

## TEACHING STUDENTS INTERNET SAFETY THROUGH AN ARTIFICIAL INTELLIGENCE MOBILE APPLICATION



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Innovation Frontiers  
Mind is the limit

technologos  
pushing the boundaries



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## Teaching concept based on serious games

The serious games teaching concept is an innovative approach to education that uses computer games to learn and develop skills. Serious games are designed in such a way as to combine elements of entertainment with educational content, which contributes to greater motivation and engagement of students. Here is a teaching concept based on serious games:

**Selection of games:** Choose a variety of serious games that match the curriculum content and learning objectives. Games should cover a variety of subjects and skills, such as math, English, science, social skills, etc. It's also a good idea to choose games that involve logical thinking, problem solving, and decision making.

**Integration of games into the curriculum:** Serious games should be integrated into the existing curriculum. Identify key subject areas where games can be used to support and enrich traditional lessons. Customize games to suit specific learning objectives.

**Create game scenarios:** Create game scenarios that combine game elements with educational content. Scenarios should include science objectives, challenges, puzzles, and rewards. Make games have different difficulty levels to suit students' abilities and needs.

**Grading progress:** Use game features to track student progress. Serious games can collect data on performance, time spent playing, problem solving approaches, etc. Use this information to assess student progress and adjust further learning.

**Collaboration and Competition:** Incorporate elements of collaboration and competition into games to encourage student cooperation and healthy competition. You can introduce multiplayer, teamwork, or ranks that students can earn based on their performance in the game.

**Reflection and discussion:** After the game is over, organize a reflection and discussion session where students can share their insights, conclusions and experiences. Talk about what skills and knowledge they have gained while playing and how they can transfer these skills to real life.

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2. Game development: Encourage students to create their own games to support their learning process. Give them the opportunity to design and develop games that cover the topics discussed. This will allow students to be even more engaged and develop their creativity.

3. Availability and Resources: Make sure students have access to the right tools and technology to use serious games. Also provide relevant resources such as game manuals, guides, additional educational materials, etc.

The serious games teaching concept aims to transform the traditional learning process into a dynamic and interactive experience that engages students and encourages independent learning. Through the use of serious games, this concept creates new opportunities for educating and developing students' skills in an innovative way.

### **Online safety in education: Why is it worth using the app?**

Introduction: In today's digital world where children and young people are constantly connected to the Internet, it is extremely important to ensure their online safety. Threats such as cyberbullying, inappropriate content, and identity theft can pose significant risks to our students. In response to these challenges, Internet safety applications have emerged that can play a key role in education. In this article, we will present the reasons why it is worth using such applications in the teaching process.

1. Teach responsible use of the Internet: Online safety apps provide students with practical tips and tools to learn to use the Internet responsibly. They teach them how to protect their personal information, how to recognize dangerous content and how to avoid cyberbullying. Such apps can be an integral part of the media and digital education curriculum.

2. Increases awareness of risks: Using online safety apps helps students gain knowledge about various online risks. Thanks to them, students will be more aware of the pitfalls that can lurk online, such as phishing, scams and dangerous websites. Knowing these risks enables them to take appropriate precautions and make informed decisions online.

3. Strengthens digital skills: Online safety apps not only warn of dangers, but also support the development of students' digital skills. They can offer interactive lessons, educational games and simulations that engage students and help them understand various aspects of safe online use. Thanks to this, students

acquire skills such as analyzing the credibility of information sources, managing online privacy or creating secure passwords.

4. Supports Dialogue and Communication: Online safety apps can act as a tool to initiate dialogue about online safety between students and teachers and parents. Thanks to them, you can talk about the rules of safe use of the Internet, report disturbing situations and discuss students' online experiences. This open communication contributes to building an informed online society.

5. Tailored to age and needs: Online safety apps are tailored to different age groups and students' needs. They offer content and guidance that is appropriate for different developmental levels, which makes them effective and interesting for students. They can also be personalized, taking into account the individual skills and needs of the student.

**Summary: The use of online safety applications in education is extremely important to ensure that students use the Internet safely and responsibly. These apps not only teach how to avoid hazards, but also develop digital skills and support dialogue between students, teachers and parents. Therefore, it is worth including them in the curriculum as an integral element of digital and media education. Only in this way can we effectively protect our students and help them build a positive online experience.**