E4

Employment
4 Inclusion

ICT TOOLS FOR SOCIAL INCLUSION

Short Description

This study takes in exam the role that ICT play in the process of school inclusion; in order for the above the process to have a positive outcome, ICT has to be accessible to all students and teachers need to constantly improve their educational approach; in this way, "E-Inclusion" will be achieved: ICT will help people overcoming exclusion thanks to free and accessible e-tools with a high degree of usability and availability; efforts need to be made in order to enable all students to access and use e-tools from which they will benefit, through the "design for all" approach and by pursuing better interoperability between services and devices.

PDF file: *https://www.itd.cnr.it/download/AATE-2009.pdf*

Short Description

After examining the benefit of including gamification – the engagement of people in order to achieve their goals through the recourse to digital technology and game mechanics – in the process of inclusion of migrants, a collection of tested tools (videogames, apps, web-based activities) is described; games proved to be very effective in both educating and tackling critical issues, thanks to their innate ability to build self-esteem and good relations through the promotion of empathy and the fostering of interrelation.

PDF file: https://citizentime.org/

Short Description

Migrant Literacies is an Erasmus+ KA2 project focused on the development of innovative practices in the field of adult education, specifically concerning media and digital literacy (including the creative use of ICT for language learning) and creation of new tools for improving teachers and mediators job in the education of adult migrants. With the development of national toolkits for the teaching of Literacy and Digital Literacy to migrants, the project develops multiple learning paths, embedded in the national contexts of the project partner countries, providing so innovative tools for Educators and Teachers working in the field. For this, the project foresees the experimentation with migrants students. As educators working with adult migrants are often a kind of migrants themselves – *digital migrants* – the objective of the project is to train educators working in the field of adult education, develop their media and digital literacy competencies through a MOOC that explores the potentials of innovative and creative uses of ICT and Media in the effective teaching of Literacy to migrant adults. MOOC is made by videos, activities and background information on various topics such as the importance of multiple literacies, why using ICT in language learning, data privacy, and App usage, the potentials of using mobile media and the use of digital technologies for the empowerment of learners.

Webpage: https://www.migrantliteracies.eu/