

· ALL · DIGITAL ·

ENHANCING DIGITAL SKILLS ACROSS EUROPE

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REPORT

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ALL DIGITAL 2023 SUMMIT: SKILLS FOR DIGITAL TOMORROW EMPOWERING EUROPE'S WORKFORCE IN THE EUROPEAN YEAR OF SKILLS

The much-anticipated **ALL DIGITAL 2023 Summit: "Skills for Digital Tomorrow"**, hosted by ALL DIGITAL, Algebra University College and Telecentar from 25-27 September, brought together 238 European educators, trainers, policymakers, stakeholders, and industry experts from various digital skills domains for a dynamic and inclusive exchange of knowledge and ideas.

As part of the **European Year of Skills**, the ALL DIGITAL 2023 Summit was a spotlight on the pressing need to empower and equip the European workforce with the essential digital skills required to thrive in the rapidly evolving digital landscape and the job market. Speakers discussed strategies for bridging the digital divide, empowering marginalized communities, and ensuring equal access to digital resources. The Summit highlighted the importance of digital inclusion, and the need to ensure that no one is left behind in the digital transformation.

In his keynote speech **"Enabling digital education and providing digital skills"** **Georgi Dimitrov**, Head of Unit, Digital Education, Directorate-General Education, Youth, Sport and Culture (DG EAC), European Commission, focused on why the Commission pushes the digital transformation agenda in education and training forward and reinforces its support for digital skills for all, mentioning *"The digital transition is not just about technology, it is first and foremost about*



people. Our role as policy-makers is **to make sure every person is equipped with the digital skills to be part of the transition.** And I believe this is only possible by supporting high-quality, inclusive and accessible digital education and training.”

In his keynote speech, the Dean of Algebra University College, **Mislav Balkovic**, expressed his excitement about the event and its relevance, stating that “According to the latest *Digital Economy and Society Index (DESI)*, with which the EC measures the digital competitiveness of member countries, Croatia was ranked 21st out of 27 overall places on the scale, and although there is room for improvement, a significant shift was recorded in the area of investment by companies in the development of ICT skills, which is encouraging. Nevertheless, the share of Croatian citizens who possess basic digital skills is still low if we compare it with the EU average, so further work on the digital literacy of the nation is crucial. These ambitions overlap with the **Digital Croatia Strategy 2032**, which aims to increase the total number of ICT experts in the country and use the potential of the digital

transition to transform Croatia into an efficient and advanced democracy with a high quality of life.”

Altheo Valentini, President of ALL DIGITAL, also conveyed his enthusiasm, saying, “As President of ALL DIGITAL, I am proud to witness the impact of this Summit in our collective mission of **creating a digitally inclusive Europe.** By nurturing essential digital skills, we lay the foundation for a brighter and more equitable future for all citizens.”

ALL DIGITAL SUMMIT 2023

This year’s Summit featured a diverse range of interactive sessions, panel discussions, lectures, practical workshops, and keynote presentations, and showcases groundbreaking insights, innovative methodologies, and collaborative efforts aimed at enhancing digital literacy, culture and education for the evolving digital landscape, and bridging the digital divide across Europe.

Over the 3 days event, the participants were offered meaningful interactions, networking opportunities, and the chance to contribute to the formulation of a digitally proficient European community.

238

total participants

28

countries

36
online
participants



ALL DIGITAL
members



8 makerspace
opportunities

3 days of insightful
activities

4
project
workshops



16
lightning
talks



one
· ALL · DIGITAL ·
community



DAY 1 - WORKSHOPS

Monday

25 September

The workshop day anticipated the main 2 days of the Summit and was dedicated to three practical workshops focusing on three projects funded by the European Union, in which ALL DIGITAL has been actively involved in communication, dissemination and implementation activities:

- CrAL
- ACTIon
- EntreComp synergies



FINAL INTERNATIONAL WORKSHOP OF THE CrAL PROJECT

The Final International workshop of the **Creative Audiovisual Lab for the promotion of critical thinking and media literacy (CrAL) project** took place on the 25th September 2023 and it was organised with the support of all project partners – CTK Rijeka, EGIInA, HOU, ICBSA, LIA, and UAB. The workshop aimed to disseminate information about the project, showcase the involvement of young people and teachers in the CrAL course and creation of audiovisual content, introduce the platform, provide first-hand experience of the course, and present the impact assessment report and policy recommendations for the future.



