

UMEÅ UNIVERSITET
Att: Coppelie Cocq

901 87 UMEÅ

Beslut om stöd

Stödmottagare: UMEÅ UNIVERSITET
Org. nr: 202100-2874
Projektnamn: LOHKANLIHKKU
ÄrendeID: 20370501
Diarienummer: REGAC - 370 - 2024

Beslut om stöd

Region Västerbotten beviljar UMEÅ UNIVERSITET stöd för att genomföra projektet LOHKANLIHKKU enligt ansökan inkommen 2024-10-14. Stödet uppgår till 35,00 % av faktiska kostnader och 35,00 % av total finansiering, dock med högst 1 186 619.

Beslutet har fattats med stöd av förordningen (2003:596) om bidrag för projektverksamhet inom den regionala tillväxtpolitiken och i vissa fall 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 bedöms följa intentionerna i RUS prioritering 4. Västerbotten en region med hållbara livsmiljöer att bo, verka och leva i och mer specifikt delmål 4.3 Utveckla kultur och kulturarv.

Projektet uppfyller kraven fastställda i Region Västerbottens Agenda för hållbar finansiering och bidrar i hög grad till prioritetshöjande aspekterna Sammanhållen region samt Positiva hållbarhetseffekter.

Projektperiod

2025-02-28 - 2028-02-28

Projektbeskrivning

Syfte: The literacy of children and young people has declined globally, impacting endangered languages like Sámi. Learning to read requires practice in foundational skills, such as recognising letters, syllables, and words. Our project aims to develop educational tools that enhance these skills and improve reading comprehension. In Sámi language education, we face challenges: a lack of uniform teaching materials, varied language

proficiency among students, and the need for teacher training that reflects the realities of Sámi classrooms.

The project aims to enhance the vitality of the Sámi languages and foster collaboration across Sápmi. It focuses on improving children's reading skills, developing teachers' pedagogical competencies, and introducing a game-based learning solution. The initiative addresses the diverse language abilities among pupils, and seeks innovative strategies to improve Sámi reading and writing skills. By leveraging the distinct features of the Sámi languages, the project will develop culturally tailored graphics and music for a digital game, aimed at bolstering literacy across all age groups. It also provides support for educators, particularly those uncertain about effective teaching methods, helping them navigate the challenges. The initiative will create culturally relevant educational tools, addressing the current gap in Sámi language materials. Through cross-border cooperation, the project promises substantial support for teachers and a motivating learning environment for students. Written language is crucial for education, cultural heritage, and social participation, playing a vital role in shaping cultural identity. In the digital age, the permanence of written language allows universal access to content, making the preservation of written skills essential for Indigenous languages like Sámi.

This project engages various Sámi communities, fostering collaboration among schools, teachers, Sámi parliaments, and material developers. By bringing together experts in Sámi education, digital tools, and curriculum design, we aim to create high-quality, research-based teaching materials that meet the diverse needs of Sámi learners. We will include smaller Sámi languages, such as Inari, Skolt, Lule, and South Sámi, alongside North Sámi, to promote a holistic understanding of the Sámi linguistic landscape. The project emphasises innovative pedagogical strategies, equipping educators with skills to implement new teaching innovations and digital tools effectively. This includes training on culturally responsive teaching that honors Sámi heritage while addressing language revitalisation challenges. The collaborative nature of this initiative fosters community among educators and stakeholders and underscores the importance of collective action in addressing common challenges in Sámi language education. We also aim to address broader issues like unemployment and the need for sustainable entrepreneurship within Sámi communities, both in core regions and beyond. By integrating entrepreneurship and community engagement, we aim to create pathways for economic development alongside language preservation.

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

A game-based application 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 digital platform 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,

Lule, South, Inari, och Skolt 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 Sámi languages - a key factor in revitalisation processes.

Written language is crucial in education, cultural heritage, and societal participation, akin to spoken language in shaping cultural identity and belonging. In the digital age, its permanence allows content to be accessible universally to those proficient in the language. For indigenous languages, preserving written skills is crucial for cultural heritage. This project offers practical support through teacher education and an educational game to enhance literacy in Sámi, as a mother tongue or heritage language. Sámi children currently rely on majority languages for digital reading and writing practice due to the lack of digital tools in Sámi, challenging their linguistic rights. Accessible early support in reading and spelling is crucial for enhancing Sámi learners' literacy, cultural knowledge, societal participation, and well-being.

