

Umeå universitet
Att: Karin Danielsson

90187 UMEÅ

Beslut om stöd

Stödmottagare: Umeå universitet
Org. nr: 202100-2874
Projektnamn: Sami Languages GraphoLearn
Ärendeid: 20364334
Diarienummer: REGAC - 298 - 2023

Beslut om stöd

Region Västerbotten beviljar Umeå universitet stöd för att genomföra projektet Sami Languages GraphoLearn enligt ansökan inkommen 2023-10-10. Stödet uppgår till 35,00 % av faktiska kostnader och 35,00 % av total finansiering, dock med högst 843 195.

Beslutet har fattats med stöd av Ange aktuell förordning, exempelvis förordningen (2003:596) om bidrag för projektverksamhet inom den regionala tillväxtpolitiken och förordningen (2015:210) om statligt stöd för att regionalt främja små och medelstora företag.

För stödet gäller allmänna villkor enligt Bilaga 1.

Beslutet kan inte överklagas.

Motivering till beslut

Region Västerbotten beviljar stöd av följande skäl:
Projektet uppfyller kraven fastställda i Region Västerbottens Agenda för hållbar finansiering och bidrar i mycket hög grad till prioritetshöjande aspekten *Positiva hållbarhetseffekter* och i hög grad till prioritetshöjande aspekt Sammanhållen region.

Projektperiod

2024-07-31 - 2026-07-30

Projektbeskrivning

Syfte: While the project focuses on developing learners' competencies in the Sámi language through gamification, its broader objective is to address regional challenges faced by the Sámi community in the application area, including migration and unemployment, by introducing new possibilities to work in this region. The project introduces innovative approaches, including visual and auditory elements, to working with endangered languages, aiming to revitalise and preserve the Sámi languages and culture. It specifically targets challenges in transborder Sámi areas, promoting Sámi cultural heritage and languages.

The key objectives include developing, preserving and revitalising the Sámi languages, addressing cultural challenges faced by the Sámi people, fostering cross-border

collaboration in communities, and enhancing cooperation structures among stakeholders. Written language plays a central role in education, human cultural capital, and the digital world. Alarmingly, nearly 1/3 of children and adults globally, and as much as 1/5 in Europe, face serious challenges in reading and understanding simple texts. Children with learning difficulties often do not receive adequate help in developing literacy skills early enough, putting them at a significant disadvantage for later content learning in school. There is an urgent need for an efficient early screening/assessment system and comprehensive reading support, especially for children with learning difficulties and individuals learning to read and spell in Indigenous languages, such as the Sámi languages. Although most Sámi individuals have learned to read and write in one of the majority languages, many lack reading and writing skills in Sámi or face challenges in these skills. Early, easily accessible reading and spelling support are essential not only to enhance their literacy skills but also to enrich their cultural and linguistic knowledge. This support strengthens individual rights, promotes equality, identity, and well-being, leading to social justice in society.

The project aims to develop a comprehensive Sámi language learning solution, covering letter-sound correspondences, decoding, phonological awareness, writing, and reading comprehension. By project completion, GraphoLearn Sámi language versions will be widely available, empowering learners and teachers to effectively enhance literacy skills in a motivating and engaging manner. Development of such educational tool for Sámi languages would not be possible without the JYU partners who have developed the game GraphoLearn game. The project focuses on North Sámi, but it recognizes the importance of supporting all Sámi languages. It will explore opportunities to expand its impact to Sámi languages spoken in Sweden and Norway, including North, Lule, Pite, Ume and South Sami; and Inari Sami and Skolt Sami spoken in Finland.

Vad projektets aktiviteter ska leda till för målgruppen på kort sikt:

A digital platform will be developed to support reading and writing skills in Sámi languages, which is new for the Sámi community. In the short term, this platform will aid in the development of literacy skill for all learners, including those who struggle with the language, by providing an accessible educational game that can be used anywhere, in formal as well as in informal learning contexts. Currently, there is a lack of such material in Sámi languages. The collaborative game development effort by the project partners will facilitate the creation of efficient learning support that is both valid and culturally appropriate.

The game will offer teachers concrete support in their work and provide learners an individually adaptive learning environment. Experts will ensure that the game is linguistically and culturally of high quality and representative of the Sámi culture.

In the short term, educators, learners and their parents will benefit of this digital initiative as it will be a catalyst for teaching activities in formal and informal settings, at school and at home, to trigger children and other learners to develop their language skills in North Sámi. In line with previous research in the field of language revitalisation, we are convinced that such an initiative will contribute to create positive attitude to the North Sámi language - a key factor in revitalisation processes.

