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F.2.2.22 An App for Secondary Students based on the Lesson Plans

Jean Monnet Project

European Culture:
a Contribution for a New Narrative of
Europe

F.2.2.22 (output)

Universidade de Vigo. Campus Universitario. E-36310 Vigo (España)
Email: jeanmonnetculture@uvigo.es

In relation to the activity *F.2.2.21 An App for Primary Students based on the lesson plans*, we have developed an App which is an educational game (Serious Game, Digital Game -Based Learning). The graphic elements that are part of the app are attractive, useful, fun and, above all, consistent with the objective of learning and the age of the students. Each of the actions that can be performed on the app is fully adapted to the skills of primary education students. Other characteristics of the app are that it is easy to use, with an intuitive navigation and user interface. It is also functional across multiple platforms and it has access to multiple content types.

A participative method was also used in computer systems construction, in order to follow the same kind of ideas as in the rest of the project. In Computer Science, the great importance of user implication in software development is well known. This implication is fundamental to achieve the goals of the development, so we have used methods for developing the system that emphasize user participation. In order to do this, we have used development processes, like Scrum or similar ones, in which the user is empowered as the centre of the process. In addition to this, such kind of processes encourages the use of the latest design and programming technologies in the final product.

The working group:

- Has defined the purpose of the application, what the user has learnt about European Culture, how we have done it and what dynamics were used in order to engage children.
- Has established guidelines and a dynamic of participation attractive to students of secondary education.
- Has ensured a high quality graphical component and a good user experience (interaction, usability, accessibility, perception...), provided by the app.
- Has considered the apps' development for smartphones and/or tablet, the operating system and has specified the different modules.

Just as we had stated in the project application, the games are available for download in our website (<http://europeanculture.brandercorp.com/>), both for online playing and for downloading. They will also be made available through the Galician Regional Government website for Education ("Portal Educativo ABALAR" <https://www.edu.xunta.es/espazoAbalar/>), the Euclio project website (<http://euclio.uvigo.es/en/>) and the Compostela Group of Universities website (<http://www.gcompostela.org>) during the current year 2018.