

Mentor guide

for a support tool for the individualized development of interactive digital media skills in the context of a workshop by playing on the tablet

What is the purpose of this guide?	This guide is intended to enable the implementation of a workshop to support the personalized development of interactive digital media skills.
Who is the guide for?	For all those people who want to help others as a mentor in the development of interactive digital media skills.
How are the participants supported?	The workshop provides a support tool in which participants interact with a tablet by playing digital games. Participants should be provided with the guidance they need to gain learning experiences that meet their individual needs.
Why games are used?	Games can have a motivating effect on the learner. By using games adapted to the learning prerequisites, both enjoyable gaming and learning experiences can be achieved.
For which target group is the workshop intended?	Especially for the elderly who have little to no experience with interactive digital devices (e.g., tablets, smartphones, ticket machines).
How many people can participate in the workshop?	In order to ensure individualized learning support, small groups with 2 to 3 persons per mentor are recommended.
Which technical equipment is necessary?	For each person a tablet with internet access should be available.
What procedure is recommended for the preparation and implementation of the workshop?	Use this guide and work through each step in the order given. An overview of the entire mentor guide can be found on the following page.

Overview of the procedure

This mentor guide is intended to support both the preparation and the implementation of the workshop. The following graphic gives an overview of the procedure and the accompanying documents needed for each participant in the workshop.

