



**Project “ADULATION- Adult Education for Social Change”**

**2020-1-CY01-KA204-065947**

# **“ADULATION Training toolkit to enhance citizenship of adult and senior learners”**

**Intellectual Output 3**

**TOPIC 2: THE RIGHT OF THE EU CITIZENS TO DATA PROTECTION AND ONLINE PRIVACY**

**EDUCATIONAL ANIMATION**

**TOOL 1**



## **OVERVIEW OF METHOD – Educational Animation (Video)**

The term “Educational Animation” indicates animated images used to teach and instruct. Information can be conveyed in the form of traditional cartoons, animated graphs and line charts to help show relationships between concepts. The method has limitless potential when it comes to creativity and originality.

Benefits of Animation for Adult Learners:

Brain power is reserved for understanding – as concepts are explained through moving parts, the viewer doesn't have to mentally visualize words like with traditional teaching methods

The learner can fully concentrate on understanding the concept

Varied content improves retention – studies have shown that animation helps learners retain information more easily

It inspires conversation, as it can be used for post-viewing discussions.

## **METHODOLOGY**

Animation refers to a simulated motion picture depicting the movement of drawn or simulated objects able to visually represent conceptual changes, processes and dynamics. Its use in education is gaining status and momentum day by day, to the point where most educational designs and instructional courses are incomplete without it. In addition, the use of animation is not just limited to the young audience to attract them with bright visuals, shapes, and colours, but it is also used as a learning tool just as widespread on a higher studies level with highly competent and skilled teachers and instructors.

The use of animations has been strongly encouraged as an innovative, constructivist and students-centred alternative to the traditional learning approaches. Studies from many countries have demonstrated the positive effects of using different and innovative methodologies and visualisation technologies on students' understanding of concepts from various fields.

### **What are the benefits of educational animation videos?**

- Animation makes learning more accessible – visual aids help understand abstract and invisible processes, as they illustrate phenomena or concepts that might be difficult to visualise
- Animation is clear - the visual illustrations make it possible to prevent the formation of students' misconceptions and to guide them to the new knowledge
- Animation is engaging – listening to a lecture with visual aid keeps learners engaged. In fact, 90% of the information absorbed by the brain is visual

- Animation increases motivation - studies have pointed out that using animation during lessons affects learning motivation and increases the desire to learn
- Animation is flexible – compared to plain old textual material, animation covers visuals, audio and motion spheres, offering a uniquely flexible approach to learning. The learning materials can be adapted for many categories of learners.

## **Benefits to learning**

Animation can help students and learners of all ages immensely since the standard 2D animation videos rely more on visual and audio teaching methods than textual phrases. This saves them plenty of time, effort, and mental strain.

In the case of low-performing youth, research reported that the use of animation for learning tackles distraction, which is more likely to take over when the tasks are tedious or extremely difficult. The inclusion of captions adds additional visual stimuli that may help hold a person's attention to the content at hand.

## **Tool 1 – The right to privacy**

### **Aim & Objectives**

- To illustrate the origin of the notion of privacy and how it became one of the most pivotal issues of the age of big data.
- To introduce the GDPR as an international milestone for privacy and data protection.

### **Time**

45 minutes

### **Materials Needed**

Electronic devices (PC, tablet, smartphone) and Internet connection to support the online learning activities (videos, online quizzes, multiple choice, questionnaires, games, etc.)

### **Methodology and Techniques**

The techniques used by the facilitator/ trainer/ mentor will be focused on providing basic notions and information about the GDPR origin and importance while relying on activities related to real-life situations (i.e. How to read and understand the GDPR while browsing an e-commerce site). The overall approach is experiential learning for the learners.

Educational videos represent one of the most direct teaching methods for learners of every age and subject because, as with photos/images, animation lets them visualize concepts immediately. This can be very helpful when dealing with complex topics. In this sense, animation-based learning fits well with this tool (the GDPR origins) and allows its key concepts to take root in the learner's memory. Our brain has a strong affinity with video because it is trained to retain image-based content better than plainly reading a page of only words. An average viewer recalls a message almost 100% when it is watched than when it is read. Moreover, animation-based learning can be considered part of a more comprehensive set of skills that adult and senior learners need to acquire. The non-digital natives can explore different digital devices, starting with their own smartphones. Social inclusion and active citizenship can't exclude digital literacy. All

the videos created for the sessions of Topic 2 and related activities will use different e-learning tools to foster digital and social inclusion skills in adult and senior learners.

