

**Title and acronym: Empowering Literacy in Adolescents through Creative Engagement with Comics [COMMIX]**

**Project type:** Erasmus+ Project Cooperation for Innovation and the Exchange of Good Practices – Strategic Partnerships for School Education

**Ref. no.: 2016-1-BG01-KA201-023657**

**Promoter /Coordinator:** Institute of Technology and Development Foundation (Bulgaria)

**Duration:** 01.10.2016 to 30.09.2018

Total project cost: 299633 Euro

Total expenditure (grant) for the University of Pitesti: 24580 Euro

Local coordinator for the University of Pitești: Assoc. Professor Dr. Georgeta CHIRLEȘAN

**Summary:**

International studies showed that EU students do not perform well in science, math and literacy skills (PISA, TIMMS, OECD). One of the specific priorities of the school education program is to address the low achievement in basic skills through more effective teaching methods and in particular through projects that foster interdisciplinary approaches and the integration of teaching basic skills such as math, science and literacies by using innovative technology enhanced environments.

The COMMIX project brings together 8 partners from 7 EU countries, who believe that collaboration on using interactive comics in education can have a positive impact, and can substantially enhance the acquisition of skills in literacies, science, and other subjects, and target students aged 11-16 years old and at risk students. Comics are being acknowledged as important media in promoting literacy and used in education. EU funded projects like "Boys Reading", "Science Fiction in Education" and "Educomic" have demonstrated that comics can have a very positive impact in education. Even the European Commission used comics and visual stories in some of its initiatives combat racism, because of the strong message images can communicate. The use of comics and interactive technologies can empower learners to become creators of stories (and not passive consumers), support the development of critical media literacy skills and enhance and extend the enjoyment of digital storytelling.

## **Objectives:**

The project envisages the following objectives and potential impact:

- To combat low levels of literacy and engage at risk students in literacies and academic learning;
- Empower learners to become creators of their own stories (individually or collaboratively);

- Enhance the development of critical media literacy skills and competences;
  
- To provide innovative pedagogical methods, best practice guidelines, and strategies towards the use of comics, graphic novels, and digital storytelling in education;
  
- To empower all stakeholders to use innovative ICT-based educational practices and resources in enhancing people's reading attitudes, reading engagement, and reading skills;
  
- To inspire, guide, and facilitate the use of comics in education by building cultures, and communities through the use of Web 2.0 technologies;
  
- To implement ways in which technology can support the use of comics in education and engagement in various settings, and for diverse readers.

**Outcomes:**

1. Research Report on the use of comics in education. A critical review will take place in order to gather all available know-how regarding the use of comics for education and reading promotion to students aged 11-15, with an emphasis on low achieving learners;
  
2. Comics as a genre and review of significant texts. Review of significant texts in each partner country and brief overview so that it can provide examples to each school on possibilities and ideas;

3. Guidelines and Ideas for using comics in literacies development. A Detailed practical package with ideas on how comics can be used in the classroom and other contexts for literacies development;
4. Sample Activities and Units for using Comics in literacies development. Sample units and activities serving specific learning outcomes from each countries curriculum will be developed;
5. Commix Teacher Professional Development Modules and curricula: A series of workshop modules will be designed, intended for teachers from diverse levels and settings in order to support them in using comics in education. The modules will also be made available on-line, for distance-learning application;
6. Commix implementation reports. Each country will work with a school to implement the project outputs and develop comics within the framework of the school curricula and needs. Detailed evaluation reports will be developed to document the successes and challenges of using comics in education;
7. Commix Case Studies from European Schools. Case studies will be developed and shared online to illustrate the successes and challenges of using comics in education;
8. Online modules and OER. All resources, guides, and curricula will be available online for face-to-face and blended delivery mode.

**Partnership:**

1. **Institute of Technology and Development Foundation (Bulgaria)**
2. **Centre For Advancement of Research and Development in Educational Technology LTD-CARDET (Cyprus)**
3. **Douka Ekpaideftiria AE – Palladion Lykeion Ekfpaideuthria Douka (Greece)**

4. **Meath Community Rural and Social Development Partnership Limited (Ireland)**
5. **INNOVADE LI LTD (Cyprus)**
6. **University of Pitești (Romania)**
7. **Sveučiliste U Splitu – University of Split (Croatia)**
8. **Spoleczna Akademia Nauk (Poland)**