TRIVIRAL

Title (English translation):	TRIVIRAL
URL	http://www.navegacionsegura.com/home/Triviral.html
Language/s:	Spanish
Author (if available):	Unknown
Institution Name or Project:	INTECO (Instituto Nacional de Tecnologías de la Comunicación)
Access Date:	April 2018
e-Civeles Code:	ES08

Main scope of the target group to use the game / platform
(only broadest possible group)

International	○
European	○
National	●
Regional	○
Local	○

Primary target group:	No specific criteria. It is mainly aimed for all ages from preadolescence to adolescence (up to 20-21 years old).

Purposes of the game / e-platform (one or more)	
Improving digital competences	✔
Improving (inter)cultural awareness	
Gaining geospatial / geographical competences	
Learning a language	
Improving cognitive functions / brain training	
Promoting awareness to immigrants	

Summary of the game

The game aims to educate about the dangers of Internet and social networks if the necessary safety precautions are not taken. These precaution measures are not taken on a regular basis because of the ignorance of the environment in which we usually are. It is especially recommended for non-technical and anti-technical users, as well as digital illiterates.
The game is based on Trivial Pursuit board game.

Technical issues

	yes	no
Registration required		✔
Standalone application / must be installed		✔
Playable directly in a browser. If yes, which one?	✔	
Browsers have permission to execute Adobe Flash	✔	
Additional software needs to be installed. If yes, which one?	✔	
Available for free	✔	

Highlights

(remarkable aspects related to this game that should be mentioned)

Adobe Flash Player is required

References

(For example: Internet link that provides guidelines for teachers who want to use the game)

No references

Screenshot(s) of the game