

ALL
DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ANNUAL REPORT **2017**





designed by: Dean Roksanđić | BEMBELEMBE

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TABLE OF CONTENTS

FOREWORD	04
2017 IN NUMBERS	05
STRATEGIC OVERVIEW	06
INFLUENCING PUBLIC POLICY	08
PARTNERSHIPS	12
MEMBERSHIP IN 2017	13
Unite-IT community platform	14
COMMUNICATIONS AND EVENTS	14
Communicating our vision	15
Telecentre Europe's 7th General Assembly	16
ALL DIGITAL Summit	17
PROJECTS AND CAMPAIGNS	18
Campaigns	18
European Get Online Week	18
Ongoing projects	19
Digital Skills and Jobs Coalition	19
Piloting of an Assessment Instrument for Digital Competence for Foundation and Intermediate Levels	20
Pathways4employ	21
UMI-Sci-Ed	22
BRIGHTS "Boosting Global Citizenship Education Using Digital Storytelling"	23
Smart Women	24
Digital Welcome	25
ASK4JOB	26
Huristo	27
Projects completed in 2017	28
I-LINC	28
Youth e-Perspectives on Migration	29
CodeMob - Teaching coding and mobile devices in telecentres	30
Operating grant	31
THE MEMBER ORGANISATIONS	32
BOARD, ADVISORY BOARD, AND TEAM	33
Board	33
Advisory Board	33
Our team	34
FINANCIAL OVERVIEW	35

FOREWORD

The organization has come a long way; back in 2007, a small group of digital inclusion leaders met for the first time in Barcelona to talk about scaling up local and national initiatives and the potential of a thematic network at European level. Ten years later, this “thematic network” is one of the leading European organisations in the field of digital competence.

2017 has not only marked its 10th year celebration, but also the year in which Telecentre Europe became ALL DIGITAL, following a rebranding process constructed around the new vision and mission statements of the organisation.

Policy and advocacy wise, we have worked to leverage the organisation from being an active contributor to various consultations and policy actions, to one which leads and inspires changes in policies, using our main strength – the direct links to local organisations and citizens. We have inspired an upgrade from “telecentres” to “digital competence centres” to better reflect the changing and broadening context of the application of digital skills. We have continued to be proactive in leading the implementation of the DigComp 2.1 framework, as well as in our involvement in the Coalition for Digital Skills and Jobs. As a result, five new National Coalitions have been created. We have been active in the ET2020 working group on digital skills – providing ideas and inspiration to new events and policy plans (e.g. Digital Education Action Plan).

We have reinforced partnerships with organisations such as CEPIS, DIGITALEUROPE, European Schoolnet, and started new ones (e.g. European Association for the Education of Adults). Also, we continued our strategic partnerships with Cisco and Liberty Global and we have partnered with two new industry representatives (Mozilla and Certiport), under the Get Online Week campaign.

We have coordinated seven EU funded projects in 2017, most of them in partnership with member organisations, and partnered in six more. Our projects are about enabling the digital competences of various target groups (migrants, women, students, young people) towards multiple objectives: social inclusion, citizenship, employment, and entrepreneurship. Our I-LINC stakeholder platform now has almost 3,000 registered users, while our project “Youth e-Perspectives on Migration” won the LifeLong Learning Award in the Education and Democracy category.

Also, a MOOC “Addressing Global Citizenship Education through Digital Storytelling”, that has been developed in the BRIGHTS project, has reached over 1,000 registered participants in four EU countries.

The eighth European Get Online Week took place between 27 March and 2 April, 2017. It was held under the patronage of Mr Tibor Navracsics, Commissioner for Education, Culture, Youth and Sport. The GOW17 campaign challenged Europeans to learn, participate, share and create through thousands of events and activities supporting the digital transformation. This year, 2,849 organisations in 25 countries engaged over 92,460 participants in 3,506 events and reached millions via media campaigns.

To celebrate the 10th year anniversary, we returned to Barcelona, the place where Telecentre Europe emerged as an informal community, to organise the ALL DIGITAL Summit. This 10th annual event turned out to be the largest ever in terms of number of participants, experts and topics: for 155 participants, 23 plenary and interactive sessions were offered, with 48 speakers and moderators. The main theme of the event was around the power of digital skills to enable civic engagement and social harmony, and how digital social innovation must respond to societal needs and how it can present a wide array of solutions to the pressing problems that citizens face.

Together with our many partners in Europe, ALL DIGITAL will continue to deliver for citizens, communities and organisations on the premise and promise of our vision, seeking to enhance digital skills for a better society.



Laurentiu Bunescu
CEO, ALL DIGITAL



Mara Jakobsone
Chair of the Board, ALL DIGITAL

2017 IN NUMBERS

59 member-
organisations
form the
ALL DIGITAL
network

25,000

**DIGITAL COMPETENCE CENTRES (TELECENTRES)
COVERED BY OUR MEMBER ORGANISATIONS**

O V E R

3,000,000

people reached by our network

1,696

FACEBOOK
FANS



1,915

TWITTER
FOLLOWERS

848

members on
our community
networking
platform Unite-IT

O V E R

92,000

**people involved in Get Online
Week in 3,500 events and over
9 million Europeans reached**

155

participants
at ALL
DIGITAL
Summit

**National Coalitions
for Digital Skills
supported**

10

3,000

STAKEHOLDERS REGISTERED ON I-LINC

1,000

registered
participants in
BRIGHTS MOOC

STRATEGIC OVERVIEW

The year 2017 concluded the implementation of the *Strategic Roadmap 2015-2017* under its five pillars. The new vision and mission statement proposed by the Board, together with the new identity of the organisation were approved by the General Assembly held in March. They were publicly launched in May, during the Digital Assembly in Malta. ALL DIGITAL (the new name) is a reflection of our new vision that every European should be able to exploit the benefits and opportunities created by digital transformation.

Later, a consultation with members revealed the thematic areas that should be addressed by the next strategic plan. The Strategic Plan 2018-2020 has been developed against the backdrop of a society where digital literacy is recognised as a key life competence, as essential as numeracy and literacy, but in which almost half of Europeans lack basic digital skills. The strategic objectives and priorities are aligned to the outcomes of the consultation with members and stakeholders.



Strategic pillars and priorities in 2017

1.

Pillar 1: Education and Training

Four new projects that address digital skills in areas such as global citizenship, employability and social inclusion, were started. We also focused on the promotion and adoption of DigComp in our activities and projects. In addition, our work with industry (Cisco, Liberty Global, Certiport, Mozilla) and with other civil society organisations brought an increased participation and support to non-formal training.

2.

Pillar 2: Advocacy and Campaigns

ALL DIGITAL's policy and advocacy efforts were geared towards reinforcing and making the case for digital competences obtained in non-formal settings such as the digital competence centres. There has also been a major effort put into the rebranding of the organisation, as well as continuing the Get Online Week campaign.

3.

Pillar 3: Research and Social Innovation

Social Innovation was under the spotlight during our Annual Summit in Barcelona, that had as its main theme *Digital Skills for Social Innovation*. Various publications have been published, following research-based activities in our projects on the training needs of citizens and on national strategies on digital skills.

4.

Pillar 4: Community Development

We have developed a new membership strategy to guide us through engaging existing members and attracting new members. Also, we have created five thematic membership clusters based on areas of expertise and interest inside the network: Digital Media Literacy; Basic Digital Skills; Coding; Employability and Entrepreneurship; and STE(A)M Skills for Society. Moreover, we have improved the way we collect data from members, and we have reinitiated a scheme of study visits.

5.

Pillar 5: Sustainability and Funding

We have continued to improve fundraising activities and services, such as screening of funding opportunities, which can impact our members. Fundraising activities were focused on two main income sources: EU funding and private funding. 2017 brought seven successful EU funded project applications, including an Operating Grant from EACEA. The other projects have been funded by programmes such as AMIF and Erasmus+. Also, we have been supported by four private funders: Cisco, Mozilla, Certiport and GSMA.



