


















Happy Onlife	
 Link to the Game	1) https://itunes.apple.com/us/app/happy-onlife/id1017319944?mt=8 2) https://play.google.com/store/apps/details?id=ec.europa.publication.s.happyonlife&hl=tr
 Promoter	Uşak İl Milli Eğitim Müdürlüğü – Uşak MEM (Turkey)
 Type of Game	Mobile Application
 Target Age	8+
 Language(s)	English, French, Italian, Portuguese, Romanian, Greek, Spanish, Flemish
 Prosocial Value(s)	Personal relations, Peace, Communication, Ethics, Accept Differences/Tolerance
 Prosocial Skill(s)	Problem solving
 Objectives	<ul style="list-style-type: none"> › <i>Direct</i>: to enhance digital skills individually and collectively › <i>Indirect</i>: to co-create online research tools, voicing their needs and issues playfully › <i>Psychological, sociological, prosocial</i>: to improve privacy, safety awareness and skills
 Description of the games	<p>Happy Onlife is a game which kids can play and learn online safety. You can now teach how to behave safely in the digital world by playing the Happy Onlife game with your students. This engaging game aims at supporting children between 8-12 years along with involving their parents and teachers in initiating active mediation of the digital technology with them.</p> <p>Quiz questions embedded in the game on the use of internet, social</p>



	<p>networks, and online-games are designed to prompt discussion between players and empower them for a responsible and safe way of using digital media.</p> <p>Besides Happy Onlife can be use as a toolkit, it includes a game, for children, parents and teachers, aimed at raising awareness of the risks and opportunities of internet and promoting the best online practices. The game and toolkit are proposed as work in progress to be extended with the contributions of all stakeholders applying innovative research methods for formal, informal and participatory education in the use of digital technologies with children aged between 8 and 12.</p>
 Equipment Needed	<p>Mobile devices, internet connection</p>
 Description of The Activity	<p>The game is addressed to children aged 8-12-along with involving their parents and teachers.</p> <p>The game is a board game inspired by the traditional “Snakes and Ladder game”, combined with quiz questions on the subject. Quiz questions on the use of internet, social networks, online-games are designed to prompt discussion and allow the moderator to drive the players towards a responsible and balanced way of using digital media. In addition to the paper version, the game is available as an online application.</p>
 Timing	<p>Around 20 or 30 minutes.</p>
 Images or Other Documents	 



 Other Relevant Links	<p>https://ec.europa.eu/jrc/en/scientific-tool/happy-onlife-game-raise-awareness-internet-risks-and-opportunities https://web.jrc.ec.europa.eu/happyonlife/</p>
 Tips and Tricks	<p>Schools and educators can request a free copy of the box in English and Italian (limited to available stock) at this e-mail address: jrc-happyonlife@ec.europa.eu</p>