This will be achieved through a series of communication activities. The project's communication strategy prioritizes effective outreach and engagement with diverse stakeholders, including the Sámi community. Project updates and materials will be available in multiple Sámi languages, ensuring accessibility through the University of Lapland's project webpage. Utilizing written, audio, and video narratives, the project will convey experiences and successes, involving learners, educators, and Sámi speakers. Culturally relevant visuals like photos and artwork will authentically represent Sámi culture. Actively engaging Sámi community members and speakers, their voices and perspectives will be

highlighted in project materials. Impactful video documentaries will showcase project outcomes on learners, educators, and the broader Sámi community.

Close collaboration with Sámi language experts and organizations will align communications with ethical and cultural standards. Tailored materials for various Sámi dialects respect linguistic diversity within the community. Dedicated project websites and social media platforms will provide regular updates and interactive content. Workshops, seminars, and events will facilitate direct interaction with the Sámi community, fostering in-person communication. Adherence to cultural sensitivity and ethical guidelines ensures respectful portrayal of Sámi heritage. Language Communication efforts will stress the importance of language preservation, showcasing Sámi languages as vital to cultural identity. As for feedback mechanisms, stakeholders will have avenues for providing input, ensuring their voices are valued. These strategies aim to create an inclusive dialogue, promote project achievements, and contribute to Sámi language and cultural heritage revitalization.

Vilka effekter ska projektet uppnå på lång sikt:

The Sámi GraphoLearn game project will measure the enduring influence of the developed solutions, illustrating their ability to address educational challenges and promote Sámi language and culture beyond the project's immediate duration. By focusing on solutions that are actively embraced and integrated into organisational practices, this end-solution serves as a testament to the project's enduring impact and the meaningful contributions it makes to the Sámi community's educational landscape.

The Sámi GraphoLearn game project will measure the long-term impact and scalability of the project's solutions. By developing innovative solutions tailored for the Sámi community's educational needs, this will address a need to cover a lack of digital initiatives of the kind. Innovative games based on research and development specifically designed for children and Sámi language learners do not currently exist. The Sámi GraphoLearn game project encompasses educational tools, pedagogical methods, and culturally sensitive content adaptation techniques designed specifically for the Sámi community. The Sámi GraphoLearn game will quantify the tangible impact of the project's outcomes in the real-world context, reflecting the effectiveness and relevance of the solutions developed, showcasing their acceptance and utilisation by organisations involved in Sámi education and cultural preservation. This end-result signifies the sustainability of the project's efforts. Thereby, the project comprises the ambition to contribute to cultural and linguistic revitalisation.

The Sámi culture and language-relevant game will be highly valuable for learners, educators, and the Sámi society, enriching entrepreneurship, culture, and language expertise in the digital age. The Sámi culture and language-relevant game will not only benefit learners, educators, and the entrepreneurship, but it will also foster community cohesion, preserve cultural heritage, promote cross-generational understanding, and contribute to the overall well-being of the Sámi community.

Indikatorer:

Namn	Värde	Måttenheter	Kommentar
Språkinlärningsverktyg	1	stycken	Samispråk (Nordsamiska) inlärningsverktyg utvecklas

Tid- och aktivitetsplan

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
WP 1 Development of the Sámi GraphoLearn game version	<p>This work package focuses on adapting and creating the digital educational game GraphoLearn for North Sámi, aiming to enhance the reading and writing skills of Sámi learners. JYU shoulders the responsibility for technical development, providing instructions for language content creators, editing sounds, and ensuring overall quality control. ULap and UmeåU are WP participants. ULap will test the game in an educational context with stakeholders, ensuring the Sámi language content is culturally sensitive and compatible with both east and west dialects. ULap, with its extensive expertise in Sámi language pedagogy and didactics, leverages its extended networks to accomplish this task. Meanwhile, Umeå University guarantees compatibility with the Torne North Sámi dialect and oversees the design of graphics and music. Their proficiency in gamification, Sámi digitalization, and expertise from the Swedish side of Sápmi contributes significantly to the project. JYU boasts extensive experience in GraphoLearn development, led by PI Richardson, a linguist with 18 years of expertise. M. Halttunen, a software engineer, and L. Nieminen, a linguist, are pivotal in supporting technical development, content design, and quality control. JYU's technological innovation is already well-established both in Finland and internationally, forming a solid foundation for this project. JYU holds national responsibility in Finland for developing learners' literacy. Through Richardson's UNESCO professorship in literacy, this WP aligns perfectly with the needs of the Sámi society and contributes significantly to language revitalisation efforts. ULap and UmeåU are tasked with creating culturally and ethically appropriate Sámi learning materials for the game. This includes incorporating representative graphics by Sámi visual artists and spoken input from Sámi speech artists representing three dialects. Furthermore, Sámi musicians will compose the game music.</p>	2024-07-31 - 2026-07-30	
1.1 Planning North Sámi GraphoLearn Game	<p>The first task of the project involves meticulous planning of the Sámi GraphoLearn game. Led by UJyväskylä and guided by Professor Richardson, this task is pivotal, laying the foundation for our project's comprehensive and culturally sensitive development. ULap brings invaluable expertise in Sámi language pedagogy, ensuring a deep understanding of Sámi language, society, and robust project skills. They conduct collaborative testing with stakeholders, refining the game based on feedback from educators and learners, aligning it with the local Sámi community's values and traditions. UmeåU focuses on ensuring compatibility with the Torne North Sámi dialect and leads game design, incorporating culturally appropriate visuals and narratives. Their expertise in gamification and Sámi digitalization enriches the game's quality and engagement. Task activities contains of detailed planning. Comprehensive planning outlines every aspect of the Sámi GraphoLearn game, defining mechanics, educational content, interactive elements, and user experience. The goal is to create an engaging, effective learning tool for North Sámi learners. Ensuring cultural sensitivity is paramount. The game will align with Sámi values, traditions, and heritage. Culturally appropriate visuals, narratives, and interactive elements will be prioritized. ULap conducts collaborative testing with stakeholders, refining the game based on feedback from educators and learners,</p>	2024-07-31 - 2026-07-30	693 000