There exists to our knowledge no similar project: such a game does not yet exist in Sami, which at this deep level helps students cognitively develop their language skills. This project would thus be an invaluable asset for the endangered Sami languages. By supporting the development of an educational and entertaining language game, the project will contribute to preserving and promoting the Sami languages. Students would benefit from using their mother tongue in a positive and interactive environment, which would strengthen their attachment to the language and society. For students' language development, this project will offer a unique opportunity for cognitive learning. By engaging in an interactive and challenging environment, students would improve their vocabulary, grammar and communication skills. In addition, the game would allow them to practice the language with others, thus promoting their social and intercultural skills. The teachers no longer need to use the language programs and games of the dominant languages if they can get access to a high-quality game product based on research in Sami.

Vilka effekter ska projektet uppnå på lång sikt:

This project will enhance literacy through teacher education and the development of an educational game, addressing the current reliance of Sámi children on majority languages for digital reading and writing due to a lack of Sámi tools. Early support in reading and spelling is vital for improving literacy, cultural knowledge, societal participation, and overall well-being among Sámi learners. With global literacy challenges - nearly one-third of individuals struggle with simple texts - there's an urgent need for comprehensive reading support, particularly for children learning Indigenous languages. Teachers have recognized the need for Sámi digital tools and expressed interest in a Sámi version of a successful language game. This cross-border project involving Finland, Sweden, and Norway aims to co-create Lohkanlihkkku, a scientifically backed digital tool tailored for Sámi languages, along with educational materials for hands-on training. By incorporating Sámi narrative traditions with graphics and sounds, the project will foster cultural appreciation and strengthen linguistic identity within an engaging digital environment.

The tool will be freely accessible, benefiting teachers and learners in schools, at home, or remotely. After over a decade of requests from Sámi teachers and parents for a digital resource like Ekapeli, this initiative will provide Sámi learners with essential support. The project will document its development process, facilitating the creation of tools for other Sámi languages and promoting linguistic and cultural equality, ensuring equal opportunities for learning to communicate in written Sámi.

The Lohkanlihkkku-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 project encompasses educational tools, pedagogical methods, and culturally sensitive content adaptation techniques designed specifically for the Sámi community. The digital platform 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. It 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	Måttenhet	Kommentar
Antal framtagna kunskapsunderlag, strategier och program.	1	Stycken	Språkverktyg ska utvecklas.

Tid- och aktivitetsplan

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
WP 1: Sharing and confirming of existing information on teaching and learning to read and write in Sámi languages	<p>Work Package 1 (WP1) serves as the vital foundation for the Lohkanlihkku project, underpinning the other two work packages. In WP1, we will gather knowledge and experiences regarding the Sámi language learning and teaching landscapes across Norway, Sweden, and Finland. This includes representation of various Sámi languages, such as North Sámi, Lule Sámi, South Sámi, Inari Sámi, and Skolt Sámi.</p> <p>Led by experts from Sámi allaskuvla, WP1 emphasizes overall communication but requires active involvement from all project partners, each responsible for communication activities and networking within their specific areas. The data gathered will be analyzed in context, aiming to identify existing conditions, challenges, and opportunities in Sámi language education.</p> <p>Engagement with key stakeholders - children, teachers, and parents - is essential. We will use surveys, interviews, and focus groups to pinpoint educational needs and opportunities for innovation. This phase is crucial for steering the project in line with the Sámi community's needs and voices. The insights gained will guide the creation of tailored educational tools and content.</p> <p>WP1 will also involve collaboration with educational authorities, schools, and community organizations across the participating countries. This collaboration will help us understand systemic factors in Sámi education and identify pathways for integrating project outputs into educational frameworks.</p>	2025-02-28 - 2028-02-28	

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1.1 - WP1, activity 1: Mapping of the Sámi Language Teaching and Learning Conditions at Schools	<p>By grounding our project in a thorough understanding of current Sámi language learning conditions, we aim to develop solutions that are innovative yet deeply rooted in community needs and aspirations. Ultimately, WP1 seeks to enhance the vitality and sustainability of Sámi language education for future generations.</p> <p>This task aims to understand educational needs in schools, focusing on teachers' and pupils' perspectives regarding reading and writing in Sámi languages. Gathering insights into teachers' views on current literacy methods and the challenges they face is crucial. Through interviews, we will enrich the project with valuable information to develop effective teaching strategies for early primary education.</p> <p>We will address gaps in knowledge about reading instruction techniques, such as when to introduce alphabets and foster phonological awareness. Given the decline in reading among Sámi children, this project is vital for the revitalisation of the Sámi languages. Learning literacy skills in Sámi can enhance learners' confidence and cultural identity, leading to lifelong opportunities and revitalizing Sámi culture. Sámi allaskuvla plays a key role in Sámi language education, collaborating with Sámi schools and cultural experts to ensure respectful and authentic representation in the Lohkanlihkku game.</p> <p>Consultations with Sámi leaders, policymakers, educators, and learners are integral, aiming to incorporate community values into the gamification process. Workshops and meetings - both online and face-to-face - will guide the development team in cultural sensitivity. Partners from Norway, Sweden, and Finland will provide a comprehensive overview of Sámi literacy education.</p> <p>Deliverable 1: A report on existing learning conditions for Sámi languages will be prepared as a deliverable, highlighting challenges and suggestions for improved experiences. This report will be published in all project languages on the projects website and relevant Sápmi institutions' sites.</p>	2025-02-28 - 2028-02-28	3 167 592
1.2 - WP1, Activity 2: Children's reading process in Sámi language and challenges	<p>This task involves gathering data from existing sources and Sámi educators about children's reading and spelling processes in Sámi languages, focusing on achievements, challenges, and teaching methods. Sámi languages feature shallow orthography, closely linked to Finnish, which has nearly flawless letter-sound correspondence. However, exceptions in Sámi need to be addressed in teaching. While Finnish instruction is well-studied, Sámi education has not received the same attention. Utilizing Finnish practices can benefit Sámi teaching, but unique challenges arise due to the specific characteristics of Sámi language and orthography.</p> <p>To align learning content with Sámi languages and foster collaboration with Sámi schools, we will investigate data from Sámi educators on reading and spelling processes, teaching strategies, and instructional sequences, to understand issues across different Sámi languages. This initiative will leverage expertise in linguistics and content development.</p>	2025-02-28 - 2028-02-28	3 167 591

