

Aula Touch Game: Digital Tablets and Their Incidence in the Development of Citizen Competences of Middle Education Students in the District of Barranquilla-Colombia

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Abstract: Citizen competences are considered as a fundamental aspect in the social development of man with his environment, which allows him to carry out actions that are articulated with the different guidelines established by law, which leads the citizen to live in a coherent and peaceful way in a nation that tends for freedom of thought framed in a democratic society. That is why it is considered of high importance that in educational establishments there are spaces that tend for training in peaceful coexistence framed in the law of the educated. This article resulted from the research project: "Social Appropriation of citizen and mathematical competences making use of MIDTablets", in which the mediation of Information and Communication Technologies is proposed to support the training of citizens with competences citizens who ensure adequate behavior in society. This project was developed in 31 educational institutions in the district of Barranquilla-Colombia, with support from resources of both the Ministry of Information Technology and Communications (MinTic), and the Secretariat of District Education of Barranquilla, in compliance with national goals, departmental and district regarding the quality of education of the national population

Keywords: Digital tablets, Citizen competences, Social appropriation, Middle education, Learning software

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