WORKSHOP HIGHLIGHTS:

CrAL project introduction and methodology

The workshop began with an introduction to the project, outlining its objectives, goals and methodology, which is based on theoretical hypotheses and research practices developed by Dr. Annio Gioachino Stati and Dr. Mery Tortolini in the “Laboratorio di Immagine e scrittura Creativa” at the University La Sapienza of Rome. Additionally, participants gained insights into the national audiovisual contest guidelines and criteria for evaluation.

Audiovisual content created by young people

One of the special aspects of the workshop was the involvement of young people and their teachers that participated in the implementation of the CrAL methodology in Croatia, Italy, Lithuania, and Spain. A part of the workshop was dedicated to showcasing inspiring audiovisual content created by talented young individuals. After the screenings, participants could hear testimonials from the video creators and their teachers, gaining insight in how the project implementation was organised and how young students decided to create videos on specific topics.



The CrAL project platform

The workshop included a session where attendees learned more about the **platform** and how to navigate it. They were invited to register on the platform and connect with like-minded individuals and share good practices.



The CrAL Course activity – Visual Storytelling & Dramaturgy

Participants had the opportunity to gain first-hand experience in visual storytelling and dramaturgy, by creating their own stories based on the photographs that were presented to them. This practical exercise allowed attendees to apply the concepts discussed during the workshop. The results were shared on the project platform.



Impact Assessment Report and Policy Recommendations

The workshop concluded with a presentation of the impact assessment report. CrAL project partners provided insights into the project's achievements and its potential future impact. Additionally, policy recommendations were shared, highlighting the project's implications for future initiatives and the broader educational landscape. Overall, 50 people participated in the workshop, including the project partners, teachers and students that participated in the CrAL course, other teachers and audience interested in the CrAL project and its outcomes.



ACTION WORKSHOP: DIGITAL SKILLS FOR ACTIVE CITIZENSHIP AND ONLINE YOUTH PARTICIPATION



Promoting active citizenship through civic education and active online participation of youth role models (ACTIon) project workshop

shared alternative ways to empower young people with digital skills for active participation in the society and to support integration of young people from socially disadvantaged groups by enhancing their access to digital services. The first part of the workshop focused

on the presentation of the project and a panel discussion with piloting partners in four countries (Bulgaria, Germany, Greece, North Macedonia), while the second part was organised in the format of a World Café to provide a hands-on experience to participants about the project's training programmes: **Digital Participation and Active Citizenship (DigiPAC)** and **Model for Opinion Leaders Activation (MOLA)** (Available to

download [here](#) in four languages). At the end of the workshop, the participants expressed their appreciation about the new tools and training programmes that they can use in their daily work, recommended their translation in other languages so that they can be used widely across Europe and agreed on a common wish to overcome the challenges in active youth participation and digital citizenship in Europe: that is to listen to the voice of youth!



ENTRECOMP SYNERGIES PROJECT: ARTIFICIAL INTELLIGENCE IN EDUCATION AND ENTREPRENEURSHIP

The third workshop ‘Artificial Intelligence in Education and Entrepreneurship’, realised within the **Achieving Synergies and Champions in the Implementation of the European Entrepreneurship Competence Framework (EntreComp Synergies)** aimed to engage and grow the entrepreneurial learning community by bringing it together under the unified framework of EntreComp and DigComp. The main objective was to initiate an active debate to help participants navigate the complex relationship between AI, education and entrepreneurship. The workshop also aimed to discuss ethical concerns related to AI and to develop strategies for its responsible use.

The workshop, which was held in a hybrid format allowing for both face-to-face and remote participation, was moderated by Sandra Troia of ALL DIGITAL. In the first session of the event, Elin McCallum from BANTANI gave an overview of the EntreComp Synergies project, followed by Riina Vuorikari, an independent AI education expert, who gave a detailed presentation on the DigComp upgrade to version 2.2. The session was interactive and encouraged questions and discussion from participants both in person and remotely.