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	<p>The goal is to create educational materials for teachers and the Lohkanlihkku game, enhancing Sámi education across Norway, Sweden, and Finland. This project is crucial for the Sámi community, promoting Sámi language and cultural heritage. Collaboration with local indigenous communities ensures the relevance of materials and fosters a deeper connection to Sámi identity.</p> <p>The project's innovative approach, incorporating digital technology and gamified learning methods, enhances engagement and positions Sámi education at the forefront of innovation. Plans for sustainability emphasize lasting impact and integration into existing educational frameworks.</p> <p>The outcomes are expected to provide value and serve as long-lasting investments for Sámi societies.</p> <p>Deliverable 2: A report on learners' reading and spelling processes in Sámi languages will be prepared, addressing specific features of each language and dialect, including phonological and systemic demands on children's learning.</p>		
<p>WP 2: Implementation: Generation of new knowledge and innovation for supporting Sámi learners literacy learning and providing practical tools for teachers</p>	<p>The objective of WP2 is to utilize knowledge from WP1 to support Sámi literacy efforts. We will design a culturally relevant digital game, Lohkanlihkku, to motivate learning. The University of Jyväskylä will collaborate with Sámi language and culture experts in its creation. We will produce guides for teachers on Sámi literacy strategies and user guides for the game, along with practical training.</p> <p>The game will be implemented in classrooms across the three participating countries, allowing children to play in their Sámi language. We will gather data on learning outcomes and usability.</p> <p>WP2 emphasizes educator training and gamification for Sámi language learners. Led by the University of Lapland, this work package will engage stakeholders, raise awareness, and involve the community. By fostering partnerships, WP2 aims to empower individuals and ensure tailored language education, addressing specific needs in Finnish, Swedish, and Norwegian contexts. This is crucial for North, Inari, Skolt, Lule, and South Sámi, given the limited educational resources for these languages.</p> <p>WP2 will facilitate contextual language teaching through discussions and allow children and their teachers to test the game. Collaboration with Sámi policymakers is essential for meeting the linguistic needs of children facing literacy challenges. By integrating the game into innovative learning materials, WP2 enhances educational practices, creating accessible e-learning resources supported by language dissemination activities.</p> <p>The University of Umeå leads WP2 and oversees communication, with all partners contributing to Sámi design, development, and outputs.</p>	<p>2025-02-28 - 2025-02-28</p>	
<p>2.1 - WP2, Activity 1: Guidebook for</p>	<p>The guidebook for educators synthesizes findings from WP1s Activity 1 to offer practical tips and strategies for enhancing</p>	<p>2025-02-28 - 2025-02-28</p>	<p>575 936</p>