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	<p>ensuring linguistic accuracy and resonance with the Sámi community. UmeåU focuses on visually appealing graphics representing Sámi culture authentically. They create immersive music, enhancing the gaming experience, making learning enjoyable and engaging for users. This task sets the stage for a culturally sensitive, engaging, and effective Sámi GraphoLearn game, empowering learners and preserving Sámi heritage. The planning task consists of the aforementioned activities, which are crucial for conducting the project in a qualitative manner.</p>		
<p>1.2 Extending Game Features: Developing New Game Modules for Training Reading Comprehension</p>	<p>This activity focuses on the expansion of the Sámi GraphoLearn game's features by developing new game modules specifically designed to enhance reading comprehension skills. Led by the UJväs kylä, under the expert guidance of Professor Richardson, this task is crucial for broadening the game's educational scope. The goal is to create interactive and immersive modules that engage North Sámi learners in meaningful reading comprehension exercises. UJväs kylä leads this task, leveraging their expertise in linguistics and educational game development. They are responsible for the conceptualization, design, and implementation of new game modules focused on reading comprehension. UJväs kylä ensures the modules align with the unique linguistic and cultural aspects of the North Sámi dialect. The task begins with the conceptualization of interactive game modules centered around reading comprehension. UJväs kylä collaborates with linguistic experts and educators to design exercises that challenge learners' comprehension skills while immersing them in Sámi narratives and contexts. The new modules incorporate interactive storytelling techniques, allowing learners to engage with narratives, characters, and plotlines. By actively participating in the story's development, learners enhance their comprehension abilities, vocabulary, and language usage in authentic contexts. The modules integrate cultural elements, including traditional stories, folklore, and contemporary Sámi literature. Cultural relevance enriches the reading experience, deepening learners' understanding of Sámi heritage and fostering a sense of cultural pride. UJväs kylä develops assessment tools within the modules to evaluate learners' reading comprehension skills. Real-time feedback mechanisms are implemented, providing learners with constructive guidance and encouraging iterative learning.</p>	<p>2024-07-31 - 2026-07-30</p>	<p>1 155 000</p>
<p>1.3 Editable Game Version Preparation for Multilingual Expansion</p>	<p>Led by the collaborative efforts of the UJväs kylä, this pivotal activity centers on preparing an editable version of the Sámi GraphoLearn game. The goal is to create a flexible framework that allows the seamless creation of new game versions tailored to various languages. This initiative ensures the game's adaptability and scalability, enabling it to reach linguistically diverse communities worldwide. Technical experts from the UJväs kylä focus on developing a robust technical framework. This framework will be the foundation upon which new language versions of the game can be built. It includes modular game elements, adaptable interfaces, and scalable features. Collaborating with linguists, educational experts, and cultural consultants, the University of Lapland and Umeå University focus on creating editable game</p>	<p>2024-07-31 - 2026-07-30</p>	<p>1 039 500</p>

