

# Methodological framework for LEA game

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Sofia, 13 May 2024



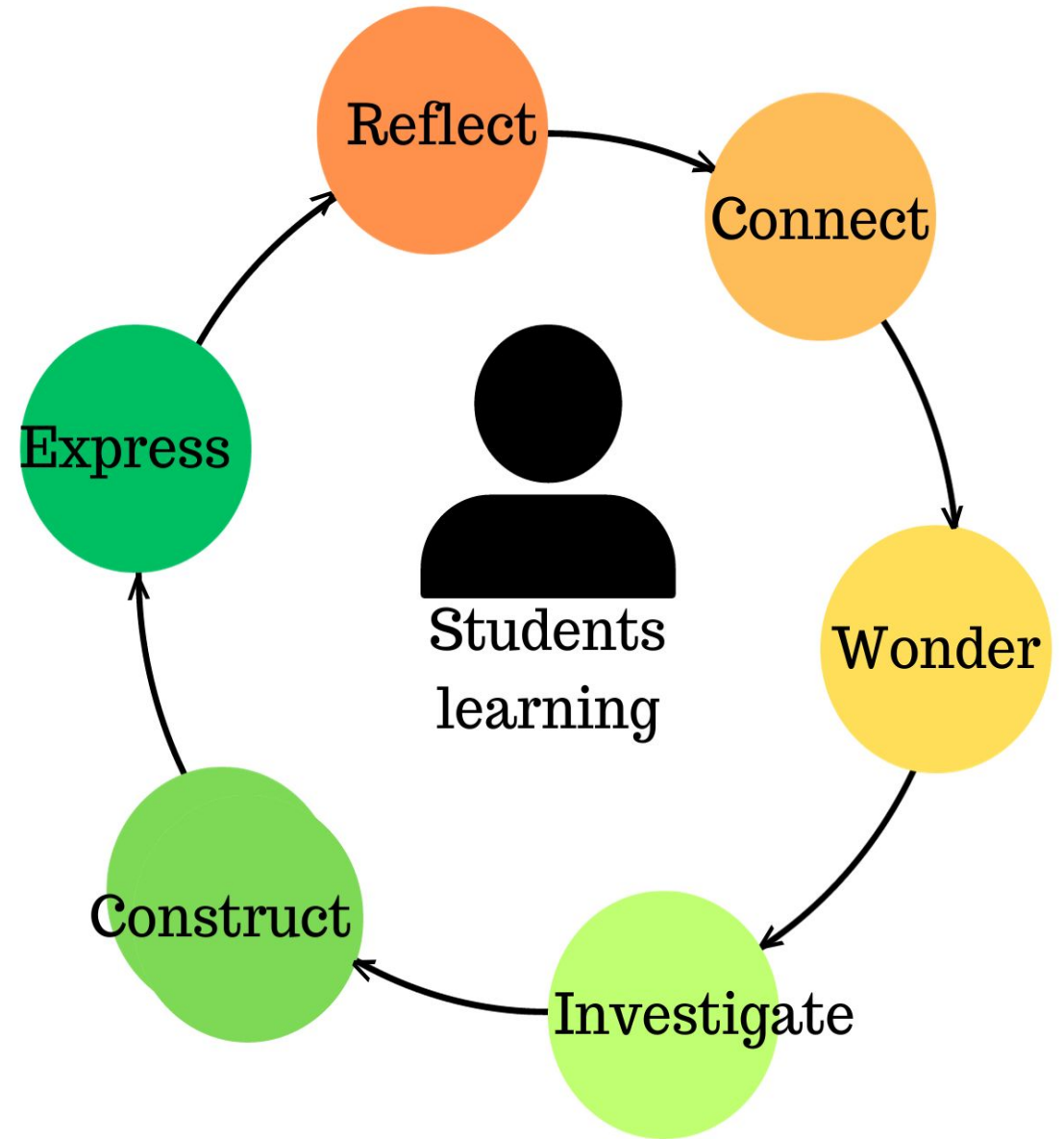
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Final Conference, May 13, 2024, Sofia (Bulgaria)  
Project 2021-1-BG01-KA220-HED-000027624



# Inquiry based learning and our learning outcomes:

- To know the **research cycle strategy**
- **Applying a critical thinking** approach to the research process
- **To take control over their thesis process.**