INFLUENCING PUBLIC POLICY

ALL DIGITAL's policy and advocacy efforts aim at raising the profile of digital competence centres and making the case for recognition of digital competences obtained in non-formal settings such as these centres

We advocate that digital competence centres are ideally suited to:

- help fill the growing gap between the demand for, and supply of, a digitally competent workforce,
- the needs of citizens in 21st century, in which 90% of jobs will require digital skills at least at basic level, and where public services, health, education and leisure opportunities are increasingly being digitised.

In 2017, ALL DIGITAL led or contributed to EU policy transformations in the fields of education, employment, digital technologies, citizenship and innovation. We have addressed policy initiatives in those fields through different formal and informal ways:



- By being an active stakeholder member of the **ET2020 Working Group on digital skills and competences** (WG DSC).

The ET2020 working groups are a mechanism for exchange of good practices between EU countries and for providing input into the European Commission's initiatives in the field of education and training. Their primary aim is to facilitate exchange of experience between education ministries of Member States, though stakeholders such as ALL DIGITAL, EuropeanSchoolnet, ECDL Foundation, Lifelong learning platform, EDEN and other bodies. The Working Group is a channel both to influence the EU policy agenda, and to connect with policy experts at national level. ALL DIGITAL has been an active member of the Group, presenting our members' role in, for example, bridging the gender gap in ICT.

- By organising **study visits with EU policy makers** to local digital competence centres.

In 2017 we organised two study visits to the premises of our members working with various disadvantaged groups in Brussels (Interface3 asbl and MAKS vzw). The first visit took place in January 2017 and was with member of Commissioner Navracsics's cabinet, Rodrigo Ballester. The second was with the members of the ET2020 DSC working group.

- By writing **position papers on current policy initiatives** and contributing to public consultations. In 2017 we focused on media literacy, on recognition of digital skills and on employability and entrepreneurship of young people. We developed the following policy papers and recommendations:

- ALL DIGITAL's contribution to the Digital Education Action Plan – which has been distributed to the EC - <http://all-digital.org/digital-welcomes-digital-education-action-plan/>
- The role of MEDIA LITERACY in the promotion of COMMON VALUES and SOCIAL INCLUSION - http://all-digital.org/wp-content/uploads/2017/11/Media-literacy-for-social-inclusion-Position-paper_FINAL.pdf
- Future of the European Digital Competence Framework - http://all-digital.org/wp-content/uploads/2017/08/DIGCOMP-policy-paper-feb2017_FINAL.pdf
- Contribution to the public consultation on the Review of the 2006 Framework of Key Competences for Lifelong Learning - https://ec.europa.eu/education/sites/education/files/kcr-consultation-responses/kcr-consultation-357-telecentre-europe_en.pdf

- By representing our members and providing input **at various key stakeholder events**



We collected evidence from members on a continuous basis and brought it to policy level through position papers and contribution to EC consultations with stakeholders (see above). We spoke about our members' activities at key policy events such as policy debates with MEPs in the European Parliament organised in the framework of the European Internet Forum, a policy debate as part of the I-LINC final conference, the Digital Skills and Jobs coalition conference, Civil Society Days 2017, the DigComp and EntreComp stakeholder conference, the Social inclusion cluster organised by EACEA and many others. Before each event, we ask our members if they have relevant experience, best practices or concerns that we can highlight.

The input and know-how we have provided to policy makers, the results from consultations with our members, etc. are yet to be exploited, and we are yet to capitalise on the knowledge we have accumulated through our activities in 2017. Influencing policy-making is a long, gradual and iterative process, and the examples below are the results of accumulated efforts during the past five years:

- A Digital Education Action Plan was proposed by the European Commission at the beginning of 2018; one of the three main priorities is “Developing relevant digital skills and competences for digital transformation”. We are proud to say that ALL DIGITAL’s proposal for an EU-wide awareness-raising campaign on media literacy has been taken on board as one of the actions to achieve this priority.
- The European Commission, through its knowledge centre (the Joint Research Centre), has initiated the development of guidelines on the usage of the European Digital Competence Framework. ALL DIGITAL has been advocating for such guidelines and for further support for educational and other stakeholders since the first version of the framework. This shows that our advocacy efforts on creating a system for recognition of digital competences and a common understanding and language on digital competences have been successful. To further develop and concretise our work on this, in 2017 we prepared a project proposal for building a system for development and recognition of digital competences under the Erasmus+ programme. This project has been approved and we are looking forward to working closely with policy makers on this in the coming years.
- The role of non-formal education and training providers is increasingly being recognised at EU policy level, in statements of the EU Commissioner for Education and Culture, for example. Nonetheless, this is a field where we will continue to focus in order to make European and national policy makers aware of the full potential and impact of non-formal education providers, and the possibilities for synergies between formal and non-formal education in order to achieve a real lifelong learning offer to European citizens.

- The work of our members is increasingly being acknowledged by policy makers. The DIGITAAL.TALENT@GENT programme, implemented by our member Digipolis, won the European Digital Skills Award in the category “Digital Skills for All” and has thus been recognised as a good example of how local authorities can support their citizens to be full members of a digital economy and society. Giving more visibility to this programme will hopefully encourage other local authorities across Europe to adopt similar measures.
 - Our Policy Officer has been invited to the organising committee of the flagship conference of the Bulgarian Presidency in the field of education and digital skills - *Educate to Create: from digital consumers to digital creators*, which will take place in April 2018 in Sofia. Such events usually contribute to shaping the political agenda and steering public debate, and we have worked to make sure that access to digital skills for all is in focus.
- We are looking forward to reaping more concrete results from our policy advocacy efforts in 2018 and we will closely follow the roll-out of the European Digital Education Action Plan, the continuation of the Digital Skills and Jobs Coalition and the new programmes in the field of education and digital innovation. We will work to make sure that the issue of basic digital literacy for all is not forgotten, because it is THE prerequisite for a successful implementation of the Digital Single Market Strategy.



PARTNERSHIPS

Our partnerships with industry and with civil society organisations brought increased participation and support to recognising the role of non-formal training in building digital competences.

ALL DIGITAL continues to believe that the European skills gap can only be addressed by working in multi-stakeholder partnerships. Both through leadership and active participation, we aspire to bring added value to existing partnerships and to create new ones with NGOs, with public institutions and with the private sector.

Industry partners

- We have redefined our strategic partnership with Cisco on embedding the NetAcad concept into the ALL DIGITAL network. Together with five member organisations we have designed a train-the-trainers programme that will support e-facilitators working in digital competence centres. Liberty Global continued to remain a promotional supporter of the Get Online Week campaign.



- In 2017 we have started two new partnerships in the framework of Get Online Week: Mozilla and Certiport. This helped thousands of Europeans to access new resources, training and certification in the area of digital skills for social inclusion and employment.



- Our Summit in Barcelona and the ALL DIGITAL Awards have been largely supported by GSMA, and also by HP and Telapolis.



Civil society partners

- As members of the Lifelong Learning Platform (LLLP), we continued to cooperate with other civil society organisations in the fields of education and training on joint positions regarding mainstreaming digital skills, making Erasmus+ more effective and articulating joint messages to the EU institutions.



- Within the Coalition for Digital Skills and Jobs, we have continued to work as part of the Secretariat together with Digital Europe and European Schoolnet. ALL DIGITAL supported the creation of five new National Coalitions, facilitating partnerships at national level and engaging stakeholders in articulating or implementing digital skills strategies and policies.



- On the I-LINC platform, we have worked with European Schoolnet to foster connections and knowledge sharing between the formal and non-formal education sectors.



- We have started to work together with the European Association for the Education of Adults (EAEA) on a new project to create better digital skills training fully aligned to DigComp, addressed to low skilled adults.



Our Advisory Board now includes a new member - Austėja Trinkūnaitė, who is the new Secretary General of CEPIS. Fiona Fanning, now representing Certiport, continues as a Member of the Board, thus Certiport is joining four other organisations: Liberty Global, CEPIS, European eSkills Association and the Technical University of Dortmund.

MEMBERSHIP IN 2017

Our members are our biggest asset, and we are only relevant as long as we are relevant to them, so improving services for members is a priority.