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
	<p>content. This includes language-specific dialogues, instructional materials, and culturally relevant visuals. The content is designed to be easily translatable and culturally adaptable. The game's user interface is customized to allow easy integration of translated text and culturally specific elements. This customization ensures that the game's interface is intuitive and engaging for players speaking different languages.</p> <p>Rigorous quality assurance procedures are implemented to validate the functionality and user experience of the editable game version. Testing is conducted to identify potential issues, ensuring a smooth editing process for future language adaptations. By preparing an editable game version, this activity ensures the game's adaptability to multiple languages. It empowers language experts, developers, and educators to create localised versions, promoting language preservation and cultural appreciation worldwide. The game's sustainability is enhanced as it becomes a versatile educational tool, reaching diverse linguistic communities and fostering global collaboration in language revitalization efforts.</p>		
1.4 Game Development and Cross-Platform Compatibility Using Unity Technologies	<p>In this pivotal activity, our expert team embarks on the creation of the Sámi GraphoLearn game utilizing Unity Technologies, a cutting-edge game engine. This endeavor is paramount as it not only facilitates seamless game development but also ensures broad accessibility by enabling the game's deployment across various operating systems, including Windows, Mac, Android, and iOS platforms. Under the guidance of seasoned developers and Unity specialists, our project meticulously crafts the game's framework. Unity Technologies, renowned for its versatility and user-friendly interface, empowers us to design an immersive and interactive learning experience for our players. By harnessing Unity's robust features, our developers delve into intricate game mechanics, captivating graphics, and responsive user interfaces, ensuring an engaging and enjoyable game play. One of the primary goals of this activity is to achieve cross-platform compatibility. Through Unity's advanced capabilities, we meticulously optimize the game for different operating systems, guaranteeing a consistent and high-quality experience across Windows-based PCs, Mac computers, Android devices, and iOS platforms. This universality is crucial in reaching a diverse audience, ensuring that learners, educators, and enthusiasts can access the game effortlessly, regardless of their preferred devices. Our development team focuses on seamless integration of Sámi language elements, culturally significant visuals, and pedagogically effective content within Unity's framework. Furthermore, this activity addresses the technical intricacies of game deployment. Our experts meticulously configure the game to meet the specifications of each operating system, ensuring optimal performance and user satisfaction. This endeavor aligns perfectly with our project's mission of preserving the Sámi language and culture, leveraging technology to bridge educational gaps and foster cultural appreciation among global audiences.</p>	2024-07-31 - 2026-07-30	808 500
1.5 - Developing Comprehensive	<p>Our team focuses on the meticulous preparation of user support materials for the game, ensuring accessibility and</p>	2024-07-31 - 2026-07-30	577 500

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User Support Documentation in Relevant Languages	<p>clarity for players in their preferred languages. The objective is to create comprehensive user support documentation, providing guidance, troubleshooting assistance, and game play tips. By tailoring these materials to the relevant languages in collaboration with the project partners, we aim to enhance the overall user experience. Our expert linguists and technical writers collaborate to create user support documents in diverse languages, including North Sámi dialects, Finnish, Swedish, and Norwegian. These documents cover a wide array of topics, ranging from game mechanics and controls to in-game features, quests, and cultural elements. The documentation is presented in a user-friendly format, ensuring ease of comprehension for players of varying language backgrounds. The user support materials include detailed guidance on game play mechanics, providing step-by-step instructions for various in-game activities. Additionally, players are provided with valuable game play tips and strategies to enhance their skills, complete quests, and progress effectively within the game. This guidance aims to empower players, enabling them to navigate the game world with confidence and proficiency. Common technical issues, game play challenges, and frequently asked questions are addressed in detail, accompanied by clear solutions and troubleshooting steps. This ensures that players can resolve issues independently, promoting a smooth and uninterrupted gaming experience. The user support materials are designed with cultural context and sensitivity in mind. Language nuances, cultural references, and traditional terms are accurately translated and explained, ensuring cultural authenticity and respect. This comprehensive user support initiative reflects our commitment to accessibility, inclusivity, and player satisfaction within the Sámi GraphoLearn game.</p>		
1.6 - Research, Development, Dissemination, and Testing in the Sámi GraphoLearn Game	<p>In this multifaceted action, our team embarks on a comprehensive journey of research, development, dissemination, and testing to ensure the effectiveness, cultural relevance, and accessibility of the Sámi GraphoLearn game. The primary focus of this activity is conducting rigorous research to assess the efficacy and appropriateness of the newly developed game version. Research data, including game logs, observations, and interviews, will be meticulously gathered. Learners in participating schools will utilize digital devices provided by the project, ensuring uniform access. Additionally, the game's availability on AppStores ensures accessibility for learners outside school settings. Our team will collaboratively compose scientific research papers delving into the effectiveness of Sámi GraphoLearn for learners. These papers will also explore user experiences and usability aspects. Partners will pool their expertise to create these papers, fostering a collective understanding of the game's impact and user interactions. The dissemination of the new game version is a critical aspect of our initiative. We will strategically utilise social media platforms, stakeholder engagements, meetings, dedicated websites, and other relevant channels. Information will be disseminated in North Sámi, Finnish, Swedish, and Norwegian, partly in English, ensuring widespread access and understanding across linguistic communities. Crucial agreements will be established to manage the ownership and access to key</p>	2024-07-31 - 2026-07-30	462 000

