

# NEWSLETTER

Edition 2 – December 2019

## ON-OFF project

ON-OFF aims at assisting professionals working with children help them identifying the behavioural, situational and structural causes that lead to online commitment and encourage them to adopt a balanced behavior.

For achieving its main goal, the project will develop a toolkit, which is a set of tools such as a knowledge repository, an ICT-based curriculum and an Augmented Reality game. The toolkit aims at raising awareness about Internet addiction condition and boost a balanced approach between online commitment and real life interactions.

## SECOND PROJECT MEETING

The second project meeting took place in Nicosia on 9<sup>th</sup> of April, hosted by Emphasys. Partners examined the second output of the project, with reference to the design and development of ON-OFF toolkit. Partners presented their proposed approach on the modules and had the opportunity to exchange ideas on the content development. Also, during the meeting, partners discussed the design of the AR game. CIVIC, who is the developer of the game presented ideas and views based also on company's other experiences with AR games. A relevant document is in progress and will be used for deciding upon the necessary infrastructure for the game. The meeting has proven to be really fruitful and the consortium is on the way to the development of the modules and the AR game.



## THIRD PROJECT MEETING

The third project meeting of the project held in Athens on 18-19 November 2019 and hosted by AKNOW. Partners continued their work that had started in the previous meeting, regarding the ON-OFF toolkit. They presented their modules and discussed the finalisation of the content of first Iteration, in



### The partners



order to be ready for the upcoming workshops. Additionally, the storyboard of the game was reviewed, while the game was demoed in relation to the infrastructure. The curriculum and the AR game will be tested per country through two series of workshops to be organised and executed by the partners, in Cyprus, Romania and Bulgaria.

As a result of the meeting, partners have developed 4 different modules including lesson plans and assessment tools covering different aspects of online and offline balance.

### WHAT'S NEXT?

-Local workshops that will test and validate the AR Application and the curriculum.

- Next Transnational project meeting, which will take place in Bucharest on 8 May 2020.

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