After all participants have arrived and have taken their seats, you should describe the course of the workshop after an introductory round. This will help to clarify initial questions and uncertainties, and all participants will get an idea of what to expect during the workshop. You can then proceed to the diagnosis of learning conditions described in this document. This is necessary in order to be able to support each learner as individually as possible in the selection of a game and while playing on the tablet. The experience gained so far and the skills already acquired should be the starting point for further discussion with the tablet

MG 1a: Guide to the diagnosis of learning conditions

To diagnose the learning conditions, a discussion with each participant is recommended. In this interview, you should be pursuing the goal of obtaining sufficient information about the previous experience and already acquired skills with interactive digital devices (e.g Tablet, Smartphone, ticket machine), to subsequently be able to support the game selection and the playing of the game adequately. Perform each of the following steps with each participant in the order described before moving on to MG 2:

1. Conduct a conversation with each participant to gain previous experience and skills already learned in handling with digital interactive devices (e.g. Tablets, Smartphones, ticket machine). You can ask learners to describe and demonstrate their previous experience, skills and difficulties if they have their own equipment. The questions listed under MG 1b should give you an orientation for the interview to get all the essential information.
2. Answer the questions listed in MG 1b.
3. 3. Go to MG 1c. Tick those columns that are closest to the learning conditions.

Participants:

MG 1b: Survey of previous experiences through an interview with the individual learners

Have you already had some experience with interactive digital devices? Yes   No

If so:

Which devices were used? _____

What was done with these devices?_____

_____

Which of the described activities are carried out regularly and routinely?

_____

_____

What were the biggest challenges that could be solved independently?

_____

_____

What help was used?

_____

_____

What are the goals in dealing with interactive digitalmedia?

_____

_____

If not:

Why not? _____

MG 1c: Determination of learning conditions based on the findings from MG 1b

A:	B:	C:
There have been no experiences with interactive digital devices.	First experiences with interactive digital devices were made. However, the use was only with assistance or was limited to activities learned under instructions.	There are already extensive experiences with interactive digital devices. There are approaches of independent exploration of the possibilities of the devices recognizable.