

ICELAND – GUIDELINES KNOWN AND USED

EXAMPLES FROM THE REPOSITORY

paxel123.com (Private), **soffia.net** (Private – Icelandic and English Alphabet, numbers, games and stories), **nams.is** (National Centre for Educational Materials); **Apps: Pattern Puzzle Game** (good for fine motor skills, logical thinking, math, and recommended for children with autism. Good for children from the age 3-8 years old); **Paxel Magic Shape Pictures** (Use different shapes to create beautiful pictures of things in our environment. A great math game for children from about 3-8 years old); **Mjási** (interactive story for children age 2-12); **Stafirnir okkar** (children learn to know the Icelandic alphabet and can hear the sounds of the letters); **Leikum og lærum með hljóðin** (children learn the Icelandic alphabet and hear the sounds of the letters. Different games where the letters and their sounds are used. Good also for children with special needs)



<http://paxel123.com>

In Iceland the Positive Content Guidelines are already quite well known among major stakeholders. The National Centre for Educational Materials uses the guidelines as a reference when selecting educational games for their site. The Department of Educational Sciences at the University of Iceland has introduced the guidelines into the educational programme curriculum and the guidelines are also used as a reference at the National Educational Fund when selecting project proposals on new educational material, i.e. apps and games. In Iceland there is a blooming gaming industry, i.e. CCP's game EvE-Online is one of the largest online multi-player games in the world, but relatively small in regards to children's gaming. The Icelandic Gaming Industry is though aware of the guidelines and has promoted them to all members. Promotion of positive content is relatively easy through The National Parental Organization, The Icelandic Safer Internet Centre and The National Centre for Educational Materials. Public funding is available for educational gaming but more coordination and funding is needed to make positive content and services for children an attractive venue.