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
educators of Sámi literacy including teaching and learning	<p>Sámi literacy, based on a thorough analysis of teaching challenges in Sámi languages. It provides effective strategies for literacy, incorporating feedback from Norway, Sweden, and Finland to address shared challenges in the absence of tailored resources.</p> <p>Emphasising culturally responsive education, the guide details how to integrate Sámi traditions into teaching for a deeper connection to language and culture. It offers practical strategies for foundational literacy skills, including tips for diverse learners and early interventions.</p> <p>The guidebook explores the integration of digital tools in Sámi literacy education, featuring the gamified learning game Lohkanlihkku as a successful case study. It stresses the importance of community engagement, suggesting strategies for building partnerships among schools, families, and Sámi cultural institutions, highlighting educators' crucial role in enhancing the learning journey.</p> <p>To support educators, the guidebook provides resources for professional development, including access to training programs and educational materials. It encourages educators, policymakers, and community leaders to support Sámi literacy education, outlining steps for implementation and emphasising the need for ongoing research and development to adapt to changing educational demands.</p> <p>This digital guidebook is essential for educators committed to advancing Sámi literacy education, laying the groundwork for preserving and celebrating Sámi languages and cultures. Sámi allaskuvla (SUAS) will lead this activity in collaboration with partners from the Universities of Lapland, Umeå, and Jyväskylä.</p> <p>Deliverable 3: A downloadable digital guidebook for educators of Sámi literacy, accessible from the websites of central Sámi institutions and the Lohkanlihkku website.</p>		
2.2 - WP2, Activity 2: Creating Sámi Training Content for Supporting Reading and Spelling Skill Development in Lohkanlihkku	<p>This initiative aims to develop essential training content for teaching Sámi languages (North, Inari, Skolt, Lule, and South Sámi) within the Lohkanlihkku project across three countries. Led by Sámi allaskuvla and Dr. Juuso, the goal is to create interactive educational materials tailored to Sámi learners, significantly advancing their reading and spelling skills. Leveraging expertise in linguistics and educational content development, Sámi allaskuvla will create culturally resonant modules that ensure linguistic accuracy while engaging learners. These modules will integrate into various interactive digital activities, games, and culturally rich narratives, forming a holistic language system that reflects the nuances of Sámi languages. Linguistic experts will meticulously examine the content to ensure adherence to norms, guaranteeing authenticity. Incorporating culturally relevant themes is expected to enhance engagement and foster a deeper connection with the language and its heritage. To maintain motivation, innovative strategies like gamified challenges and interactive elements will be central, meeting the diverse learning needs of the audience for an immersive experience.</p>	2025-02-28 - 2025-02-28	575 924

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	<p>Strong collaboration with the project consortium and language experts will provide valuable insights throughout the process. Additionally, piloting with schools will offer essential feedback to refine the content, ensuring its effectiveness in real-world educational settings. Ultimately, this initiative seeks to revolutionize Sámi language education, enhancing reading and spelling proficiency while honoring the language's rich cultural heritage.</p> <p>Deliverable 4: Learning content for the Lohkanlihkku game in Sámi languages involved (North, Inari, Skolt, Lule, and South Sámi). This extensive content will cover speech sounds (phonological awareness), letters, words, and sentences (reading comprehension), including instructions and gamified linguistic elements in both spoken and written formats.</p>		
<p>2.3 - WP2, Activity 3: Developing Comprehensive User Support Material in Relevant Languages</p>	<p>Our team focuses on preparing user support materials for training educators and supporting the game, ensuring clarity in users' preferred languages. The goal is to create documentation that offers guidance, troubleshooting assistance, and gameplay tips to enhance the user experience.</p> <p>Expert linguists and technical writers produce support documents in various languages, including North Sámi, Inari Sámi, Skolt Sámi, South Sámi, Lule Sámi, Finnish, Swedish, and Norwegian. These documents cover topics from game mechanics and controls to features, quests, and cultural elements. The documentation is user-friendly, ensuring comprehension for diverse players.</p> <p>User support materials include guidance on gameplay mechanics, with step-by-step instructions and valuable tips to enhance skills and progress effectively. This empowers players to navigate the game confidently.</p> <p>Common technical issues and frequently asked questions are addressed, with clear solutions and troubleshooting steps, enabling players to resolve issues independently for a smooth gaming experience.</p> <p>Designed with cultural sensitivity, the materials accurately translate language nuances and cultural references, ensuring authenticity. This initiative reflects our commitment to accessibility and player satisfaction within the Lohkanlihkku project. The University of Jyväskylä leads this activity, with all partners contributing.</p> <p>Deliverable 5: User support material for the Lohkanlihkku game in all Sámi languages involved (North, Inari, Skolt, Lule and South Sámi), as well as Finnish, Swedish, and Norwegian. Formats include online written materials and video clips on the Lohkanlihkku YouTube Channel.</p>	<p>2025-02-28 - 2025-02-28</p>	<p>575 924</p>
<p>2.4 - WP2, Activity 4: Preparing Multilingual Extension Documentation for Sustainable Game Development</p>	<p>Led by the University of Lapland, this activity focuses on creating documentation to extend and modify the training of educators and the learning content for the Lohkanlihkku game, ensuring its sustainability and impact. Collaborating with Umeå University, Sámi allaskuvla, and the University of Jyväskylä, the initiative involves extensive study into multilingual game extensions, adapting pedagogical approaches, and designing inclusive user experiences.</p>	<p>2025-02-28 - 2025-02-28</p>	<p>575 924</p>

