CONTACT US

www.facebook.com/
technikumbudowlanewrzeszowie

www.digright.eu

sekretariat@zs1.resman.pl

QUOTE

We need technology in every classroom and in every student and teacher's hand, because it is the pen and paper of our time, and it is the lens through which we experience much of our world.

David Warlick

PARTNERS

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İSTANBUL ÜNİVERSİTESİ CERRAHPAŞA

COLEGIUL NATIONAL MIHAI EMINESCU

Innovation Footprint

TARTU RAATUSE KOOL

FEVZİ KESKİNOĞLU ANADOLU LİSESİ 2010

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DigRight

The Correct Use of Technology to Prevent

2024-1-PL01-KA220-SCH-000251896

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OBJECTIVES

- Create 2 educational tools to assist teachers in identifying and addressing digital addictions in their students.
- Train 20 teachers on how to incorporate the developed tools in their classrooms.
- Conduct local pilot testing with 60 teachers and 375 students across 6 European countries, promoting their active engagement.
- Promote international collaboration, knowledge exchange, and the sharing of best practices in teaching to enhance digital competencies among teachers and teacher trainers.

RESULTS

1. **The DigRight App**
   A gamified digital tool for schools that enhances digital learning, promotes ICT integration, and helps prevent digital addiction. Available on iOS and Android, it engages students interactively, provides personalized risk assessments, and offers tailored advice.

2. **The DigRight Educational Kit**
   A comprehensive resource designed to enhance digital competence using the DigComp framework while helping teachers and students identify and address digital addiction. It includes a curriculum guide, lesson plans, classroom materials, assessment tools, professional development resources, and student activities, to complement the App.

AIM

The **DigRight** project empowers teachers through **training, and innovative resources**, while actively involving students in the feedback process. It introduces a **digital, interactive tool** that helps educators **prevent, identify, and address digital addiction**. Grounded in the **DigComp framework**, the tool enhances digital skills and promotes student digital competence through **gamified real-life scenarios**.

VISION

With **99% of students** owning digital devices but only **30% using them for studying**, the need for effective **digital literacy** is critical. Using the **DigComp Framework**, DigRight provides a **gamified digital tool** and **educational kit** to help teachers identify and mitigate **Internet Addiction Disorder (IAD)** while fostering responsible technology use. By bridging the gap between technology and education, the project promotes **healthy digital habits** for both educators and students.