# Learning outcomes

**CONNECT:** what you already know and what you do not know

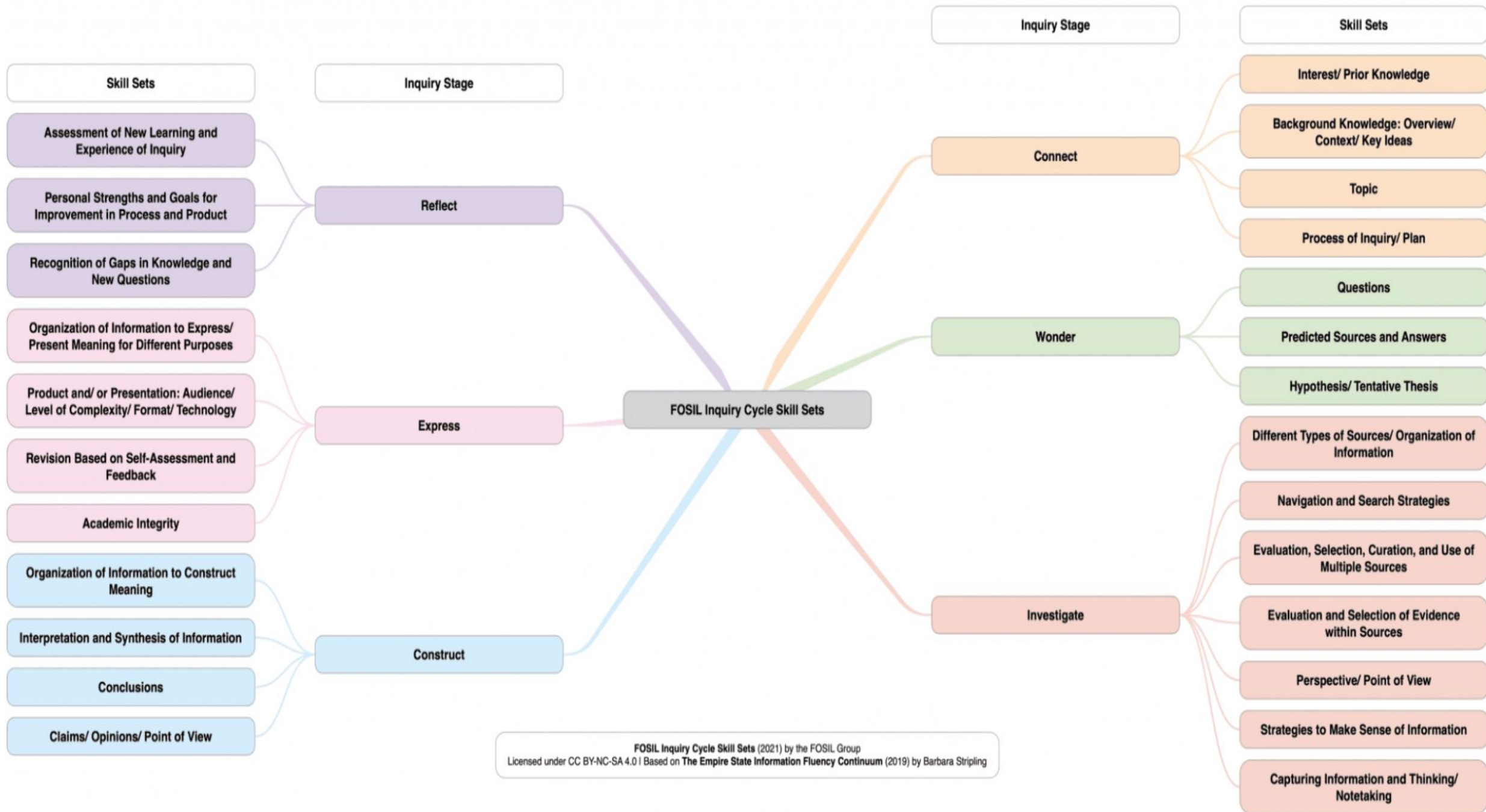
**WONDER:** identifying questions better guiding investigation