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	<p>Collaborative discussions establish criteria for language and dialect selection, prioritising 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 contexts. Technical experts design flexible solutions, exploring localization techniques, language-specific interfaces, and adaptive algorithms tailored to language nuances.</p> <p>A detailed document outlines the step-by-step process for extending and modifying the game based on the natural evolution of the spoken and written languages. It includes linguistic guidelines, technical specifications, cultural considerations, and pedagogical strategies, serving as a guide for future developers of the Sámi language Lohkanlihkku. Workshops with local language experts and educators enrich the documentation with cultural authenticity and linguistic accuracy.</p> <p>Pilot testing ensures the effectiveness of multilingual extensions, validated by user feedback, leading to refined game content. The outcomes of this activity guarantee the game's enduring impact, extending its reach to diverse linguistic communities.</p> <p>Deliverable 6: Comprehensive documentation on the Lohkanlihkku game, including learning methods, principles, characteristics, and guidance on modifying or extending the learning content in Sámi language variants beyond the projects lifetime.</p>		
2.5 - WP2, Activity 5: Stakeholder and project partners cooperation	<p>In this pivotal role, the University of Lapland leads the Lohkanlihkku project, ensuring strategic direction, coordination, and oversight. This includes effective project management and stakeholder collaboration, utilizing dissemination strategies through social media, webpages, and news pieces. By maintaining active communication with key partners and stakeholders, the lead develops a focused project plan that outlines timelines, milestones, and deliverables, serving as a roadmap for progress.</p> <p>Strong communication with stakeholders including Sámi communities, educational institutions, graphic designers, musicians, and higher education partners fosters collaboration and responsiveness to community needs. Effective resource management is crucial, overseeing financial, human, and technical resources for optimal utilization. Quality control measures ensure high standards of accuracy, cultural sensitivity, and educational effectiveness.</p> <p>The lead addresses challenges promptly, facilitating dialogue and solutions to ensure smooth collaboration. Comprehensive documentation, including activity reports and research findings, maintains project transparency. Reporting mechanisms keep stakeholders, funding agencies, and the community informed about developments and achievements. Promotion efforts through social media, websites, conferences, and community events raise awareness and</p>	2025-02-28 - 2025-02-28	575 924

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	<p>garner support.</p> <p>The project lead provides leadership and mentorship, fostering a collaborative, innovative environment that enhances project outcomes. Through effective leadership, the University of Lapland steers the Lohkanlihkku project, ensuring cultural sensitivity, educational impact, and accessibility for the Sámi community and learners worldwide.</p> <p>Deliverable 7: This deliverable includes documents related to stakeholder cooperation: an updated project plan and reports on organized events such as workshops, seminars (both face-to-face and online), and meetings.</p>		
2.6 - WP2, Activity 6: Sámi culturally specific gamification development	<p>This activity focuses on creating a new visual and sound environment for the Sámi Lohkanlihkku game. Led by Umeå University and guided by Professor Cocq, the goal is to immerse learners in an authentic Sámi experience while training Sámi language educators.</p> <p>Umeå University leverages its expertise in game design and cultural representation, collaborating with cultural experts and artists to conceptualize the game's visual and auditory elements. Each element represents various aspects of Sápmi.</p> <p>Sámi graphic designers craft landscapes, characters, and artifacts that authentically reflect Sámi culture, fostering a sense of identity and pride. Collaboration with Sámi musicians adds authentic music, using traditional instruments and melodies to enhance the experience.</p> <p>Partnerships with higher education institutions ensure that the technical aspects of the game meet international standards, while providing students with valuable real-world experience.</p> <p>Through these collaborative efforts, the project creates an engaging educational tool and nurtures Sámi creativity. The games visuals showcase the natural beauty of Sápmi, featuring forests, rivers, and cultural symbols, while expert sound designers integrate Sámi music, traditional chants, and nature sounds.</p> <p>The goal is to develop a captivating Sámi Lohkanlihkku game environment that fosters cultural appreciation, linguistic understanding, and pride among Sámi learners.</p> <p>Deliverable 8: This deliverable includes various graphical and sound-based elements specifically created for the Lohkanlihkku game to enhance the Sámi cultural experience for learners.</p>	2025-02-28 - 2025-02-28	575 924
2.7 - WP2, Activity 7: Planning modus of the Sámi culturally specific gamification development	<p>This pivotal activity, led by Umeå University under Professor Cocq's guidance, focuses on the strategic planning of Sámi culturally specific gamification development. This task is essential for ensuring a comprehensive, culturally sensitive, and engaging approach to the game's development. Partners University of Lapland and University of Jyväskylä contribute their expertise, making this a collaborative effort among esteemed institutions.</p>	2025-02-28 - 2025-02-28	575 924