In 2017 we developed a new Membership Strategy that will be implemented from 2018. The Strategy presents new approaches to attract members and to engage existing ones. Most new members usually join the network by first participating in one of our projects, campaigns or events. The new Strategy introduces an active recruitment approach, where we will actively monitor profiles of relevant organisations and invite them to become members.

To attract new members, we have also reworked the Members part of the website. The new website includes the map of our organisations and quotes from member representatives explaining why they have joined ALL DIGITAL, which gives credibility and adds a human touch to the network.

For our existing members, we have continued providing services in three main areas: capacity building; advocacy; and research & innovation.

Summary of 2017 services

- **Study visits scheme** for members through which four visits have been financially supported by ALL DIGITAL, involving eight member organisations. More information on the outcomes of these knowledge sharing experiences is presented on the Unite-IT platform.
- **Online membership database** - updated with organisational information, as well as important documents related to membership and strategic development
- **Funding alert**, tailored to our members, highlighting the main points of each funding call - so that members can quickly assess the opportunity without having to read many pages of guidelines
- **Welcome package** to new members was updated to incorporate the new branding and updated services
- Participation in the **General Assembly** and **ALL DIGITAL Summit**



- **ALL DIGITAL Awards** mainly target our member organisations and their partners searching for, and acknowledging, the best e-facilitators, digital change-makers, cooperation projects and resources or best practices.

In order to build the overall picture of the ALL DIGITAL network, to analyse the relevance of our services and to collect feedback from members, for the fourth time we have conducted the Annual Membership Survey. The detailed results of the survey are to be presented at the General Assembly 2018.

The Survey showed that the services most appreciated by our members were funding alerts, possibilities to apply for funding together, networking opportunities (especially annual gatherings) and learning about other partners' good practices and activities through newsletters and events.



WHAT OUR MEMBERS SAY?

Joining the ALL DIGITAL network has been a revelation for us. We have finally had the concrete feeling that what we were doing could be part of a bigger framework for cooperation. Thanks to becoming a member of ALL DIGITAL, we have increased our reputation at local and national level, we have enlarged our professional network and, last but not least, we have improved our performance and services' offer towards our present and future users!

Altheo Valentini | Study Centre City of Foligno, Italy

[Check more testimonials on our website!](#)

Unite-IT community platform



uniteIT
e-Inclusion Network

Unite-IT (www.unite-it.eu), run by ALL DIGITAL, is an online community and informal network of digital inclusion professionals and practitioners throughout Europe and beyond. It was established in 2008 when the then informal network was formed, and in 2014 got its current name.

Unite-IT is a platform that enables exchange of good practices, sharing stories on teaching digital skills and media literacy, working with groups at risk of exclusion, attracting young people to coding and STEM, improving services of digital competence centres and developing innovative project ideas. This is also a place to showcase the events, outcomes and achievements of our member organisations and other stakeholders. Anybody can join and share their ideas and stories related to digital inclusion and empowerment.

The Unite-IT networks is also specifically used to host the blogs related to the ALL DIGITAL Summit and ALL DIGITAL Week (formerly Get Online Week), as well as awards entries.

In 2017, 62 new members joined the platform (bringing the total to 848 participants), there were 66 featured posts and 27 featured events

In 2017, thanks to the BRIGHTS project, there was an opportunity to redevelop the platform. A comprehensive survey was conducted among the Unite-IT members and BRIGHTS project partners on the platform's purpose, usability, design, and attractiveness. Based on the results of the survey, BRIGHTS project partner and ALL DIGITAL member CTK Rijeka started re-design of the platform. Also, as part of the project, the new community on Global Citizenship Education is being formed on Unite-IT as one of the working groups. Currently it has 44 members, and there will be more in 2018.

COMMUNICATIONS AND EVENTS

Communicating our vision

As in previous years, our communication efforts in 2017 were aimed at supporting our advocacy messages, promoting projects and campaigns, building new partnerships and strengthening existing ones and raising the profile of ALL DIGITAL in Brussels.

Everything happened in the new and challenging context of rebranding the organisation according to our new vision. This new vision builds on the past and looks to the future; it is inclusive, but focused. It led us to a new identity, a new name - we have become ALL DIGITAL. **ALL DIGITAL is a reflection of our vision that every European should be able to exploit the benefits and opportunities created by digital transformation.**

ALL DIGITAL is therefore about people, organisations and communities empowered to create, collaborate, and grow without facing the barriers of digital and social exclusion.

The rebranding process was a holistic one, ranging from design, to announcement and promotion, to ensuring that

the new identity is strongly incorporated into our own and our members' communications. Becoming ALL DIGITAL involved new visuals, a completely new website, leaflet, and other institutional and promotional materials, as well as updated social media accounts and newsletters. The new identity/website was announced to the public on 22 May and was officially launched at the Digital Assembly in Malta on 16 June.

Our new name and the associated changes were very positively received, and both our member organisations and our stakeholders emphasized that it reflects much better the organisation's vision and activities as well as corresponding to modern trends.

Changing the organisation's name also led to rebranding of our main activities - the annual conference became the *ALL DIGITAL Summit* and the awards became *ALL DIGITAL Awards*. Our annual digital empowerment campaign, Get Online Week, has become *ALL DIGITAL Week*.



Telecentre Europe's 7th General Assembly

Social media impact

Being active on social media is part of our strategy to promote and disseminate our own and partners' activities, to engage stakeholders in campaigns and events, and to inform on developments in the broad area of digital skills enhancement. We have increased our followers on social media channels to: 1,700 on Facebook and 1,915 on Twitter. The Unite-IT community grew by 62 in 2017, reaching 848 members, and our I-LINC stakeholder platform now brings together 3,000 stakeholders.

Top tweet of the year (4855 impressions)



ALL DIGITAL @AllDigitalEU

Thank you to all participants of the **#AllDigitalEU** Summit 2017 in Barcelona! It has been our pleasure to see and work with you! pic.twitter.com/dBx0epKebZ

In the special [video message](#) **Commissioner for Education, Culture, Youth and Sport, Tibor Navracsics**, commended the excellent work of the ALL DIGITAL network members who altogether reach 3 million people per year:

In order to use technology for social good, people need better digital skills. The digital age should empower and benefit all people not just the privileged few. Your organisations are crucial to help us reach this goal. Your model is unique in bringing digital world to those who feel excluded from it. Through your many centres in Europe you are instrumental in closing this gap and providing everyone with high quality digital skills and using them as a vector of integration.

On 9-10 March 2017, 58 participants gathered in Brussels for the Telecentre-Europe's seventh General Assembly, followed by an informal membership meeting.

During the formal part, the representatives of 35 member organizations voted on approval of the 2016 Report and Budget, as well as the Action Plan and Budget for 2017. The new Board was elected for the next two years; and eight new network members were presented.

After the formal parts of the General Assembly, an informal **membership meeting** was held, during which the delegates were updated on Telecentre Europe's projects and programmes and had a chance to network, discuss topics of interest and share opinions.



ALL DIGITAL Summit

On 4-5 October 2017, over 150 participants representing 92 organisations from 26 countries gathered in the beautiful *CaixaForum* in Barcelona for the ALL DIGITAL Summit 2017. The event, under the title 'Digital Skills for Social Innovation' was hosted by El Teb, in collaboration with Generalitat de Catalunya and Esplai Foundation. It was supported by laCaixa Foundation, City Council of Barcelona, GSMA Mobile World Capital, HP, and Telapolis.

Our 10th annual event turned out to be the largest in terms of number of participants, experts and topics: for 155 participants, 23 plenary and interactive sessions were offered, with 48 speakers and moderators.

The **keynote speakers** talked passionately about the power of digital skills to enable civic engagement and social harmony, and how digital social innovation needs to respond to societal needs and how it offers a wide array of solutions to the pressing problems that citizens face.

The **interactive sessions** asked delegates to consider how they could use new concepts, platforms and models to better engage or support citizens. Delegates were invited to provide feedback and contribute to developing these new models for digital skills support and delivery, while in networking sessions, new partnerships were conceived and evolved.