The second session was a deep dive into the educational implications of AI. **Riina Vuorikari** discussed different educational approaches using AI. **Filip Burgelman** and **Lizzy Bleumers** from Thomas More University shared their experiences of using ChatGPT in the classroom. **Christoph Bretgeld** from Skilllab.io spoke about using AI for competency-based approaches in education. **Elin McCallum** closed the session by discussing the importance of creating synergies between entrepreneurship, digital and AI education.



DAY 2

Tuesday 26 September

The event kicked off with two insightful keynote speeches from the academic and policy-makers field, offering diverse perspectives on digital education and its future in Europe.



Mislav Balkovic,

Dean of the Algebra University College, discussed the challenges and opportunities that digital transformation and AI present to the global job market and economy, with a specific focus on Croatia. He highlighted that while Croatia invests more

in education compared to other European countries, its output in terms of skilled professionals remains low. Moreover, with rapid advancements in AI, many rule-based jobs are at risk of automation, emphasizing **the need for individuals to acquire digital and interpersonal skills**. Balkovic advocates for educators to equip students with these skills and to promote an understanding of technology as a supporting tool for the users rather than a replacement to human activities - highlighting the importance of strategic career choices in the evolving digital age.

Further work on strengthening digital skills and investment in tech-oriented education are crucial steps in transforming Croatia into an advanced and efficient economy

**Mislav Balkovic**

Dean,
Algebra University
College

Georgi Dimitrov,

Head of Unit, Digital Education, Directorate-General Education, Youth, Sport and Culture (DG EAC), European Commission emphasized **the urgent need to prioritize and invest in digital education and skills across the European Union**.

While acknowledging rapid post-COVID responses, he stressed that speed alone isn't enough; equitable access to digital resources is crucial. He also highlighted significant disparities in digital infrastructure among member states. Dimitrov proposed an integrated strategy for digital education, urging member states to establish cohesive plans, foster public-private partnerships, continuously upskill teachers, and prioritize foundational digital infrastructure. He concluded by stressing the importance of digital skills as much as numeracy and literacy, and urged the community's support in realizing these goals.

The digital transition is not just about technology, it is first and foremost about people. Our role as policy-makers is to make sure every person is equipped with the digital skills to be part of the transition. And I believe this is only possible by supporting high-quality, inclusive and accessible digital education and training

**Georgi Dimitrov**

Head of Unit, Digital Education,
Directorate-General for Education,
Youth, Sport and Culture,
European Commission

PANEL: WHAT SHOULD WE TEACH THE NEXT GENERATION



The Summit then presented a panel discussion which was moderated by **Altheo Valentini**, Chair of the ALL DIGITAL Board. The panel included speakers from the **ALL DIGITAL Advisory Board** like Jakub Christoph, Secretary General, CEPIS; Giuseppe Iacono, Expert in digital transformation; Christoph Kaletka, Expert in social innovation and digital inclusion, TU Dortmund; Petr Naske, Consultant in DigiKoalice and for Czechia's recovery and resilience plan; Rui Grilo, Western Europe Education Sector Director, Microsoft; Fiona Fanning, Director of European Affairs at Certiport, a Pearson VUE business; Victor Negrescu, MEP, European Parliament. The focus of the discussion was on **the skills necessary for the future in a digital era**.

Victor Negrescu, in a pre-recorded video message, emphasized the diverse nature of future skills encompassing creativity, problem-solving, tech expertise, and social capabilities. He highlighted the crucial role of artificial intelligence and robotics in daily tasks. He advocated for collaboration among public and private sectors, local administrations, and NGOs, emphasizing inclusivity. He lastly recognized the importance of grassroots involvement in achieving Europe's ambitious skill objectives.

Jakub Christoph started by highlighting the significant influence of the digital realm in modern life. Representing CEPIS, he emphasized the need to enhance digital skills amongst Europeans and promote ICT professionalism and digital education continent-wide.