The main benefits of this method are:

- The content is more understandable.
- It fosters deep thinking in learners and allows them to process concepts interactively.
- Strengthening of the attention span
- Videos enhance learners' creativity
- They provide exceptional stimulation and tips for conversation

Experiential learning is another fundamental principle to be adopted when dealing with adult and senior learners. Education involves refining and modifying old ideas and implanting new ones, and experience is the vehicle through which this process can take place. The response to new ideas depends on those currently held (i.e. the awareness of adult/senior learners of the digital world and their personal data being online). The facilitator's responsibility is to sculpt the experience and the surrounding discussion in a way that maximises its value (i.e. be fully aware of your rights when browsing a website).

## **Preparation**

1. Prior Learning: How much do you already know about this topic?
2. Learn more about the GDPR and privacy by browsing the following websites:
  - a. Complete guide to GDPR compliance <https://gdpr.eu/>
  - b. NIS directive
  - c. Information security management <https://www.iso.org/isoiec-27001-information-security.html>
3. Prepare some illustrations of the key concepts of GDPR and its importance among privacy regulations. (es. Use a timeline to help learners understand the steps)
4. Make the participants interact with the content through individual (simulations, research, case studies and other problem-solving activities) and collaborative activities (discussions, role-playing, cooperative games).

This can be done by designing online activities with different web-based learning tools. For example, the facilitator can use:

Mentimeter: an interactive presentation tool which allows you to build presentations, interactive Polls, Quizzes, and Word Clouds. In this case, the facilitator can start the session by asking the participants what privacy is for them.

Quizlet: a digital learning tool which includes digital flash cards, matching games, e-assessments, and live quizzes.

Socrative: a cloud-based student response system which allows facilitators to create simple quizzes that learners can take quickly on PC or, more often, via classroom tablet computers or their smartphones.

These are only some examples of the vast world of e-learning. Everyone can decide whether to use them or not.

5. Prepare a self-assessment activity: quizzes, multiple choice, fill in the blanks and the like for the learners to fill in.

### ***Instructions & schedule of the session***

1. Ask the participants if they have ever thought about their personal data being used unlawfully. Let the learners talk about their personal experiences and explore their expectations on the GDPR affecting their daily lives.
2. Explain why a good regulation of personal data is essential by bringing famous examples of data breaches, nationally and internationally speaking.
3. Use the educational animation video to illustrate the main principles of GDPR. Every video will be divided into two parts to lighten the cognitive load of the session.
4. Ask participants to carry out the exercise or activity foreseen. This activity can be alternated during this session depending on the part of the video the facilitator is explaining.
5. Carry out a short debriefing session and ask participants to take the self-assessment quiz.

### ***Debriefing***

To debrief, ask the following questions:

- When did the concept of privacy first appear?

- Has the notion of privacy developed in the last decade or not?
- Why are the concepts of privacy and data protection interrelated?
- Why is it important to protect our personal data?
- What is the GDPR, and who are its subjects?

## ***Expected Outcomes***

### ***Knowledge***

- Sequence the main steps of the evolution of the notion of privacy

### ***Skills***

- Explain the two key concepts of the notion of privacy
- Identify the main improvements of the European legislation concerning privacy.

### ***Attitudes***

- Differentiate the main aspects in the field of the protection of privacy and personal data

## ***Further Reading***

*CHARTER OF FUNDAMENTAL RIGHTS OF THE EUROPEAN UNION.* (2012, October 26). Retrieved August 2, 2022, from EUR-Lex: Official website of EU: <https://eur-lex.europa.eu/legal-content/EN/TXT/HTML/?uri=CELEX:12012P/TXT&from=EN>

*Complete guide to GDPR compliance.* (n.d.). Retrieved August 2, 2022, from GDPR.EU: <https://gdpr.eu/?cn-reloaded=1>

*Data protection and online privacy.* (2022, January 7). Retrieved August 2, 2022, from Your Europe: [https://europa.eu/youreurope/citizens/consumers/internet-telecoms/data-protection-online-privacy/index\\_en.htm](https://europa.eu/youreurope/citizens/consumers/internet-telecoms/data-protection-online-privacy/index_en.htm)