In the **parallel group discussions**, the delegates had a chance to explore the different aspects of digital social innovation:

Co-creation, co-generation of content and knowledge

- DigComp, the European Digital Competence Framework for citizens
- Coding for social inclusion
- Collaborative opportunities on the social Internet, collaborative economy
- Open culture and innovation
- Digital manufacturing tools
- Ubiquitous, Mobile and IoT technologies in support of STEM Education: a new business opportunity
- Digital cultural heritage



How-to workshops offered practical insights into a particular topic, from empowering young e-facilitators and enabling disadvantaged groups to become prosumers, to bringing coding to kids, using open badges, and UMI technology.

During the **panel discussion on Coding for Inclusion and Effective Use of Mobile Devices** hosted by the **CodeMob** project, the four experts shared their experiences on the topic and discussed the approaches that improve user engagement and practice.

The **Project Lightning Talks** session was one of the most popular formats. The format was not easy on the presenters, but proved to be captivating for the audience; eight different projects were showcased in the 5-minute lightning talks which follow a very strict format, with automatically changing slides.

All in all, there were two very intense days of discussions, exploration, discovery and networking. On 4 October, the ALL DIGITAL Awards and 10 Year Celebration was held in the eccentric Paraguai creativa space in the Poblenou district, famous for start-ups and innovation. The second day concluded with the **Innovation tour** of the Poblenou district to show how the abandoned and dilapidated area had been transformed into a vibrant tech neighbourhood.

■ [Conference video](#)

■ [Conference photos](#)

PROJECTS AND CAMPAIGNS

Campaigns

European Get Online Week

://**getonlineweek.eu**
get *empowered,*
get *employed*



The eighth European Get Online Week (GOW17) was run between 27 March and 2 April, 2017. It was held under the patronage of **Mr Tibor Navracsics, Commissioner for Education, Culture, Youth and Sport**, and supported by Liberty Global, Cisco, Certiport and the Mozilla Foundation.

GOW is an annual digital empowerment campaign implemented at digital competence centres, telecentres, libraries, schools, community centres and not-for-profits across Europe.

Since it was first run in 2010, GOW has always been a truly multi-stakeholder campaign, bringing together formal and non-formal training providers, local and national authorities, other public institutions and the private sector in a joint effort to show the benefits of digital skills and to support digital inclusion.

GOW17 challenged Europeans to learn, participate, share and create through thousands of events and activities supporting the digital transformation and its effects. The campaign activities focused on the following themes:

- **Cybersecurity:** use technology and the internet safely, manage your (digital) identity
- **eServices:** learn to keep up with eServices (eGovernment, eBanking, eHealth, eCommerce)
- **Employment and entrepreneurship:** learn new skills for jobs and for starting businesses

This year, **2,849 organisations in 25 countries engaged over 92,460 participants in 3,506 events and reached millions.**

National partners collaborated with local and national media channels to raise awareness about the campaign. **#GOW17** was a trending topic on Twitter and Facebook, the hashtag brings **1,700** results in search engines. Our partners reported **700** instances in both offline and online national and regional media, hundreds of social media posts, all resulting in over 9,000,000 people reached.

- [GOW17 infographics](#)
- [GOW17 Report in pdf](#)
- [GOW17 Report in joomag](#)
- [Results and publications](#)

-OX
://**getonlineweek.eu**

In today's society, digital skills are a fully-fledged part of basic literacy.

Being digitally confident and competent is a must for young people to make the most of new technologies, to be active players rather than passive consumers, to find their way on the labour market and most importantly, to become engaged citizens.

A lack of digital skills is tantamount to social exclusion; mastering them is a powerful vector for inclusion.

So let's get online.

Mr Tibor Navracsics
Commissioner of Education,
Culture, Youth and Sport

Ongoing projects

Digital Skills and Jobs Coalition



Digital Skills and Jobs Coalition

PERIOD: July 2017 - July 2018

SOURCE OF FUNDING: Service contract, DG Connect, European Commission

COORDINATOR: Digital Europe

WEBSITE: <https://ec.europa.eu/digital-single-market/en/digital-skills-jobs-coalition>



The Digital Skills and Jobs Coalition (DSJC) is one of the ten key initiatives proposed by the Commission under the New Skills Agenda for Europe. The Coalition works to bridge the digital skills gap in Europe through concrete pledges by stakeholders and strategic actions developed by national coalitions.

The Digital Skills and Jobs Coalition grew in mandate, governance and impact in 2017. Actions made through pledges (concrete actions to bridge the digital skills gaps) and national coalitions saw over seven million Europeans trained and reached.

ALL DIGITAL continued to support the actions of the Digital Skills and Jobs Coalition with their pledge engaging members and stakeholders in digital skills through their annual Get Online Week campaign. Whilst our pledge emphasises the potential of digital competence centres in bridging the digital skills gap in Europe, much work remains to be done to see all European citizens included in today's digital world. Nearly half of Europeans lack the digital skills needed by modern society, while training and education isn't keeping pace with technology and innovations.

ALL DIGITAL, as part of the secretariat of the Digital Skills and Jobs Coalition, works to scale up national coalitions

so every European country has a public-private-and-non-government partnership creating and implementing solutions adapted to national and local contexts. In 2017, national coalitions were formed in Portugal, Slovenia, Ireland, Luxembourg, Spain and France.

Also in 2017, a Governing Board has been put together to ensure leadership and continuation of DSJC; ALL DIGITAL is proud to have its President, Mara Jakobsone, involved as a member of the Board.

The number of pledges to bridge the digital skills gap rose to 90. The number of organisations who support the coalition by supporting the Digital Skills and jobs Coalition Charter rose to over 300.

Digitaal.Talent earned prominent recognition by winning the Digital Skills for All category in the second annual European Digital Skills awards. Their initiative was awarded and recognised by the Commissioner for the Digital Economy, Mariya Gabriel, at the second annual Digital Skills and Jobs Coalition Conference in Brussels.

Ongoing projects

Piloting of an Assessment Instrument for Digital Competence for Foundation and Intermediate Levels

PERIOD: November 2017 - June 2018

SOURCE OF FUNDING: Service contract, European Commission's Joint Research Centre

COORDINATOR: ALL DIGITAL

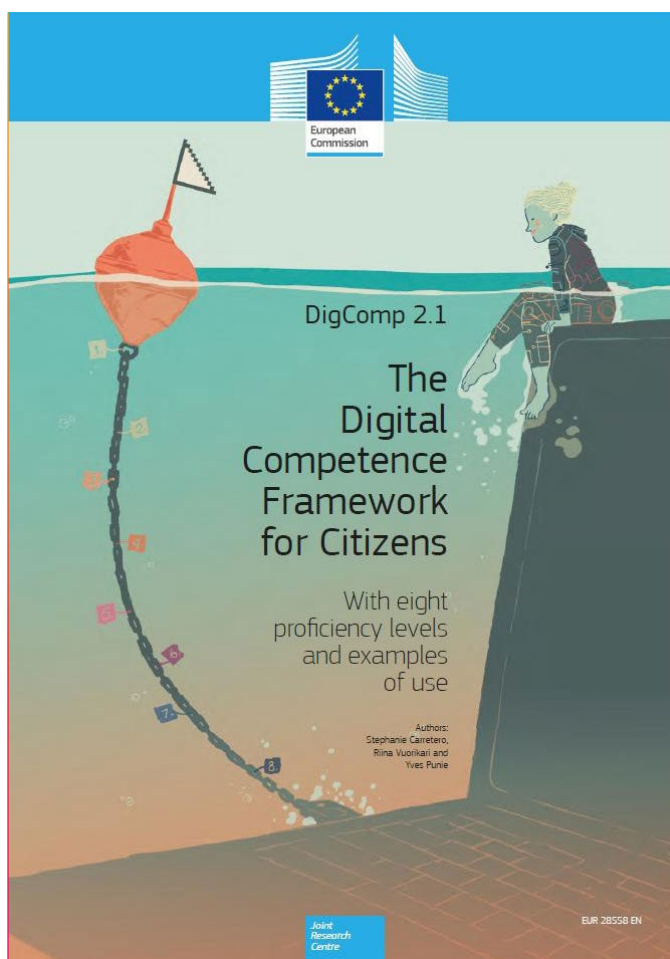
WEBSITE: <http://all-digital.org/projects/piloting-assessment-instrument-digital-competence-foundation-intermediate-levels/>

DigComp has been a **key strategic priority** for ALL DIGITAL in recent years. We exist to support the 44% of EU population lacking basic digital skills. A significant challenge in ensuring digital literacy for all is, however, the lack of a precise understanding of **what digital skills are**. We believe that DigComp can respond to this challenge and support our members, and other organisations striving to provide digital skills to everyone.