**INVESTIGATE:** knowing scholarly resources available and use them effectively

**CONSTRUCT:** building an accurate understanding based on evidence

**EXPRESS:** making the most compelling case given audience and evidence

**REFLECT:** self evaluation of your process and your results



# Lesson Plan Template: Audio description for cultural understanding

Outcome: Understanding the meaning of images

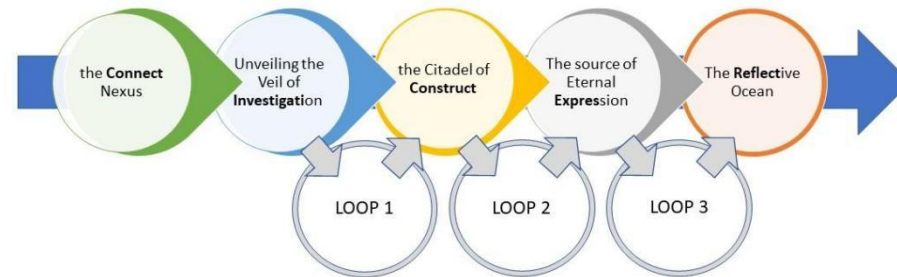
Activity	Skills	Duration
Guided discussion	<b>CONNECT:</b> Visual literacy, What do we know about images, how do we interpret them	10
Video Perfect Days (Win Wenders, 2023)	<b>WONDER:</b> experiment a specific situation, in this case: the sunlight filtering through trees	20
Use AI about shadow effect produced by sunlight filtering through tree leaves	<b>INVESTIGATE:</b> we are talking about Komorabi a Japanese tradition. Use AI, at least two different platforms, ie., Bing AI or chat GPT, Openknowledge map, other.	20
Student work presentation	<b>EXPRESS:</b> students description of Komorabi, do they mean the same thing to EVERYONE? audio description extension to everyone	10