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	<p>Umeå University leads this initiative, leveraging their expertise in gamification, cultural representation, and digitalization. Professor Cocq provides strategic oversight, while the University of Lapland offers insights from Sámi cultural studies and language pedagogy to ensure cultural authenticity. The University of Jyväskylä enhances the projects technological aspects, aligning gamification concepts with digital platforms.</p> <p>The task begins with in-depth research into Sámi culture, history, traditions, and linguistic nuances. Cultural experts collaborate to ensure respectful and accurate representation in the gamified context. Extensive consultations with Sámi community leaders, educators, and learners are conducted to incorporate their values and perspectives into the gamification strategies. Workshops with community members foster cultural understanding, enabling the development team to create gamified elements that resonate positively with the Sámi audience.</p> <p>Deliverable 9: A report on the outcomes of the cultural representation workshops with Sámi community members and the project development team.</p>		
2.8 - WP2, Activity 8: Designing Motivational Gaming Elements for Sámi Cultural Engagement	<p>In this activity, our creative team, led by Umeå University in collaboration with experts from the University of Jyväskylä, focuses on developing motivational gaming elements tailored to Sámi culture. This includes designing customizable avatars, virtual pets, and engaging mini quests, all infused with cultural relevance to enhance player motivation and cultural immersion.</p> <p>We create modifiable avatars that reflect traditional Sámi attire, hairstyles, and accessories, allowing players to personalize their in-game representation. This fosters a connection to the game world and its cultural context, accommodating the different Sámi languages involved in our project.</p> <p>Additionally, we introduce virtual pets inspired by indigenous animals of the Sámi region, serving as companions that players can interact with and nurture. This feature enhances emotional engagement and raises awareness of the animals' significance in Sámi culture.</p> <p>Engaging mini quests rooted in Sámi narratives and traditions invite players to explore themes like reindeer herding and traditional crafts. Through dialogues with non-playable characters (NPCs), players gain insights into Sámi folklore and historical anecdotes, encouraging active participation and knowledge acquisition. Our NPCs represent the diverse personalities and backgrounds within Sámi society.</p> <p>Deliverable 10: A variety of graphical elements, including avatars, pets, NPCs, and quests created specifically for the Lohkanlihkku game to enrich the Sámi cultural experience for learners.</p>	2025-02-28 - 2025-02-28	575 924
2.9 - WP2, Activity 9: Digital technological	<p>In this activity, we focus on developing digital solutions and programming for the Lohkanlihkku game to enhance Sámi learners' reading and writing skills. The UJyväskylä leads</p>	2025-02-28 - 2025-02-28	575 924

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
solutions and programming of Lohkanlihkku	<p>technical development, guiding content creators, editing sounds, and ensuring quality control. Collaborating partners include ULap, SA, and UUniversity.</p> <p>ULap will test the game in educational contexts, ensuring culturally sensitive Sámi language content alignment. Leveraging its expertise in Sámi pedagogy, ULap utilizes its extensive networks. Umeå University oversees graphics and music design, contributing gamification expertise and knowledge of Swedish Sápmi.</p> <p>JYU brings experience from the Ekapeli literacy game, led by PI Richardson, a linguist with 18 years of expertise. Key contributors include M. Halttunen, a software engineer, and L. Nieminen, a linguist, who support technical development, content design, and quality control. JYU's established technological innovations in Finland and internationally provide a solid foundation for this project, aligning with Sámi society's literacy needs.</p> <p>This activity involves creating culturally appropriate Sámi learning materials for the game. Key outputs include tailored, editable game versions for different Sámi languages, featuring modular elements, adaptable interfaces, and scalable features. Collaborating with linguists, educational experts, and cultural consultants, ULap and Umeå develop language-specific dialogues, instructional materials, and relevant visuals. The user interface will allow easy integration of translated text and culturally specific elements, ensuring it is intuitive for players speaking different languages.</p> <p>Technical development includes rigorous quality assurance to validate functionality and user experience, ensuring a smooth editing process for incorporating Sámi language content and culturally specific elements.</p> <p>Deliverable 11: Editable game versions for creating different Sámi language versions of Lohkanlihkku.</p>		
2.10 - WP2, Activity 10: Extending Game Features: Developing Novel Game Modules for Training Reading Comprehension	<p>This activity focuses on expanding the literacy learning environment by developing new game modules to enhance reading comprehension skills. Led by the University of Jyväskylä under Professor Richardson's guidance, this task is crucial for broadening the game's educational scope. The goal is to create interactive and immersive modules that engage Sámi learners in meaningful reading comprehension exercises.</p> <p>UJyväskylä leverages its expertise in linguistics and educational game development to conceptualize, design, and implement these modules, ensuring alignment with the unique linguistic and cultural aspects of Sámi languages. The task begins with collaborative efforts involving linguistic experts and educators from Sámi allaskuvla, the University of Lapland, and Umeå University to design exercises that challenge learners' comprehension skills while immersing them in Sámi narratives.</p> <p>The new modules incorporate storytelling techniques, allowing learners to engage with narratives and characters actively. By participating in the story's development, learners enhance</p>	2025-02-28 - 2025-02-28	575 924