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	<p>knowledge, including intellectual property rights (IPR) and data. Clear and fair agreements will guarantee the responsible handling of sensitive information, fostering trust and collaboration among partners.</p>		
<p>WP 2 Education and stakeholder activities</p>	<p>This Work Package (WP) focuses on education and stakeholder activities related to Sámi language gamification for learners and stands as a key success factor of the project, led by the institute proposing this initiative. The WP is strategically designed to emphasize linguistic and educational initiatives within the pilot, and to engage with stakeholders, ensuring the opportunity to test the game, raise widespread awareness, disseminate knowledge, and involve the community. Through a comprehensive approach, this WP aims to create a lasting impact by empowering individuals, fostering partnerships, and nurturing a sense of collective responsibility. Collaborating closely with Umeå University, this WP aims to create a language specifically tailored for the game, ensuring its success in the Sámi language. It also addresses the Finnish side of the North Sámi dialects, both eastern and western, and explores the inclusion of the Torne dialect into the game through discussions with Umeå. Educational activities provide an opportunity to test the game with practical users, namely children in schools and their teachers. This collaboration is essential and also involves gathering language feedback from stakeholder experts such as the Sámi policy makers dedicating to Sámi language planning. Additionally, our objective is to assist schools in addressing the linguistic needs of children facing challenges in literacy, specifically those learning to read and write. By integrating the game into innovative learning materials, especially in the endangered North Sámi language, this WP enhances the practical context of education. The game will be integrated into the production of innovative learning materials, ensuring that the knowledge spread through e-learning materials is accessible to everyone through numerous language dissemination activities. This WP actively engages various stakeholders, including those involved in the planning and testing phases, as well as end-users.</p>	<p>2024-07-31 - 2026-07-30</p>	
<p>2.1. Creating North Sámi Training Content for Supporting Reading and Spelling Skill Development in Sámi GraphoLearn</p>	<p>This activity focuses on the creation of essential North Sámi, especially western and eastern dialect, training content to support the development of reading and spelling skills in the Sámi GraphoLearn game. This foundational work is led by the ULapland, under the expert guidance of Professor Keskitalo. The primary goal is to craft interactive and engaging educational materials tailored to North Sámi learners, ensuring the game effectively enhances their linguistic abilities. ULapland spearheads this task, drawing on their expertise in linguistics and educational content development. They lead the creation of North Sámi training modules, aligning them with the unique linguistic nuances of the North Sámi dialects. ULapland ensures the content is not only educational but also culturally relevant and engaging in collaboration with project partners and WP 1 and 3. The task involves meticulously crafting North Sámi training modules, focusing on reading and spelling skill development. The content includes interactive exercises, educational games, and culturally specific narratives, enhancing the learning experience for North Sámi students. ULapland emphasizes</p>	<p>2024-07-31 - 2026-07-30</p>	<p>693 000</p>

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	<p>linguistic accuracy, ensuring that the training content adheres to the grammatical and phonetic intricacies of the North Sámi dialect. Linguistic experts collaborate to guarantee the authenticity of the language used in the training materials. The content creation process incorporates culturally relevant themes, stories, and visuals, respecting and reflecting the rich heritage of the Sámi community. Culturally specific contexts enhance learner engagement and promote a deeper connection with the language and culture. ULapland develops innovative user engagement strategies within the training modules. Interactive elements, gamified challenges, and feedback mechanisms are integrated to ensure learners remain motivated and actively participate in the learning process.</p>		
<p>2.2 - Preparing Multilingual Extension Documentation for Sustainable Game Development</p>	<p>Led by the University of Lapland and Professor Keskitalo, this activity focuses on creating comprehensive documentation to extend the Sámi GraphoLearn game into various languages, ensuring its sustainability and impact. Collaborating closely with Umeå University and University of Jyväskylä, the activity involves extensive research into multilingual game extensions, establishing criteria for language selection, adapting pedagogical approaches, and designing inclusive user experiences. Extensive research is conducted on successful multilingual game models. Collaborative discussions establish criteria for language selection, prioritizing linguistic diversity and cultural relevance. The game's pedagogical approach is adapted to accommodate different languages, integrating culturally relevant content to enhance effectiveness across diverse linguistic contexts. Technical experts collaborate to design flexible solutions, exploring localization techniques, language-specific interfaces, and adaptive algorithms tailored to different languages' nuances. . A detailed document is prepared, outlining the step-by-step process for extending the game into multiple languages. It covers linguistic guidelines, technical specifications, cultural considerations, and pedagogical strategies, serving as a comprehensive guide for future developers. Workshops and consultations are organized with local language experts and educators, enriching the documentation with cultural authenticity and linguistic accuracy. A detailed and comprehensive guide is created, serving as a roadmap for extending the game into multiple languages beyond the project's lifetime. Pilot testing ensures the effectiveness of multilingual extensions, validated by user feedback, leading to refined and relevant game content. This activity's outcomes guarantee the game's enduring impact, extending its reach to diverse linguistic communities.</p>	<p>2024-07-31 - 2026-07-30</p>	<p>750 750</p>
<p>2.3 - Educational Context Testing with cross-border Stakeholders</p>	<p>Our project undertakes rigorous testing of the Sámi GraphoLearn game within educational contexts, ensuring a collaborative and inclusive approach. The game's testing in an educational context will be a collaborative effort involving stakeholders. ULap, leveraging its extensive networks, ensures compatibility with both east and west dialects. This meticulous testing process guarantees not only linguistic accuracy but also cultural relevance, aligning the game with the diverse linguistic and cultural backgrounds of its users. Through this dynamic combination of research, development,</p>	<p>2024-07-31 - 2026-07-30</p>	<p>635 250</p>