Inquiry Process steps: Connect, Wonder, Investigate, Construct Express, Reflect

# TRANSLITERACY VISUAL LITERACY & SERIOUS GAMES

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13 May 2024

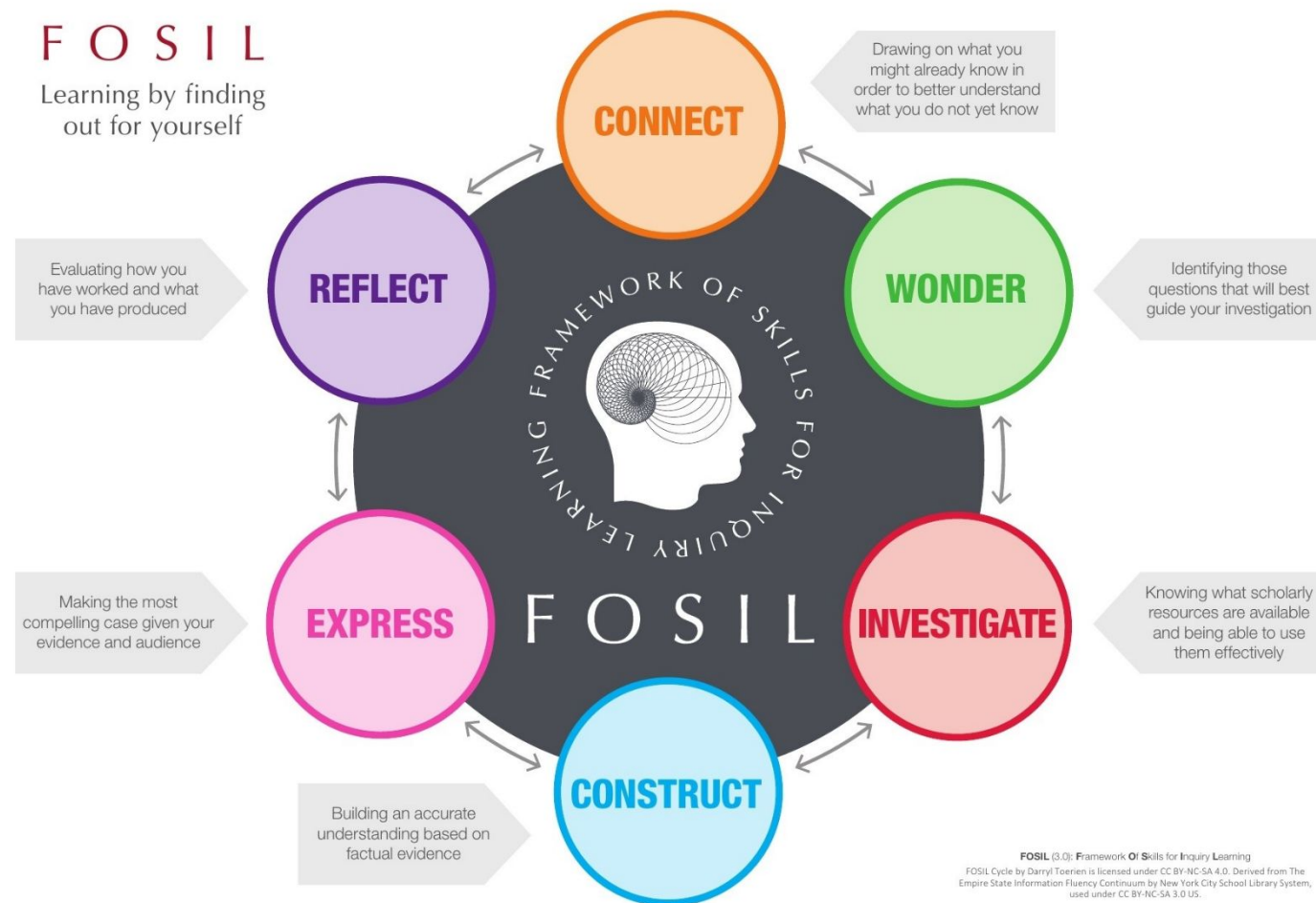
# THE GAME



# THE GAME

## F O S I L

Learning by finding  
out for yourself



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The goal:  
to master of art of doing research (and literature review) in a critical way.

AIM of this specific research:  
to increase awareness on **visual literacy**,  
and  
how **audio description** can help in understanding different  
ways to see the world and participate in social life.

Opening our minds  
to a news horizons

**Connect  
Nexus**

Open, expand,  
and broaden  
the horizons of  
research.

**Stimulate  
curiosity  
about  
the meaning  
of images**

Question:

What do we know about images?

how do we interpret them?

do they mean the same thing to EVERYONE?

do they have connotative meaning/hidden meanings/meanings  
not 'visible'/not understandable to an audience belonging to  
another culture?

Do you want to go deeper/get into this game? [You can win 100 points, 20 diamonds, etc.]  
[on the game: go in literally and experiment a specific situation, in this case: the sunlight filtering  
through trees]

# examples



Fig. 1. *Perfect Days* (Win Wenders, 2023)





## Connect Nexus

Have you considered the possibility that some people may not have the same level of familiarity with a specific topic, and may need additional context or explanations?

What does it means? [answers /discussion]

Do you want to go walk inside the game and feel the sunlight filtering in? [You can win 100 points, 20 diamonds, etc.]

GOALS: Reach a wider audience, knowledge about traditions. Go online and gather information.

But BEFORE:

notice that we are talking about a Japanese tradition (fig.1). Do you know what it is about?

Yes

No

Go to Internet to search for information about **shadow effect** produced by **sunlight** filtering through tree leaves. Include the link where you have found the information/supported yourself.

The  
**Wonder**  
(ful) Cave  
and  
Unveiling  
the Veil of  
**Investigation: LOOP**  
**2 and**  
**LOOP3**

I. Use AI, at least two different platforms, ie., Bing AI or chat GPT, other.

a) what kind of AI have you used? Report the results with the questions you have placed and compare the results.

What have you learned?

1) nothing (ask why, due to technological problems?)

Other. In this case, propose other activities.

2) something: what? i.e., the meaning of something new. [give some awards/points, diamonds]

Again: Do you want to go deeper/get into this game? [awards/points, diamonds]



The  
**Wonder(f  
ul) Cave  
and  
Unveiling  
the Veil of  
Investigat  
ion: LOOP  
2 and  
LOOP3**

II. Search in this website the word '*komorebi*':

<https://openknowledgemaps.org>

What have you learned?

1) nothing (ask why, due to technological problems? Other. In this case, propose other activities.

2) something: what? i.e., the meaning of something new. [give some awards/points, diamonds]



# UNVEILED EXAMPLES



*Perfect Days* (Win Wenders, 2023)

Japanese for describing when sunlight filters through trees, Komorebi can create a sense of connection to nature. Our connection to nature is with us throughout our lives and this pandemic has allowed many to go back and fully experience nature again. This image depicting one lonely leaf signifies that although many of us may feel alone, we are always connected to something much bigger.

Ashlyn Shuster, *Interdisciplinary Dialogue Proceedings; Vol. 4 No. No. 1 (2021): Interdisciplinary Dialogue Project Student Work*, [link]: [https://journals.macewan.ca/inter\\_dialogue/article/view/](https://journals.macewan.ca/inter_dialogue/article/view/)

The Citadel  
of  
Construct:  
loop 3

try using AI to obtain similar images. [we are curious to know what AI proposes]. i.e., through <https://astica.ai/>

## CRITICAL WAY

- The game guides the student to understand or not take meanings for granted because our vision is guided by our knowledge.
- What about individuals who have limited knowledge or experience in a particular subject, and how might this impact their understanding of what they see?