We started to endorse and emphasize the importance of DigComp in 2014. We developed the first Guidelines on the Adoption of DigComp at national level for our member organisations and we have been involved in the consultations and events organised by the European Commission and JRC regarding DigComp.

Thus, in September 2017, we were very happy to respond to JRC's call for tenders to **validate and pilot a self-assessment instrument** developed by JRC and targeted at individuals with no or low level of digital skills. The assessment instrument is based on the latest version of the Digital Competence Framework for Citizens 2.1.

The objective of this project is to test the reliability and validity of this assessment instrument among experts and a small and then a large-scale sample of individuals, to refine and reduce it in length (from 126 to 63 items) in order to establish a **sound, reliable and valid assessment tool**, based on DigComp 2.1.



ALL DIGITAL is implementing this project in partnership with four member-organisations: Global Libraries - Bulgaria Foundation, Digital Opportunities Foundation (Germany), LIKTA (Latvia), Malta Communications Authority; and an additional partner: YouRock Online Ltd. (UK).

Ongoing projects

Pathways4employ



PERIOD: September 2016 - June 2018

SOURCE OF FUNDING: Erasmus+ KA2 Strategic Partnerships

COORDINATOR: Tecnalia

WEBSITE: <http://pathwaysforemploy.eu/wordpress/>

Pathways4employ is another project where we used DigComp to help us define and assess the digital competences needed in the 21st century workplace, and more specifically, those needed by entrepreneurs and virtual workers (i.e. people working remotely for at least 20% of their time). We consider these two profiles particularly interesting because they require more autonomy, while the flexibility renders them very attractive.

2017 was a core year for the project. In the first quarter of the year the partners ran a survey among 80+ entrepreneurs, virtual workers, trainers, SME owners, consultants and project managers across the EU. We asked them what digital competences entrepreneurs and virtual workers need, at what level and for what (which tasks). We analysed the results and in April 2017 at the second partners' meeting in Larissa, we designed the *ideal* digital competence profile for entrepreneurs and virtual workers.

In the second half of the year, partners worked on the assessment modules and the online assessment tool, while exploring the possibilities to validate digital competences through open badges, which will be part of the online assessment system. At the 3rd Partners' Meeting in October in Dublin, partners worked on the scenarios and questions for the online assessment tool.

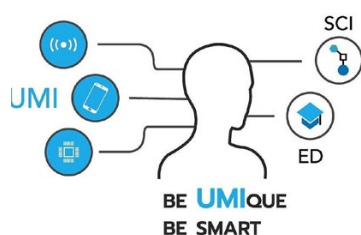


The beta version of the platform and the online assessment tool is expected in the first quarter of 2018. The self-assessment tool will allow anyone who wants to become (or already is) an entrepreneur or virtual worker to check if they have the necessary digital competences, to get a badge for their existing competences, and identify gaps. And since the test will be based on real-life situations and scenarios, test-takers will also learn by doing, will discover that they can do some of their daily tasks better and more efficiently with different digital tools. Why self-assessment? Self-assessment tests are one way of assessing the skills acquired through non-formal and informal learning, which is gaining popularity. Online self-assessment is easy to access, and the results can be displayed on different online platforms through open badges. They help people to quickly and easily identify the skills they have, and those they need to improve.

The Pathways4employ consortium is comprised of organizations that share a passion to actively promote IT, entrepreneurship and virtual worker practices in a positive and engaging manner.

Ongoing projects

UMI-Sci-Ed



PERIOD: June 2016 - May 2019

SOURCE OF FUNDING: Horizon 2020

COORDINATOR: Computer Technology Institute and Press “Diophantus”

WEBSITE: www.umi-sci-ed.eu

UMI-Sci-Ed aims at enhancing the attractiveness of science education and careers for 14 — 16 year olds via the use of latest technologies. We put **Ubiquitous** and **Mobile** Computing and the **Internet of Things (UMI)** into practice towards enhancing the level of STEM education and attractiveness of career in domains pervaded by UMI.

UMI are the technologies of the future. The application of UMI technologies in education and training can be fun and engaging, it suits multi-disciplinary projects, triggers different competences and skills and motivates differently oriented people, even those that would otherwise not be interested in technology.

The exploitable results of the project so far are the following:

UDOO-EDU: a low cost modular hardware kit: an Arduino-powered Android / Linux single board computer enriched with sensors, Bluetooth 4.0 and a Wi-Fi module.

Programming framework: a series of software tools that allow the user to program a behaviour into the UDOO-EDU kit.

Instructional methodology and tools: the definition, implementation, and evaluation of the pedagogical methodology and tools for promoting STEM via UMI.

Educational scenarios: the definition of the educational



activities, oriented at UMI and STEM learning, which will be executed by the students during the piloting phase.

Communities of Practice (COPs): that use UMI technologies to support and enhance STEM learning, where teachers are able to access educational scenarios, learning materials and resources that they can use in the classroom and where students can share their projects.

UMI-Sci-Ed platform: that provides all the basic functionalities and services allowing the use of it for educational purposes and supporting the CoPs approach.

Career consultancy service: a series of activities and scenarios using CoPs and UMI, plus various materials, aimed at motivating students in pursuing a career in UMI fields.

Qualifications: an official record showing that students/teachers have finished a training course on STEM/UMI or have the necessary skills.

ALL DIGITAL is the **dissemination partner** in the project. We design and carry out a range of dissemination and promotion tools and activities, maintain the project website, create blogposts, and exploit social media. We coordinate the publication of articles and the presentation of UMI-Sci-ED project at various conferences, exhibitions, events. We also take advantage of our events and campaigns such as Get Online Week to promote the project to our members and other relevant stakeholders.

At the ALL DIGITAL Summit in Barcelona, we organised a **how-to workshop** on using UMI technologies to promote STEM education. A number of interested participants discussed UMI technologies and their potential use in education and training, and attended a hands on session on the design of a training scenario using UMI technologies and the UDOO Neo kit.

Ongoing projects

BRIGHTS “Boosting Global Citizenship Education Using Digital Storytelling”



PERIOD: December 2016 – December 2018

SOURCE OF FUNDING: Erasmus+ KA3 Social Inclusion through Education, Training and Youth

COORDINATOR: ALL DIGITAL

WEBSITE: <http://www.brights-project.eu>

The BRIGHTS project aims at fostering social cohesion and promoting intercultural dialogue and democratic values in Europe. It will promote global citizenship education (GCE) in formal and non-formal education with the help of digital storytelling (DS) techniques, leading to more socially inclusive education and training policies and practices in Europe. BRIGHTS' objectives are: a) to build teachers' and trainers' capacity to implement GCE with young people using digital storytelling techniques, and b) to empower young people to develop social, civic and intercultural competences as well as critical thinking, media literacy, creativity and digital skills. In practice, young people will produce digital stories on global citizenship topics. The project is implemented in Belgium, Croatia, Greece and Italy and directly addresses:

- Secondary school teachers and trainers working in formal and non-formal educational settings with young people.
- Young people (13-19 years old), including youngsters at risk of marginalisation
- Education and training policy-makers and stakeholders.

The main highlights of activities in 2017 include the organisation of project national events and the publication of:



- the BRIGHTS Training Needs Analysis Report “What are the training needs of European teachers and trainers in the field of global citizenship education?”
- the BRIGHTS Informative Kit on Global Citizenship Education for Policy Makers
- the BRIGHTS Course Curriculum, intended to provide information about the blended course “*Addressing Global Citizenship Education through Digital Storytelling*” which will be offered in 2018.

