2nd Online article

SELsMINE
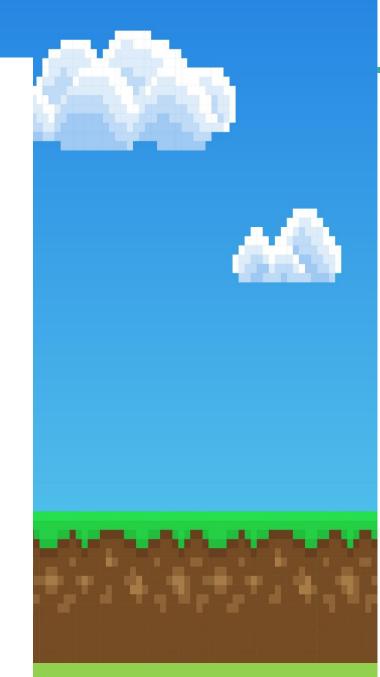
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Author: UVA

Second article:
Presentation of the Manual

The SELsMINE project has just presented its first result, which consists of the development of an evidence-based manual for the delivery of social-emotional learning (SEL) skills through the Minecraft game. This manual includes a step-by-step guide that will allow educators to engage early on in the process of developing SEL skills through the Minecraft game environment. To ensure that the preliminary research conducted is validated, a survey of teachers has been conducted to analyze the most efficient ways in which Minecraft can help foster SEL skills.

Once the most appropriate methodologies had been identified, the SEL skills were transcribed into the game mechanics and characteristics of Minecraft, allowing the conceptualization of the environment in which the manual will be developed. In this manual, the different SEL competences have been translated into different scenarios of the Minecraft world. This process has led to the development of the evidence-based manual.

Educators can leverage the digital tools they wish to use to enhance social-emotional learning efforts and integrate SEL into digital learning experiences. The presentation of the first outcome of the SELsMINE project is an important step toward achieving the goals and promises to be a valuable resource for educators who wish to incorporate SEL skills into their teaching.

It is a project driven by six European partners: DANMAR Computers, Asserted Knowledge - AKNOW, ATERMON, Digicult, NART - National Association of Resource Teachers and the University of Valladolid - UVa.

For more information about the SELsMINE project, visit its official website: http://selsmine.erasmus.site/.