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	<p>dissemination, and testing, our project aims to create an impactful, culturally sensitive, and widely accessible educational tool in the form of the Sámi GraphoLearn game. This comprehensive approach reflects our commitment to fostering inclusive education, preserving cultural heritage, and promoting digital learning in the Sámi community. The testing process involves active collaboration with diverse stakeholders, including educators, students, and community members. Their valuable insights and feedback play a crucial role in refining the game, ensuring its educational effectiveness and cultural relevance. ULap, drawing upon its extensive networks, takes the lead in this testing endeavor. By engaging with educators and learners from various linguistic and cultural backgrounds, ULap guarantees that the game resonates with the diverse Sámi community. The meticulous testing process goes beyond linguistic accuracy; it delves into the nuances of cultural relevance. Stakeholders evaluate the game's content, language usage, and cultural references, ensuring that it authentically represents the rich heritage of the Sámi people. This attention to detail aligns the game with the diverse linguistic and cultural backgrounds of its users. This collaborative effort stands as a testament to our dedication to nurturing a vibrant, culturally rich, and digitally empowered Sámi community.</p>		
<p>2.4 - Leadership and Coordination of the Sámi GraphoLearn Game Project</p>	<p>In this pivotal role, the project lead ensures strategic direction, coordination, and oversight for the entire Sámi GraphoLearn game project. This involves effective project management and stakeholder collaboration, including project-related dissemination activities through social media, webpages, and news pieces. Collaborating with key partners, the lead develops a detailed project plan, outlining timelines, milestones, and deliverables. This plan serves as a roadmap, aligning the project's progress with its goals. The lead maintains strong communication with stakeholders, including Sámi communities, educational institutions, graphic designers, musicians, and higher education partners, fostering collaboration and responsiveness to community needs. Effective resource management is crucial, involving oversight of financial, human, and technical resources, ensuring their efficient utilization. Quality control measures are implemented, guaranteeing high standards of accuracy, cultural sensitivity, and educational effectiveness. The lead addresses challenges promptly, facilitating dialogue and finding solutions, ensuring smooth collaboration among partners. Comprehensive documentation, including activity reports and research findings, ensures project transparency. Reporting mechanisms inform stakeholders, funding agencies, and the wider community about the project's developments and achievements. Promotion efforts involve social media, websites, conferences, and community events, raising awareness and garnering support. The lead provides leadership and mentorship, fostering a collaborative, supportive, and innovative work environment, enhancing the project's outcomes. Through effective leadership, the project lead steers the Sámi GraphoLearn game project, ensuring its cultural sensitivity, educational impact, and accessibility for the Sámi community and learners worldwide.</p>	<p>2024-07-31 - 2026-07-30</p>	<p>462 000</p>