BRIGHTS also launched the first European online working group on global citizenship education. The aim of this community is to involve all actors interested in the topic and willing to support and advocate for the potential adoption of this inclusive educational methodology in different contexts and at different levels through the use of digital tools.

Starting from March 2018, more than 1,000 secondary school teachers and trainers from the project countries will be trained on the principles of global citizenship education and its application through digital storytelling through the BRIGHTS MOOC. Some of them will directly test the acquired methodology with young people in schools and in non-formal educational contexts. We expect a large number of interesting and reflective digital stories, produced by youngsters, on global challenges and subjects including human rights, peace and democratic values, intercultural dialogue, active citizenship etc. On the policy level, we will produce recommendations and raise awareness on BRIGHTS values, objectives and activities among policy-makers and civil society.

Ongoing projects

Smart Women



PERIOD: December 2016 - December 2018

SOURCE OF FUNDING: Erasmus+ KA 2 Strategic Partnerships

COORDINATOR: Malta Communications Authority

WEBSITE: <http://smartwomenproject.eu>

The Smart Women project aims to provide project participants with the digital skills they need to innovate in the digital world. The design of the methodology ensures that participants will be up to date with current developments, by training entrepreneurial women to use the tools they need to bring their businesses online.

Self-employment provides a means of increasing the number of women that are active in the economy by offering the flexibility women need when trying to combine work with domestic commitments; entrepreneurship is a pre-requisite for successful self-employment. Increasingly e-commerce provides a way to start a new business; customers usually find businesses by first searching for services online. Offering online services can help businesses reach more customers and can also help business to sell internationally.

In the framework of the Smart Women project, seven partners from European countries have created an innovative European Training Model, focused on women, aiming at encouraging entrepreneurship and putting business ideas into practice. The Smart Women Model combines learning using online learning platforms and face to face training based on project collaboration, peer-learning, guidance, coaching and counselling.



In 2017, the project kicked off with the first meeting taking place in Malta. Project partners also met in Cyprus and in Tudela, Spain, where they had the chance to meet with the mayor of Tudela and were featured in the Navarra media. The training model was developed and a project website has been created. The project pilot will take place in the first half of 2018.

Ongoing projects

Digital Welcome



PERIOD: October 2017-June 2019

SOURCE OF FUNDING: Asylum, Migration and Integration Fund - European Commission

COORDINATOR: ALL DIGITAL

WEBSITE: <http://digitalwelcome.eu>

In October 2017 ALL DIGITAL started a new exciting project called “The WELCOME Programme”. We will work with newcomers – asylum seekers and refugees, through creative IT workshops which are designed to unlock their potential and foster their inclusion in European countries. The partners in the project are five ALL DIGITAL network members from Belgium, Germany, Italy, and Spain, plus the Greek organisation IASIS, which has a number of centres for psychological support and education for asylum seekers and refugees in Athens (in Greek, IASIS means “recovery, health restoration”).

The project kick-off meeting took place in Brussels on 10 - 11th October. The project full title is “The WELCOME Programme”, because we will develop and pilot an **innovative training programme consisting of creative IT modules**. In this training, we will train young newcomers as IT mentors. They will then work as volunteers and organise IT workshops for their peers and for local people. Thus, they will share their skills and show their potential to serve the community, volunteering not in the usual activities such as cooking or cleaning, but as IT mentors, which requires higher technical skills.

As part of the programme, the young mentors will produce **digital stories** to reflect on the programme experience.



They will share them with their peers to motivate them to volunteer or participate in educational, social and cultural activities, as well as to raise awareness of the need to make activities more inclusive for third country nationals.

We will test the programme twice during the project and update it after each round. The final programme will take into account the lessons learned, and we hope that many organisations who want to work with refugees and asylum seekers will use it. Updates are being shared on social media **#digitalwelcome** and the project website digitalwelcome.eu (coming soon!). Why “digital welcome”? Because the digital component is our added value and contribution to the integration landscape and what distinguishes our approach from other initiatives on welcoming newcomers.

Ongoing projects

ASK4JOB



PERIOD: September 2017 – August 2020

SOURCE OF FUNDING: Erasmus+ KA2 Strategic Partnership for Adult Education

COORDINATOR: E.RI.FO. Ente per la ricerca e formazione, Italy

ALL DIGITAL was invited to promote the development and implementation of ASK4JOB, a **pan-European educational pathway for long-term unemployed and low-skilled adults**.

ASK4JOB aims at strengthening and upskilling this target group in order to make them efficiently manage information technology for work, leisure time, and communication. In order to support the upskilling of adults, ASK4JOB will produce an **informative kit** – a set of tools to assess educational pathway and value digital literacy competencies. ASK4JOB will adapt the Digital Competence Framework for Citizens 2.1 to these specific target groups.

The informative kit will comprise the following:

- Skills Assessment for Job Requirements - an online self-assessment tool that adapts DigComp 2.1 to the needs of long-term unemployed adults, to foster their digital competences needed to implement work-related activities.
- Capability A-MOOC – tailored to adults and intended to be used by professional counsellors and adult educators as well as by other professional figures involved in supporting activities for job seekers.
- Appreciative Validation – a procedural methodology (guide) for the validation of non-formal competence of low-skilled adults.



During the project lifetime, 200 low-skilled unemployed adults will benefit from the pathway as testers and they will contribute, through their experience, to validate the tools within the European dimension.

ALL DIGITAL is responsible for European-level dissemination and exploitation of the project results.

The project is implemented by eleven formal and non-formal educational partners from nine different European countries.

Ongoing projects

Huristo



PERIOD: October 2017 – December 2018

SOURCE OF FUNDING: Erasmus+ KA2 Strategic Partnerships

COORDINATOR: MAKS

WEBSITE: <http://www.huristo.eu/> (coming soon)

HURISTO is a year-long project which aims to develop a methodology for awareness raising and advocacy about the European Human Rights Charter (EHRC), as part of global citizenship education with low-skilled adult learners (refugees and migrants living in urban areas and natives living in rural areas). The methodology will be based on digital storytelling; project partners will work on personal narratives illustrating different topics of the charter.

The main expected results for the adult learners are increased digital skills, reading and writing skills and awareness of the EHRC and European citizenship. The work on the Charter and the personal narratives will also improve participants' analytical media literacy, interpersonal and intercultural skills, and also core skills for employability like teamwork, problem solving, learning to learn and communication.

Additionally, the adult trainers will increase their teaching capacities using digital media and the methodology of digital storytelling in particular. Project partners will train 10 trainers to guide the participants and will engage 80 participants for the first workshops who will disseminate the method through a peer-to-peer event.



The project started in October 2017 and, since then, partners have been involved in the implementation of the first output concerning the collection of 50 pictures illustrating the Charter and the production of 50 flashcards about the article of the Charter. A manual will also accompany the photos and the flashcards explaining how the trainer can use it to help the adult learners to produce the digital stories and discuss the real meaning of the different topics and articles.

Project partners will participate in a train the trainers event in Turin in February 2018 where tutors from project countries will be trained on the digital storytelling methodology in order to be able to deliver the workshops to the target groups.

Projects completed in 2017

I-LINC



PERIOD: January 2015 – December 2017

SOURCE OF FUNDING: Horizon 2020

COORDINATOR: ALL DIGITAL

WEBSITE: <http://www.i-linc.eu>

I-LINC's main objective was to establish a sustainable, overarching platform for ICT (for) learning and inclusion focused on boosting the employability of young people. Beyond the technical meaning of “platform” (in the sense of an online environment for networking, participation and learning), it primarily refers here to the ambition of consolidating a committed and active community of stakeholders working in ICT for learning and inclusion to boost young people's employability.

2017 was the final year of the project. The Consortium continued building upon what it had learned from its previous work with users and stakeholders of the I-LINC platform. Under the leadership of ALL DIGITAL, the partners focused on attracting and engaging individual users and stakeholders. Currently, 270 stakeholders are profiled on the platform and 3,000 users are registered. Interaction between the newly engaged and existing users and stakeholders was encouraged by various activities such as the Get Online Week 2017 campaign or the Entrepreneurial learning courses for teachers.

