

PROGRAM

FINAL CONFERENCE ON ERASMUS + PROGRAM TLIT4U PROJECT

IMPROVING TRANSLITERACY SKILLS THROUGH SERIOUS GAMES

2021-1-BG01-KA220-HED-000027624



Co-funded by
the European Union

MONDAY, 13 MAY, 2024 | 10:00
SOFIA, INTER EXPO CENTER,
"PANORAMA" AUDITORY, FL. 7,
"TSARIGRADSKO SHOSSE" 147 BLVD.

PROGRAM 13.05.2024



9:30 – 10:00

Registration

10:00 – 10:15

Official opening of the event

SESSION 1. TRANSLITERACY AND PLAYFUL LEARNING PEDAGOGY

Moderator: Marina Encheva, Project
Coordinator, ULSIT

10:15 – 10:35

TLIT4U project – overview of the achieved
results – Marina Encheva, Plamena Zlatkova,
ULSIT, Bulgaria

10:35 – 10:55

Teaching critical literacy through digital
games – Mari Maasilta, University of Lapland,
Finland

10:55 – 11:20

Playful learning pedagogy and LEA game developed in the
framework of TLIT4U project – Marjaana Kangas,
University of Lapland, Finland; Giulia Conti, University of
Parma, Italy

11:20 – 11:30

Discussion

11:30 – 11:45

Coffee break



PROGRAM 13.05.2024



SESSION 2. APPLICABILITY OF SERIOUS GAMES IN LEARNING

Moderator: Vasil Zagorov, ULSIT

11.45 – 12.00

TLIT4U Games' Selection tool: online tool for teaching transliteracy – Matteo Uggeri, Lucia Coletti, Foundation at the Polytechnic University, Milan, Italy

12.00 – 12.15

Methodological framework for LEA game – Anna Maria Tamaro, Susanna del Carlo, Maria Valero Gisbert, University of Parma, Italy

12.15 – 12.30

Storytelling of LEA game- Giulia Conti, University of Parma, Italy

12.30 – 12.45

Key technical features and possible paths to adaptation of LEA game – Francesco Zanichelli, University of Parma, Italy

12.45 – 13.00

Discussion and closing

13.00 – 14.00

Cocktail