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WP 3 Sámi culturally-specific gamification development	<p>This WP is led by Professor Cocq. This WP focuses on the meticulous creation of a new visual and sound environment within the Sámi GraphoLearn game. Guided by the UmeåU, under the expertise of Professor Cocq, this WP is essential for immersing learners in an authentic Sámi experience. The goal is to design a captivating game environment that represents the diverse landscapes, traditions, and cultural richness of the Sápmi region. Umeå leads this WP, drawing on their proficiency in game design and cultural representation. They are responsible for conceptualizing and implementing the visual and auditory elements, ensuring they align seamlessly with the Sámi culture and landscape. The WP initiates with the conceptualization of the game's visual and auditory elements. Umeå collaborates with cultural experts and artists and university experts in gamification to create detailed storyboards outlining the game's visual narrative. Each element is thoughtfully planned to represent the diverse aspects of Sápmi in collaboration with project partners and stakeholders. Skilled artists are engaged to craft visually appealing landscapes, characters, and artifacts representing the Sámi way of life. The game's visuals reflect the natural beauty of the Sápmi region, showcasing e.g. its forests, rivers, mountains, and traditional cultural aspects. Cultural symbols, clothing, and tools are intricately designed, ensuring accuracy and authenticity. Expert sound designers work on creating an immersive auditory experience. Authentic Sámi music, traditional chants, and sounds of nature are integrated into the game. Through this WP, the project aims to create a visually and acoustically captivating Sámi GraphoLearn game environment. By immersing learners in an authentic representation of the Sápmi region, the game fosters cultural appreciation, linguistic understanding, and a deep sense of pride among North Sámi learners.</p>	2024-07-31 - 2026-07-30	
3.1 - Planning modus of the Sámi culturally-specific gamification development	<p>This pivotal activity, led by Umeå University under the expert guidance of Professor Cocq, focuses on the strategic planning of the Sámi culturally-specific gamification development. This task is instrumental in laying the foundation for the entire project, ensuring a comprehensive, culturally sensitive, and engaging approach to the game's development. Partners University of Lapland and University of Jyväskylä actively contribute their expertise, making this task a collaborative effort among esteemed institutions. UmeåU spearheads this activity, drawing on their profound expertise in gamification, cultural representation, and digitalization. Professor Cocq, renowned for her work in Sámi studies, provides strategic direction and oversight. ULap plays a vital role in the planning process, offering insights from their extensive experience in Sámi cultural studies and language pedagogy. Their expertise ensures the cultural authenticity of the gamification strategies. U Jyväskylä brings technical proficiency to the table, ensuring the gamification concepts align seamlessly with the digital platform. Their experience in game development and educational technology enhances the project's technological aspects. The task commences with in-depth research and analysis of Sámi culture, history, traditions, and linguistic nuances. Cultural experts collaborate to understand the subtleties of Sámi life, ensuring a respectful and accurate representation within the gamified context.</p>	2024-07-31 - 2026-07-30	693 000

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
	<p>Extensive consultations with Sámi community leaders, educators, and learners take place. The task actively seeks input from the community to ensure their values, stories, and perspectives are integrated into the gamification strategies. Workshops are conducted with community members to sensitize the development team. These workshops foster cultural understanding, enabling the team to create gamified elements that resonate positively with the Sámi audience.</p>		
<p>3.2 - Creating North Sámi Torne Dialect Training Content for Supporting Reading and Spelling Skill Development in Sámi GraphoLearn</p>	<p>This activity focuses on the creation of essential North Sámi Torne dialect training content to support the development of reading and spelling skills in the Sámi GraphoLearn game. This foundational work is led by the Umeå, under the expert guidance of Professor Cocq team. The primary goal is to craft interactive and engaging educational materials tailored to North Sámi learners, ensuring the game effectively enhances their linguistic abilities. UUmeå spearheads this task, drawing on their expertise in linguistics and educational content development. They lead the creation of North Sámi Torne dialect training modules, aligning them with the unique linguistic nuances of the North Sámi dialects. UUmeå ensures the content is not only educational but also culturally relevant and engaging in collaboration with project partners and WP 1 and 2. The task involves meticulously crafting North Sámi training modules in Torne dialect, focusing on reading and spelling skill development. The content includes interactive exercises, educational games, and culturally specific narratives, enhancing the learning experience for North Sámi students. UUmeå emphasizes linguistic accuracy, ensuring that the training content adheres to the grammatical and phonetic intricacies of the North Sámi Torne dialect. Linguistic experts collaborate to guarantee the authenticity of the language used in the training materials. The content creation process incorporates culturally relevant themes, stories, and visuals, respecting and reflecting the rich heritage of the Sámi community. Culturally specific contexts enhance learner engagement and promote a deeper connection with the language and culture. UUmeå develops innovative user engagement strategies within the training modules. Interactive elements, gamified challenges, and feedback mechanisms are integrated to ensure learners remain motivated and actively participate in the learning process.</p>	<p>2024-07-31 - 2026-07-30</p>	<p>635 250</p>
<p>3.3 - Designing Motivational Gaming Elements for Sámi Cultural Engagement</p>	<p>In this fundamental activity, our creative team focuses on the development of motivational gaming elements tailored specifically to Sámi culture. This endeavor encompasses the design and implementation of modifiable avatars, pets, and engaging mini quests, including dialogues with non-playable characters (NPCs). By infusing these elements with cultural relevance, our aim is to enhance player motivation, cultural immersion, and overall game play satisfaction. We delve into the creation of modifiable avatars, allowing players to personalize their in-game representation. These avatars are meticulously designed to reflect traditional Sámi attire, hairstyles, and accessories. By offering a range of customisable options inspired by Sámi cultural aesthetics, players can create avatars that resonate with their identity, fostering a sense of connection to the game world and its cultural context. Our team introduces virtual pets inspired by indigenous animals found in the Sámi region. These pets serve</p>	<p>2024-07-31 - 2026-07-30</p>	<p>623 700</p>

