one hour for the experimental group).

## 2. Why take part?

- **Schools gain experience in participating in a European research and innovation project**, working with organisations active in serious games and education to explore innovative applications of technology to combat bullying behaviour.
- **Each school receives a lump sum of 1000 Euro in recognition of their participation.** The agreement to be signed between the school and European Schoolnet (EUN) will stipulate that 200 Euro of this sum must be spent directly on the young people taking part in the pilot, as a 'thank you'.
- **Schools receive a certificate of participation**, describing its role in the development of the eConfidence project piloting and testing
- **Each teacher and student receives a certificate of participation**
- **Schools will be listed as collaborators in eConfidence reports and dissemination actions** promoting the project and its results.

## 3. Main tasks for schools

- **Sign an agreement** for participation with European Schoolnet (EUN);
- **Identify 36 pupils to participate in the pilot activities**, 24 for the experimental group and 12 for the control group, and collect signed consent forms for participation from each student and their parents;
- **Nominate a teacher as research coordinator** to organise the pilot within the school, supported by European Schoolnet (EUN) and Faculty of Humanities and Social Sciences, University of Rijeka (English) or the University of Salamanca (Spanish)
- **Allocate time and resources** (i.e. an ICT laboratory) for teachers and students to carry out the pilot activities in school (within or outside the school day);
- **Liaise with eConfidence partners** during the pilot activities;
- **Fill in follow-up and feedback questionnaires** about the activity, to receive the lump sum.



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement - No 732420

This communication reflects only the author's view. It does not represent the view of the European Commission and the EC is not responsible for any use that may be made of the information it contains.

## 4. Selection criteria

The eConfidence project consortium will select schools for the pilot action based on the following equally rated criteria.

### Essential

#### 1. Country

The school is in Spain or an English-speaking country (Ireland, United Kingdom, Malta).

#### 2. Commitment

The school has the capacity and commitment to carry out the pilot, as described above, during the school year 2017-18.

#### 3. Availability of students

The school can provide 36 boys and girls aged 12 to 14 (grade 5-6) and secure written permission to participate in the pilot. All students should have internet access at home and be competent and regular internet users.

#### 4. Availability of a research coordinator

The school can nominate a research coordinator who will receive instructions from the eConfidence project partners to organise and support the pilot in their school. The research coordinator will be the contact point for the eConfidence project partners and they will support the pilot sessions.

#### 5. Facilities

The school can make available an ICT lab with fast and reliable internet and computers with the following characteristics.

- Operative systems: Windows 7 and above, Mac OS X 10.8 and above, Ubuntu 12.04 and above
- Browsers: Firefox, Chrome, Edge or Safari updated version

### Desirable

#### 6. Experience and interest

- Previous experience and interest in using serious games in learning.
- Previous experience and interest in participating in European/international projects and research and innovation projects (in any field).



## 5. Application and selection process

Schools are invited to apply for the eConfidence project pilot activities by filling in [this application form](#) by **15 June 2017**.

Applications will be assessed by representatives of European Schoolnet and of research partners (University of Salamanca and Faculty of Humanities and Social Sciences, University of Rijeka), applying the above criteria.

**Short-listed schools will be invited to an online interview by 31 July 2017.**

Final selection interviews will be based on the content of the application form and will be carried out by representatives of European Schoolnet (EUN) and the research partners (University of Salamanca and Faculty of Humanities and Social Sciences, University of Rijeka). The online interview will also serve to:

- Explain the objectives and methodology of eConfidence project;
- Provide more information about the benefits and the pilot tests development;
- Present the information sheets, consent forms and code of conduct of the project;
- Brief on the national ethical approval for research with children in schools and revise any additional schools authorisation (clearance) that may be required;
- Liaise with the schools' representative for any other concern or question on the pilots.

**Selected schools will be informed by email on their participation in the eConfidence project pilot activities by 31 August 2017.**

All applicants will be informed of the outcomes of their application by 30 September 2017.

In order to carry out the activities, **the selected schools will be requested to sign an agreement with European Schoolnet (EUN) by 30 September 2017 and to collect consent forms related to their participation from students and their parents by 30 October 2017.**

## 6. Links and contacts

**Further information on the project:** [www.econfidence.eu](http://www.econfidence.eu)

**Call for participation:** [www.econfidence.eu/participation](http://www.econfidence.eu/participation)

**Application form:** [www.surveymonkey.com/r/eConfidence-pilot-tests](http://www.surveymonkey.com/r/eConfidence-pilot-tests)

**Contact - European Schoolnet**

**Fiorella Belciu**

EUN Partnership AISBL, Rue de Trèves 61, B-1040 Brussels

t +32 (0)2 790 75 56 | t +32 (0)499 48 97 21

[fiorella.belciu@eun.org](mailto:fiorella.belciu@eun.org)

[www.eun.org](http://www.eun.org)



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement - No 732420

This communication reflects only the author's view. It does not represent the view of the European Commission and the EC is not responsible for any use that may be made of the information it contains.