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
	<p>their comprehension abilities, vocabulary, and language usage in authentic contexts. The modules also integrate cultural elements, including traditional stories and contemporary Sámi literature, enriching the reading experience and fostering a sense of cultural pride.</p> <p>Additionally, UJväsckylä develops assessment tools within the modules to evaluate learners' reading comprehension skills. Real-time feedback mechanisms provide constructive guidance, encouraging iterative learning.</p> <p>Deliverable 12: Novel learning game modules specifically designed for reading comprehension activities, highlighting relevant linguistic and cultural elements of Sámi cultures.</p>		
<p>2.11 - WP2, Activity 11: Research, Testing of the Sámi Lohkanlihkku Game in natural learning settings, and Dissemination</p>	<p>In this multifaceted action, led by the University of Jväsckylä with all project partners involved, our team embarks on a comprehensive journey to research and test the developed Sámi language game versions in natural learning settings, such as schools and potentially at home for distance learning. The primary focus is to assess the effectiveness, appeal, cultural relevance, usability, and accessibility of the Lohkanlihkku game.</p> <p>We will rigorously gather research data, including game logs, skill assessment tasks, observations, and interviews. Learners in participating Sámi schools across three countries will use digital devices provided by the project to ensure uniform access. The game's availability on AppStores will further enhance accessibility for learners outside school settings.</p> <p>Our team will collaboratively compose scientific research papers analyzing the effectiveness of Sámi Lohkanlihkku for learners and its usability for teachers in classroom settings. These papers will explore user experiences and interactions, pooling expertise from all partners to foster a collective understanding of the game's impact.</p> <p>Dissemination of the new game version is a critical aspect of our initiative. We will utilize social media, stakeholder engagements, meetings, dedicated websites, and local press for dissemination activities. Information will be shared in the Sámi languages involved, as well as Finnish, Swedish, Norwegian, and partly in English, ensuring widespread understanding across linguistic communities.</p> <p>Crucial agreements will manage ownership and access to key knowledge, including intellectual property rights (IPR) and data, ensuring responsible handling of sensitive information and fostering trust among partners.</p> <p>Deliverable 13: Research data, including game logs from learners activities with the Lohkanlihkku game and skill assessment data from in-game tasks. Drafts of manuscripts detailing the research activities.</p>	<p>2025-02-28 - 2025-02-28</p>	<p>575 924</p>
<p>WP3: Dissemination: sharing and spreading new</p>	<p>WP3 builds on the previous work packages by sharing the knowledge and tools developed through close cooperation with relevant stakeholders. In this phase, all experiences, insights, and data will be disseminated in appropriate formats</p>	<p>2025-02-28 - 2028-02-28</p>	

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
knowledge and tools	<p>to provide new knowledge and practical tools for users and stakeholders, including policymakers. The goal is to enhance and improve learning and teaching conditions for Sámi literacy skills now and in the future.</p> <p>All dissemination activities aim to enlighten and revitalize Sámi education, culture, and identity in a sustainable manner. The objective is for the Lohkanlihkku project to be appreciated by Sámi communities, fostering a sense of ownership among stakeholders through active communication throughout the project.</p> <p>Outputs will be widely disseminated across various media, ensuring that collaborative efforts support Sámi learners and teachers cross-border. The aim is for these outputs to be recognized as beneficial for Sámi individuals and communities well into the future. The lead partner of the Lohkanlihkku project will oversee WP3 activities, ensuring comprehensive communication that includes all relevant media and languages.</p>		
3.1 - WP3, Activity 1: Finalising the Sámi Lohkanlihkku game for open public distribution	<p>In this pivotal activity, our expert team from the University of Jyväskylä, incorporating feedback from stakeholders and research data, is finalising the Lohkanlihkku game using Unity Technologies, a leading game engine. This effort is crucial for facilitating seamless game development and ensuring broad accessibility across various operating systems, including Windows, Mac, Android, and iOS.</p> <p>Guided by experienced developers and Unity specialists, we are crafting the game's framework to provide an immersive and interactive learning experience. Unity's versatility allows us to design intricate game mechanics, captivating graphics, and responsive user interfaces, enhancing gameplay enjoyment.</p> <p>A primary goal is to achieve cross-platform compatibility, meticulously optimizing the game to ensure a consistent, high-quality experience across all devices. This universality is vital for reaching a diverse audience, allowing learners and educators to access the game effortlessly.</p> <p>Our development team focuses on integrating Sámi language elements, culturally significant visuals, and effective pedagogical content within Unity's framework. We also address the technical details of game deployment, configuring the game for optimal performance on each operating system.</p> <p>This endeavor aligns with our mission to preserve Sámi language and culture, leveraging technology to bridge educational gaps and foster cultural appreciation globally. The Lohkanlihkku game will be made freely available to everyone through digital AppStores.</p> <p>Deliverable 14: Finalized Sámi Lohkanlihkku, usable across Windows, Mac, Android, and iOS, and freely available through digital AppStores.</p>	2025-02-28 - 2028-02-28	2 111 728
3.2 - WP3, Activity 2: Summarising the	This activity synthesizes the communication and collaboration outcomes between stakeholders and project partners	2025-02-28 - 2028-02-28	2 111 728

