

ME AND THE MEDIA

Fostering Skills of digital literacy through learning Interactive for people with intellectual disabilities

N° 2019-1-LT01-KA204-060697



Peer to Peer Group Activities

This activity reflects the outcomes of the work developed with PwD to raise awareness on the opportunities and risks of social media use.

In each country we created peers groups that met regularly to evaluate their social media use, to assess the information and events they came across and which they would like to share with the group. They reflected together on lived situations related to the social media that happened to them, to their friends or to others and try to find out causes and mechanisms that can explain those situations.

We tried to understand what is appropriate and non-appropriate, fair and unfair using social media and what can be done in case of individuals or groups became victims of misrepresentation, abuse or bullying. We developed and test some strategies for those cases. Further we worked on rethinking PwD digital identity and fingerprint and what kind of information they can share online.

The groups reported their work in different online social media platforms, wick asked for the development of digital competences, including the use of multimedia tools, online editing and publishing, etc. These activities were named as social media fab labs.

A key aspect of this activity was that each group connected with the others from the partenrs countries. This helped them to be aware of the potential of the web in terms of relations, but also from an advocacy point of view. In the meanwhile, helped them to be aware on which could be the risks in using the social networks.

The results were a creative web-based collection of stories, reflection of a creative community of advocates for critical social media use and for a fair representation of diversity in social media. The empowerment and learning aimed to guide them in becoming critical social media users, able to prevent abuse in social media and to protect themselves and others from harm.

WHAT YOU'LL FIND

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Austria

In November 2020, Priska Unsinn and Lisa Panzierer, trainers at atempo, organised a first peer group meeting. The trainers wanted to work together with people with learning difficulties (atempo trainees) and the peer assistants, Markus Binder and Melanie Wimmer, on the "Me and the Media Erasmus+ project". Since then, topics around social media, internet safety, data protection and cyberbullying have been dealt with in two-week peer group meetings.

The aim of the peer group meetings was to encourage the atempo trainees to participate in the "Me and the Media Project" and to gradually train them as experts in special areas of social media. The specialisations were topics chosen by the trainees themselves. All topics were related to online media, for example, some trainees became experts on Facebook, Instagram, internet safety and so on.

The atempo peer group consists of about 8 trainees at its meetings. In order to involve as many trainees as possible in the topics, new trainees were always added to the existing group. In total, 21 trainees took part, 10 of them women and 11 men aged between 18 and 38. The trainees in the peer group are all from Styria in Austria. Most of them live directly in Graz.



Italy



In the framework of the MeMe Project, from March 2020, a team of educators and trainers of AIAS Bologna onlus, organised regular weekly meetings to work with a group of people with learning difficulties and disabilities. The group works on topics related to social media (including whatsapp and youtube), internet safety, data protection, cyberbullying. In the meanwhile, the group was stimulated to improve their knowledge of the digital instruments (how to produce an online blog, how to perform a web research, how to download and use apps, etc).

The first part of the meetings (March-July 2020), due to the COVID pandemic restrictions, was conducted online. To get to know and to present the project, the educators send a presentation video to the participants before the first meeting. The group used online instruments such as video, quizzes to involve the participants and introduce the topics. From september 2020, there were face to face meetings. The AIAS peer group consisted of 5 trainees at the meetings (maximum number respecting COVID pandemic regulation). In November 2021, a peer training session will be organised where the "expert" group wil coach a group of 10 young adults with disabilities from AIAS daily care centers.



Portugal

The Project was a very enriching experience for Cercimarante and especially for the youngsters involved in the project, as we had the opportunity to explore the potential of people with disabilities to represent themselves in the Media and Social Networks. We also had the opportunity to acquire and consolidate digital skills, transmitting our knowledge to our peers.

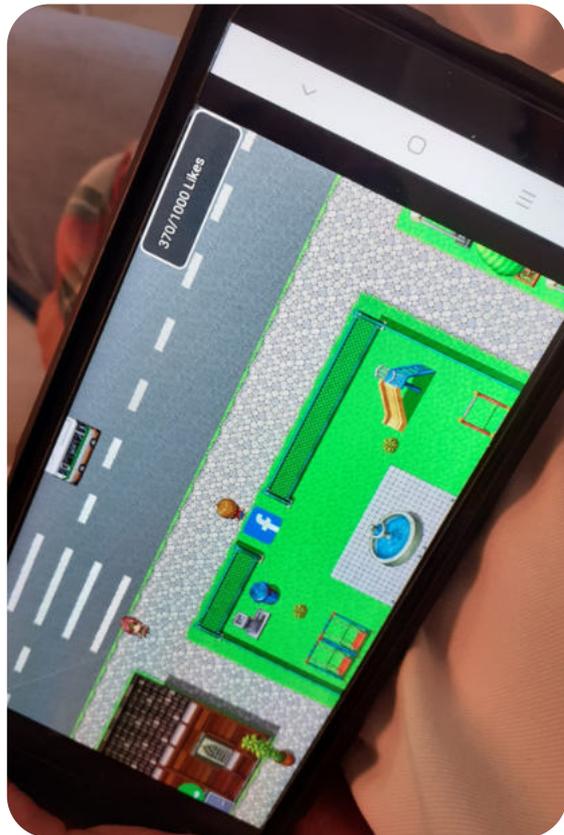
In our own words:

"We are already 1 step ahead!!! With 75 likes..." António | "I'm already advanced in TIK TOK." Aida | "The MEME game is easy, it's important. I was playing on Saturday at home. I've e already reached 1000 likes." António

"I've been playing 2 days or 3 a week. It's interesting, more or less easy. I have some difficulty in getting around, in the various houses. Each house is a social network." Cátia | "For me, social networks serve to communicate. Through Facebook we can watch videos and share them with friends. It's useful because we can chat with friends and catch up, but you need an internet connection. It allows us to make friends but we can't trust all people because not all of them are what they say they are." Filipe Diogo | "I learned that we should not give our password, and also not trust and accept people we don't know and not trust to give our number. If someone wants to hurt us we should call the police or our parents." António | "Be careful who we talk to on social networks, with strangers, don't treat people badly on social networks, don't accept conversations from people we don't know well, nor give out our address and personal details" Albina | "Cyberbullying is violence on the internet, it's people treating each other badly." Cátia | "This project has been, for me, a constant challenge. The whole group has collaborated and shown great interest in sharing ideas and involvement in the project activities. It has been very enriching to participate in this project." Fátima Monteiro



MEME Mobile Game



<https://play.google.com/store/apps/dev?id=6480111797939702300>

A mobile game was developed!!

Download it and enjoy!

We used engine/system facilitation for the creation, management and playback, presented within a contemporary, graphically and aurally rich, gaming environment. With this engine/ system the gaming environment was released as a mobile game application. We have two game modes (for each scenario) that are blended to create a range of modes of engagement and delivery of the learning outcomes. The player modes are:

- Single player mode. In these scenario users experience a pre-authored scenario defined in the Games Design Documents with a number of discrete possible outcomes. Players explore spaces, meet non-player characters and make choices.
- Machine Mode. These are short non-interactive outcomes from single player mode choices that portray the result of a certain choice. Players are then offered the opportunity to replay the last single player mode sequence or to move on to the next scenario.