The I-LINC Final Conference, entitled “Educating for the 21st Century: Boosting Digital Skills and Entrepreneurial Thinking” was organised within the Lifelong Learning Week, on 23 November. The main aim of the conference was to share ideas and recent developments in the area of digital and entrepreneurial skills in education, and to present the outcomes of three years of activities under the I-LINC project.



I-LINC became a unique overarching platform connecting different topics and types of stakeholders. I-LINC has been successful in bringing educators and actors from formal and non-formal sectors together and enabled them to learn from each other. I-LINC also acted as an enabler for dialogue between youth and policy makers, ensuring that policy recommendations coming from youth were taken into account in new EU policies in the field of digital skills.

Moreover, the platform offered a broad range of opportunities for engagement. From webinars to MOOCs, from European-wide campaigns to fun activities like the Selfie Entrepreneur and the 5 EUR challenge, from coding to IoT and STEM activities. Finally, I-LINC built a sustainable and comprehensive online bank of resources, including policies, stakeholder profiles, research studies, events and best practices.

Projects completed in 2017

Youth e-Perspectives on Migration



PERIOD: February 2016 – March 2017

SOURCE OF FUNDING: Erasmus+ KA2 Strategic Partnerships

COORDINATOR: ALL DIGITAL

WEBSITE: <http://www.yep4europe.eu>

The idea of the Youth e-Perspectives on Migration (YeP) project was to teach young people to use digital media to address important societal issues; the focus topic was refugees and migration. Some 23 young people from three countries participated in international training on photo creation and editing, digital storytelling, creating a website/blog and using social media. The training was based on the training methodology developed through a collaborative effort by the three partners. Guidelines on how to apply the methodology were also produced.

The project was inspired by Humans of New York and similar initiatives, where photographers and video makers use the digital language to tell compelling stories and put a human face onto societal issues such as migration, unemployment, and relationships. At the core of our method is digital storytelling, a combination of soft and technical skills which stimulates self-reflection, critical thinking and self-expression.

We are proud to say that the YeP project won the award in the Education and Democracy category of the Lifelong Learning Awards in 2017, rewarding initiatives that enhance critical thinking using digital tools, that raise awareness of civic rights within the internet, and that promote active participation in democracy in the digital era.



Project partners developed and implemented the methodology for a non-formal training course based on blended learning. The main part of the methodology is implemented as face-to-face activities. It includes four interrelated digital media modules: Digital Journalism, Digital Photography, Digital Storytelling and Online Platforms, in which the refugee crisis was our main theme. The methodology can be applied to any other “hot” societal topic that young people are faced with.

Projects completed in 2017

CodeMob - Teaching coding and mobile devices in telecentres



PERIOD: October 2015 – October 2017

SOURCE OF FUNDING: Erasmus+ KA2 Strategic Partnership for Adult Education

COORDINATOR: ALL DIGITAL

WEBSITE: <http://www.codemob.eu>

The CodeMob project responded to identified needs for developing an innovative training curricula and providing training courses on **coding and the effective use of mobile devices** in telecentres.

These topics were particularly relevant for young jobseekers. Therefore the objectives were twofold: firstly to enhance the digital competences of unemployed young people; and secondly to enhance e-facilitators' competences by training them how to deliver these courses.

We involved 17 e-facilitators from four countries who participated in blended learning including face-to-face training and online learning. More than expected, 125 young job seekers took part in the pilot training, delivered by the trained e-facilitators.

The development of the training curricula was preceded by a desk research for similar courses and curricula across Europe, and a thorough needs analysis of the target group. The CodeMob curricula was presented and validated at an international workshop held in Brussels in March 2017.

To implement the blended learning training programme, an online training platform was developed. The platform, available through the CodeMob project website, is aimed



to be also used by other e-facilitators, outside of the Consortium and of those who already participated in the programme.

In October 2017 a “Do It Yourself” toolkit was published for telecentres and other educational and training organisations. It presents the CodeMob curricula, introduces the online learning platform, and also gives practical tips on how to implement such training programmes in digital training centres.

The project was implemented in partnership with four ALL DIGITAL member organisations: Interface3 (Belgium), Telecentar (Croatia), ComNet (Hungary), and Colectic (formerly El Teb, Spain); with the methodological support and quality insurance by the Technical University of Dortmund (Germany).

Projects completed in 2017

Operating grant

PERIOD: January 2015 – December 2017

SOURCE OF FUNDING: Erasmus+ KA 3 Support for Policy Reform – Civil Society Cooperation in the Field of Education and Training

BENEFICIARY: ALL DIGITAL

2017 was the last year of the three-year framework agreement of our operating grant from the European Commission, funded by the Erasmus+ programme.

The operating grant allowed us to implement our core, statutory activities such as Board and Advisory Board meetings, General Assembly, Annual Summit; contributed to the employment costs of key personnel, and provided additional funding to a number of key activities. In 2017, with the support of the operating grant, we implemented the following activities:

1. General Assembly in Brussels (March)
2. Four face-to-face Board meetings in Brussels (March), Malta (June), Barcelona (October), and Brussels (December) and one Advisory Board meeting in Brussels (December)
3. Annual Conference in Barcelona (October)
4. European Get Online Week (www.getonlineweek.eu)
5. Maintaining the *Skillage* online self-assessment tool (www.skillage.eu)
6. Study visits and trainings for members: aimed at knowledge sharing between member organisations, three bilateral study visits among members based on mutual interest took place with the support of ALL DIGITAL
7. Policy monitoring and advocacy: with the main objective to raise the profile of digital competence centres in the policy debate as key actors in providing digital skills to everyone, we monitored



EU policy in the fields of education, employment, digital technologies, citizenship and innovation, and collected evidence from members on a continuous basis and brought it to policy level

8. European Affairs Service: the other side of the policy and advocacy coin, we informed members about current developments in EU policies, providing them with opportunities to participate in pan-European exchanges
9. ALL DIGITAL Awards: our annual recognition to organizations and professionals in the field of digital inclusion and who bring digital opportunities to people in their communities
10. I-LINC stakeholder platform on ICT for Learning and Inclusion for youth employability and entrepreneurship (www.i-linc.eu)
11. Supporting National Digital Skills and Jobs Coalitions
12. Membership development
13. Revision of the strategy and re-branding

As can be seen, the operating grant annual work plan reflects both statutory activities, and key thematic project-related activities. At the end of 2017, we applied for the next three-year framework agreement for 2018-2020. The new work programme keeps most elements from 2017, but also introduces new activities, such as coding for inclusion.

THE MEMBER ORGANISATIONS

List of members A-Z by country

ALBANIA

- ALBANIAN INSTITUTE OF SCIENCE

BELGIUM

- DIGIPOLIS – DIGITAAL.TALENT@GENT
- INTERFACE3
- MEDEA: MEDIA & LEARNING IVZW
- MEDIA ACTION KUREGHEM CITY (MAKS)

BULGARIA

- GLOBAL LIBRARIES – BULGARIA FOUNDATION

CROATIA

- CENTRE OF TECHNICAL CULTURE RIJEKA
- TELECENAR

CYPRUS

- CYPRUS COMPUTER SOCIETY

CZECHIA

- NATIONAL SAFER INTERNET CENTRE (NCBI)

DENMARK

- DIGITISATION AGENCY
- TELECENTRE-DENMARK

ESTONIA

- SMART WORK ASSOCIATION
- VAATA MAAILMA SA – LOOK@WORLD FOUNDATION

FRANCE

- EMMAÛS CONNECT

GERMANY

- 21ST CENTURY COMPETENCE CENTER
- DIGITAL OPPORTUNITIES FOUNDATION

GREECE

- DAISSY RESEARCH GROUP – COMPUTER TECHNOLOGY INSTITUTE PRESS DIOPHANTUS
- HELLENIC PROFESSIONAL INFORMATICS SOCIETY (HEPIS)

HUNGARY

- FOUNDATION FOR COMMUNITY NETWORK

IRELAND

- FAST TRACK INTO IT LTD

ITALY

- ASSOCIATION STUDY CENTER CITY OF FOLIGNO
- CITY OF VENICE
- ERVET
- FONDAZIONE MONDO DIGITALE – DIGITAL WORLD FOUNDATION
- OPEN GROUP SOCIETA' COOPERATIVA SOCIALE ONLUS