Aktivitet	Beskrivning	Startdatum - Slutdatum	Kostnad
Outcomes of the Stakeholders and Project Partner collaboration	<p>throughout the Lohkanlihkku project. Numerous collaborative events will have taken place, where ideas, knowledge, findings, and experiences were shared, often using a bottom-up methodology. These gatherings allow stakeholders from diverse languages and cultures to discuss learning and teaching conditions, tools developed in the project, user experiences, support issues, and the practical implementation of the Lohkanlihkku game in educational settings.</p> <p>As the project progresses, we will highlight significant insights gained regarding literacy skills in Sámi languages. The lead partner, the University of Lapland, will oversee the synthesis and summarization activities, but other partners and stakeholders will also play an active role in producing outputs.</p> <p>Deliverable 15: Summary materials of the central outcomes of the Lohkanlihkku project will be provided in various Sámi languages, Finnish, Swedish, Norwegian, and partly in English. These materials will be disseminated through dedicated Sámi education websites in participating countries. Dissemination activities will also include YouTube videos, local press releases, newsletters, social media posts with links, and public presentations at relevant events.</p>		
3.3 - WP3, Activity 3: Preparing Scientific Manuscripts for Publication	<p>All partners of the Lohkanlihkku project will collaborate on data analysis and the writing of scientific manuscripts that cover the background, approach, implementation, data, and findings. These manuscripts aim to be published in international journals, written in the Sámi languages involved, as well as in English, Finnish, Swedish, and Norwegian, maximizing outreach and dissemination of the project outcomes.</p> <p>The objective is to provide comprehensive reports on the current conditions for learning and teaching Sámi literacy skills, along with the new tools and materials developed through close collaboration with stakeholders. This activity is crucial for spreading knowledge about the project and its outcomes, helping individuals and communities understand the issues, needs, and benefits produced by our collaborative efforts in Sámi literacy education.</p> <p>Deliverable 16: Several manuscripts will be prepared for submission to relevant international scientific journals, written in the Sámi languages involved, as well as in English, Finnish, Swedish, and Norwegian.</p>	2025-02-28 - 2028-02-28	2 111 728

Budget (Kostnads- och finansieringsplan)

Kostnad

Kostnadsslag	2025	2026	2027	2028							Totalt
Personal	873 574	929 346	618 751	0							2 421 671
Schablonkostnader	349 430	371 738	247 500	0							968 668
Summa kostnader	1 223 004	1 301 084	866 251	0							3 390 339
Projektintäkter											
Summa faktiska kostnader	1 223 004	1 301 084	866 251	0							3 390 339
Bidrag i annat än pengar											
Summa bidrag i annat än pengar											0
Summa totala kostnader	1 223 004	1 301 084	866 251	0							3 390 339

Finansiering

Finansiär	2025	2026	2027	2028							Totalt
Offentligt bidrag i annat än pengar											
Totalt offentligt bidrag annat än pengar											0
Offentlig kontantfinansiering											
LÄNSSTYRELSEN I NORRBOTTENS LÄN	794 952	845 705	563 063	0							2 203 720
Total offentlig kontantfinansiering	794 952	845 705	563 063	0							2 203 720
Total offentlig finansiering	794 952	845 705	563 063	0							2 203 720
Privata bidrag i annat än pengar											
Totalt privat bidrag annat än pengar											0
Privat kontantfinansiering											
Totalt privat kontantfinansiering											0
Totalt privat finansiering											0

Stöd

Finansiering	2025	2026	2027	2028							Totalt
19.1.1 Regionala utvecklingsåtgärder Regionalt projekt	428 052	455 379	303 188	0							1 186 619

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
AoU synkas med Interreg Aurora programmet.

Sista datum för slutrapport

2028-04-30

Allmänna villkor för stöd

Se bilaga

Särskilda villkor

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

Vid frågor kontakta:

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