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
	<p>as companions to players, offering emotional support and creating a sense of camaraderie. Players can interact with, nurture, and customize their pets, learning about the unique characteristics and significance of these animals in Sámi culture. This feature adds depth to the gaming experience, fostering empathy and environmental awareness. Engaging mini quests are crafted, each rooted in Sámi cultural narratives and traditions. Players embark on quests that explore elements such as reindeer herding, traditional crafts, and storytelling. Throughout these quests, players engage in dialogues with non-playable characters (NPCs) who share folklore, historical anecdotes, and cultural wisdom. These interactions provide players with valuable insights into Sámi culture, encouraging active participation and knowledge acquisition. Additionally, our NPCs are designed with diverse personalities and backgrounds, representing the rich tapestry of Sámi society.</p>		
<p>3.4 - Collaboration with Sámi Graphic Designers, Musicians, and Higher Education for Game Creation</p>	<p>In this strategic activity, our project establishes vital collaborations with Sámi graphic designers, musicians, and higher education institutions, fostering a creative synergy that enhances the Sámi GraphoLearn game. We actively engage with skilled Sámi graphic designers, ensuring the visual elements of the game authentically represent Sámi culture. Their expertise enriches the game's aesthetics, incorporating culturally significant symbols, artwork, and motifs. This collaboration ensures that the game's visuals resonate with the Sámi community, fostering a sense of identity and pride. Collaborating with talented Sámi musicians, we infuse the game with authentic Sámi music. Their compositions add depth and emotional resonance to the gaming experience, immersing players in the rich soundscape of Sámi culture. By integrating traditional instruments and melodies, the game becomes a vibrant celebration of Sámi musical heritage. Our project establishes partnerships with higher education institutions specializing in game design and technology. Collaborating with faculty and students, we leverage their expertise in game development, ensuring the technical aspects of the Sámi GraphoLearn game meet international standards. These collaborations facilitate knowledge exchange, fostering an innovative environment for game creation. Through these collaborations, our project empowers local Sámi artists and musicians by providing a platform to showcase their talent on a global scale. Moreover, higher education partnerships offer students valuable real-world experience, enhancing their skills and fostering innovation within the Sámi community. By collaborating with Sámi artists and higher education institutions, our project contributes to the growth of digital creativity within the Sámi community. Through these collaborative efforts, our project not only creates an engaging educational tool but also nurtures a supportive ecosystem for Sámi creativity.</p>	<p>2024-07-31 - 2026-07-30</p>	<p>693 000</p>

Budget (Kostnads- och finansieringsplan)

Kostnad

Kostnadsslag	2024	2025	2026							Totalt
Personal	394 900	878 083	447 822							1 720 805
Schablonkostnader	157 960	351 233	179 129							688 322
Summa kostnader	552 860	1 229 316	626 951							2 409 127
Projektintäkter										
Summa faktiska kostnader	552 860	1 229 316	626 951							2 409 127
Bidrag annat än pengar										
Summa bidrag i annat än pengar										0
Summa totala kostnader	552 860	1 229 316	626 951							2 409 127

Finansiering

Finansiär	2024	2025	2026							Totalt
Offentligt bidrag annat än pengar										
Totalt offentligt bidrag annat än pengar										0
Offentlig kontantfinansiering										
Länsstyrelsen i Norrbottens län	359 359	799 055	407 518							1 565 932
Total offentlig kontantfinansiering	359 359	799 055	407 518							1 565 932
Total offentlig finansiering	359 359	799 055	407 518							1 565 932
Privata bidrag annat än pengar										
Totalt privat bidrag annat än pengar										0
Privat kontantfinansiering										
Totalt privat kontantfinansiering										0
Totalt privat finansiering										0

Stöd

Finansiering	2024	2025	2026							Totalt
19.1.1 Regionala utvecklingsåtgärder Regionalt projekt	193 501	430 261	219 433							843 195

Sammanställning (Stödprocent)

Stödandel av faktiska kostnader:	35,00 %
Stödandel av stödgrundande finansiering:	35,00 %
Stödandel av total finansiering:	35,00 %
Andel annan offentlig finansiering:	65,00 %
Andel privat finansiering:	0,00 %

Rapportering och begäran om utbetalning

Stödet utbetalas i efterhand efter redovisning av faktiska utgifter

Sista datum för slutrapport**Allmänna villkor för stöd**

Se bilaga

Särskilda villkor

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Beslut i detta ärende har fattats av Patrik Sällström (Regional utvecklingsdirektör) efter föredragning av Mayuri Kumari.

Vid frågor kontakta:

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