

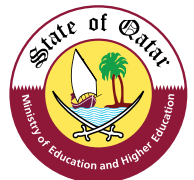


سيف سبيس  
Safe Space

# DIGITAL LITERACY CURRICULUM



**STUDENT'S WORKSHOP NOTES**  
DIGITAL GAMES



# Workshop Notes

This Workshop Notes summarizes the most important information highlighted in the Digital Games workshop you attended. Don't forget to share this information with your family and friends to help them become more aware of Digital Games. ☺



Online games are games that are played interactively while connected to the Internet.



There are online games, which are violent in nature and not suitable, however there are others, which are based on solving puzzles, and education related games, which help us improve our analytical, logical and problem solving skills.



Players of internet games very often also socialize via different networks. We have to be careful and better not to mix gaming with our regular social network socializing.



With online games many people pretend to be someone else online than in real life, so we have to be careful and not trust anyone on the cyber space.



Anyone can be a player and therefore when playing we have to be careful as we cannot be sure who we speak to.



Best practices to be followed while playing online games:

- Check the gaming sites for their terms and conditions and privacy settings.
- Set strong passwords that are difficult to hack.
- Check the ratings of the game online by evaluating the game on Entertainment Software Rating Board (ESRB) – [www.esrb.com](http://www.esrb.com).
- Keep your personal information secret, never provide more details than necessary.
- Always treat other users fairly.

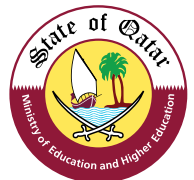


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# DIGITAL LITERACY CURRICULUM



**STUDENT'S WORKSHOP**  
**LEARNER'S FEEDBACK**  
DIGITAL GAMES



# Learner's Feedback

Dear Student,  
You have just participated in one of the Cyber Safety Workshops. To help us improve the training we would like to know your opinion.

Thank you for your cooperation.

**Name of school:** \_\_\_\_\_

**Name of your teacher:** \_\_\_\_\_

**Your email / phone number:** \_\_\_\_\_

**Grade:** \_\_\_\_\_

<b>YOUR OVERALL SATISFACTION WITH:</b>	(Lowest)			(Highest)
<b>WORKSHOP</b>	①	②	③	④
<b>TRAINER'S PERFORMANCE</b>	①	②	③	④



**1. TO WHAT EXTENT DID YOU ENJOY THIS WORKSHOP?**

(Didn't enjoy)

(Enjoyed very much)

①

②

③

④

**2. TO WHAT EXTENT THE INFORMATION PROVIDED WAS NEW TO YOU?**

(Not new)

(New)

①

②

③

④

**3. TO WHAT EXTENT DID THE WORKSHOP GIVE YOU OPPORTUNITY TO ASK QUESTIONS YOU WANTED TO ASK BEFORE?**

(I didn't get opportunity to ask questions)

(I asked all questions I wanted)

①

②

③

④

**4. WHAT ACTIVITY FROM THE WORKSHOP DID YOU REMEMBER BEST? WHY?**

Your comment:

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**5. WHAT ACTIVITY SURPRISED YOU? WHY?**

Your comment:

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**6. WERE THERE ANY UNNECESSARY ACTIVITIES IN THIS WORKSHOP?**

YES  NO

Your comment:

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**7. WERE THERE ANY NEW TOPICS IN THIS WORKSHOP?**

YES  NO

Which topics were new?

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**8. WHAT OTHER TOPICS SHOULD BE COVERED IN FUTURE WORKSHOPS?**

Your comment:

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**9. PLEASE COMMENT ON THOSE ISSUES CONNECTED TO THE WORKSHOP PRESENTED:**

Length:

Good  Too long  Too short

Your comment:

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Was the workshop appropriate for you?

(Inappropriate)

(Appropriate)

①

②

③

④

Your comment:

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Did you get new ideas from the workshop?

(No new ideas)

(A lot of them)

①

②

③

④

Reason behind your answer:

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Was the workshop useful for you?

(Not useful)

(Useful)

①

②

③

④

Reason behind your answer:

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