LATVIA

- CULTURE INFORMATION SYSTEMS CENTRE
- LATVIAN INFORMATION AND COMMUNICATION TECHNOLOGY ASSOCIATION (LIKTA)

LITHUANIA

- ASSOCIATION “LANGAS | ATEITJ” (WINDOW TO THE FUTURE)
- ASSOCIATION RURAL INTERNET ACCESS POINTS (RIAP ASSOCIATION)

MACEDONIA

- IVOTE FOUNDATION
- OPEN THE WINDOWS

MALTA

- MALTA COMMUNICATIONS AUTHORITY (MCA)

MOLDOVA

- THE ALLIANCE OF ACCESS TO INFORMATION AND TRAINING COMMUNITY CENTRES

NETHERLANDS

- ECP – EPN

NORWAY

- SENIORNETT NORGE

POLAND

- ECCC FOUNDATION
- CITIES ON INTERNET ASSOCIATION
- GIRLS CODE FUN FOUNDATION
- INFORMATION SOCIETY DEVELOPMENT FOUNDATION (FRSI)

PORTUGAL

- ACM IP GESTOR DO PROGRAMA ESCOLHAS – THE CHOICES PROGRAMME –
- FOUNDATION FOR SCIENCE AND TECHNOLOGY

ROMANIA

- EDUCATING FOR AN OPEN SOCIETY ROMANIA FOUNDATION (EOS)

RUSSIA

- PROJECT HARMONY, INC. (REPRESENTATIVE OFFICE RUSSIA)

SERBIA

- INTERNATIONAL AID NETWORK (IAN)

SLOVENIA

- SIMBIOZA GENESIS SOCIAL ENTREPRENEURSHIP

SPAIN

- ASSOCIATION OF TELECENTRE NETWORKS
- AUPEX: FOLK-HIGH-SCHOOL ASSOCIATION OF EXTREMADURA
- BASQUE COUNTRY'S NETWORK OF FREE PUBLIC TELECENTERS – KZGUNE
- COLECTIC (formerly EL TEB ASSOCIATION)
- CONSORCIO FERNANDO DE LOS RIOS
- DEDALO FOUNDATION FOR THE DEVELOPMENT OF THE INFORMATION SOCIETY
- NETWORK PUNT TIC
- SOCIAL ACTION, EDUCATION AND FREE TIME FOUNDATION (ESPLAI)

SWEDEN

- ENTER SWEDEN IT-GUIDE
- SAMBRUK
- SWEDISH NATIONAL PENSIONERS' ORGANISATION (PRO)

SWITZERLAND

- YINTERNET.ORG FOUNDATION (YORG)

UK

- GOOD THINGS FOUNDATION

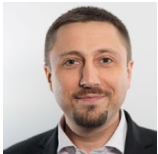
BOARD, ADVISORY BOARD, AND TEAM

Board



MARA JAKOBSONE

Chair of the Board
Latvian Information and Communication
Technology Association (LIKTA)
Latvia



MARIUSZ BOGUSZEŃSKI

Information Society Development
Foundation (FRSI)
Poland



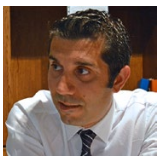
VERONIQUE DE LEENER

Media Action Kureghem City (MAKS vzw)
Belgium



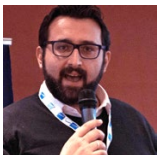
ACHILLES KAMEAS

Computer Technology Institute and Press
"Diophantus"
Greece



MARK SCHEMBRI

Malta Communications Authority
Malta



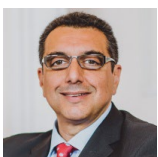
ALTHEO VALENTINI

Associazione Centro Studi di Foligno
Italy



NENJA WOLBERS

Stiftung Digitale Chancen
Germany



PEDRO AGUILERA

Deputy Chair of the Board
Fundacion Esplai
Spain
(resigned)



IVAN STOJILOVIC

International Aid Network
Serbia
(resigned)

Advisory Board



CHRISTOPH KALETKA

Technical University Dortmund



ROY SHARON

Liberty Global



FIONA FANNING

Certiport



ANDREA PAROLA

European e-Skills Association (EeSA)



AUSTĖJA TRINKŪNAITĖ

the Council of European Professional
Informatics Societies (CEPIS)

Team



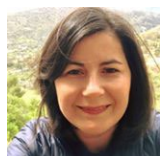
LAURENTIU BUNESCU
Chief Executive Officer



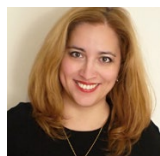
PETER PALVOLGYI
Chief Operating Officer



GABRIELA RUSEVA
Policy and Project Officer



BARBARA QUARTA
Fundraising Officer



EKATERINA CLIFFORD
Communication and Campaigns
Manager



PIA GROENEWOLT
Project Officer

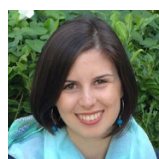


IVA WALTEROVA
Project Officer

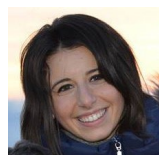


ALESSANDRA ACCOGLI
Project Assistant

Interns supporting ALL DIGITAL in 2017



ARIADNA RISSOLA



FRANCESCA RIEZZO



KONSTANTINA KATRIMPOUZA



SOFIA FIAMMENGHI

FINANCIAL OVERVIEW

INCOMES - EXPENSES STATEMENT 2017

OPERATING INCOME	710.606,09
Membership fees	23.512,22
Corporate support	26.981,77
CISCO	11.981,77
Mozilla Foundation	10.000,00
Certiport	5.000,00
EU tenders	201.040,73
Digital Skills and Jobs Coalition	183.013,73
DIGCOMP	9.027,00
EACEA	9.000,00
EU projects	449.892,44
Operating Grant	125.000,00
I-LINC	116.801,39
Umi-Sci-Ed	67.823,79
BRIGHTS	54.177,86
CodeMob	28.749,00
YEP	17.214,90
Smart Women	15.075,00
Welcome	11.258,29
Pathway4Employ	10.051,21
HURISTO	2.166,00
Ask4Job	1.575,00
Other operating income	9.178,93
Reimbursement of expenses	6.678,93
Sponsorship of Annual Summit	2.500,00
OPERATING CHARGES	698.680,67
Services and other goods	371.118,62
Remuneration, social security, taxes	295.149,82
Grants provided	27.750,00
Other operating charges	2.573,65
Depreciation costs	2.088,58
FINANCIAL INCOMES AND CHARGES	2.375,95
Other financial incomes	4.162,99
Other financial charges	1.787,04
RESULT OF ORDINARY ACTIVITIES	14.301,37
EXTRAORDINARY CHARGES	12.860,15
Return of grant	29,56
Membership fee not paid	2.000,00
Adjustment of grants previous years	10.830,59
BALANCE OF THE FINANCIAL YEAR	1.441,22

BALANCE SHEET 2017

ASSETS	
FIXED ASSETS	6.353,10
Tangible assets	
Computer equipment	2.903,10
Financial assets	
Deposits	3.450,00
CURRENT ASSETS	1.105.126,59
Customers	9.386,29
Grants to receive	79.805,80
Liquidity reserves at bank	75.000,00
Cash at bank and in hand	937.482,30
Deferred charges	3.452,20
TOTAL ASSETS	1.111.479,69
LIABILITIES	
SOCIAL FUNDS	141.092,28
Reserves	75.000,00
Accumulated profit/loss	64.651,06
Profit/loss of the financial year	1.441,22
AMOUNTS PAYABLE	970.387,41
Suppliers	20.861,33
Taxes, remunerations, social security	52.645,39
Grants to be transferred to project partners	618.479,45
Accrued charges and deferred income	278.401,24
TOTAL LIABILITIES	1.111.479,69

RUE DU COMMERCE 123
1000 BRUSSELS

info@all-digital.org
T. +32 2 895 5775

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