

eConfidence project kicks off - Find out more!



Serious games have become a popular tool for knowledge transfer, perceptual or cognitive change, but are they an effective instrument for behavioural change?

[eConfidence](#) - Confidence in behaviour changes through serious games - is an EU2020 funded project which aims to answer this question through research pilot actions in

schools on how the use of serious games can have a positive impact on young people's behavioural changes.



LEARN MORE ABOUT THE RESEARCH METHOD

eConfidence has developed a [research method](#) aiming to **test the Activity Theory-based Model of Serious Games (ATMSG) for game development methodology combined with Applied Behaviour Analysis (ABA)** in order to be able to design serious games capable to promote behavioural changes in young people.

Research includes pre-test and post-test applications in order to verify whether the use of videogames can cause changes in the variables considered as dependent like knowledge and safe use of the internet, assertive behaviour, empathy, knowledge and attitudes toward bullying and the safe use of internet, perceived behavioural control, self-efficacy, subjective norms, behavioural intentions.



PILOT TEST ON SERIOUS GAMES LAUNCHED

In May 2017, eConfidence launched a call for schools interested in taking part in the **pilot tests of two eConfidence serious games** on the topics of **bullying** and the **safe use of internet**. 10 schools (5 Spanish and 5 from European English-speaking countries) have now been selected to carry out the pilot test involving students aged between 12 and 14.

Students will be divided into a control and an experimental group during the academic year 2017/2018, and the results of the pilot actions will be announced in the summer of 2018. Stay up-to-date about the outcomes by visiting the eConfidence [website](#)!



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.





CHECK OUT THE EDUCATIONAL BRIEF

How can serious games support learning? How can we use games in order to tackle bullying and educate children and young people about safer use of internet? Check out the educational brief '[Educational benefits of eConfidence serious games](#)' and find the answers.



TWO INFORMATION DOSSIERS AVAILABLE

eConfidence has published an information dossier on '[Measurement Instruments for the Pilot Test](#)' presenting the conceptual and operational variables that will be assessed during the pilot test, for the topics of safe use of the internet and bullying.

Soon the '[Researched Topics and Indicators to Assess the Educational Possibilities of Videogames](#)' information dossier will also be available. This report will include a study on psychological and educational effect of videogames, in relation with bullying and safe use of the internet, and a set of guidelines for interventions and games design, which are the base for the game scenarios.



GET ACCESS TO FREE ONLINE RESOURCES

eConfidence has published on the [website](#) a number of useful resources. Get free access to the educational brief '[Educational benefits of eConfidence serious games](#)' that outlines the concept of serious games and how they can support learning, focusing on bullying and safe use of the internet.

Download the information dossiers on '[Measurement Instruments for the Pilot Test](#)' and the upcoming '[Researched Topics and Indicators to Assess the Educational Possibilities of Videogames](#)'. Stay tuned for more resources in the [website](#).



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