## Final reflection/thought

Give your opinion on how useful it was for you to understand the meaning of the images and how do you think your needs are different from a blind person.

## Final reflection/thought

Through AUDIO DESCRIPTION  
you can learn and understand the  
meaning of images.

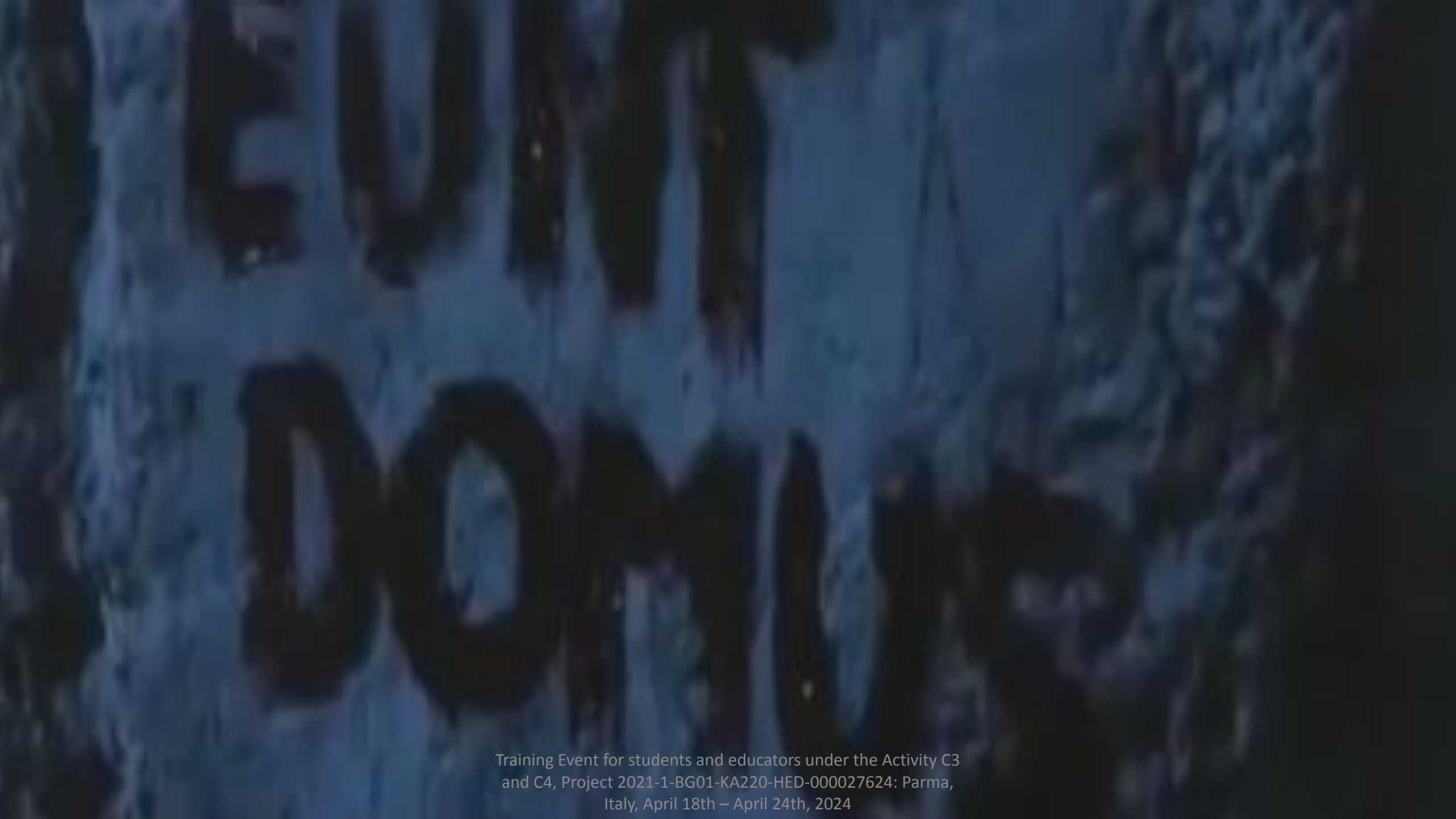
Audio description is the verbalization of the  
images.

## Final reflection/thought

It is useful for everyone  
regardless of need.

¡MUCHAS GRACIAS!  
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Training Event for students and educators under the Activity C3  
and C4, Project 2021-1-BG01-KA220-HED-000027624: Parma,  
Italy, April 18th – April 24th, 2024