Giuseppe Iacono shed light on Italy's digital skills scenario, expressing concerns over its lack of emphasis. As a part of Italy's Department for Digital Transformation, he highlighted the establishment of digital facilitation centres in Rome and emphasized the role of digital culture in leadership positions across sectors.

Fiona Fanning discussed the raise of children's interaction with digital platforms and, professionally, how Certiport provides certification spanning fundamental to advanced digital skills, including "soft" skills. She also highlighted the importance of certification in the learning process.

Petr Naske, with his extensive experience in Czechia's education system, focused on the digital transformation of teaching. He underscored the challenges in keeping up with the evolving digital domain and the importance of involving parents.





Rui Grilo, who represented Microsoft, spoke about the balance between technology's potential and its challenges. He emphasized the importance of foundational skills and the need for critical engagement with technology, advocating for its responsible integration into education.

Christoph Kaletka, from Dortmund University, combined his interests in innovation research and digital inclusion. He emphasized the interplay between society and research, viewing digitalization as a social process and highlighting the importance of collaborative approaches in education.

ADA WORKSHOP "USING DIGCOMP FOR LEARNING ACTIVITIES WITH AI TOOLS AT FOUNDATION, INTERMEDIATE, AND ADVANCED LEVEL"

One of the key activities over the 3 days was dedicated to the practical workshops focusing on the interactions between the **ALL DIGITAL Academy** and the **DigComp framework**.

The ADA project ran a 3-session workshop aimed at showing how the DigComp framework helps design

educational activities that use generative AI tools to support creative learning. For this, a **list of 27 knowledge, skills and attitudes (KSA) examples** deemed specifically relevant for generative AI tools in education (extracted from the DigComp 2.2 report) was presented to participants.

Also, assignments to the workshop's participants were designed with progressive difficulty, reflecting DigComp's Foundation, Intermediate and Advanced proficiency levels (each addressed in one session). The activities entailed the use of ChatGPT to support creative learning, following the approach developed by the **Open the Box project**. Ultimately, the workshop experience aimed at informing and inspiring participants for the design of future educational activities for their students and learners.



Each workshop session entailed three steps:

1. Introduction on DigComp, explanation of simple rules for prompt design and suggestions about how to 'converse' with ChatGPT;
2. Group work on using ChatGPT to carry out the assignments at different level of complexity;
3. Sharing results and discussion session.



The ADA/DigComp workshops were attended by 37 educators and trainers from secondary school to adult education, along with managers and designers of E&T organisations. They appreciated the workshops very much and agreed to meet again online before the end of 2023 to share experiences, findings, and problems stemming from putting into practice what they learned in Zagreb.

The ADA workshops were designed collectively and guided by AD experts Sandra Troia and Stefano Kluzer, DigComp and AI expert Riina Vuorikari (also AD Advisory Board member), Nicola Bruno, coordinator of **Open the Box project** at DataNinja, and Žarko Čizmar executive director of Croatian NGO **Telecentar** and organiser of the ALL DIGITAL Summit 2023.

PANEL: DRIVERS OF DIGITAL COMPETENCES

Digital Skills and Jobs Coalitions, operating at different levels across Europe, bring together diverse stakeholders to address digital skills gaps. These collaborations involve industry, training providers, government bodies, and civil society to formulate strategies, enhance curricula, and promote digital literacy, particularly among youth and women. National Coalitions play a crucial role in achieving the European Union's Digital Decade objectives, emphasizing the need for local initiatives to meet targets.

The ALL DIGITAL Summit 2023 hosted a panel featuring coordinators and stakeholders from Digital Skills and Jobs Coalitions in various European countries. Speakers included Mary Cleary, Coordinator Irish Digital Coalition;



Giuseppe Iacono, Expert in digital transformation; Fabio Nascimbeni, European Training Foundation (ETF); Aleksandar Raić, Vicepresident, HUP ICT; Tomislava Recheva, Digital Skills and Jobs Platform. **Mary Cleary** highlighted the Irish Digital Skills and Jobs Coalition's holistic approach, involving diverse members to address digital upskilling comprehensively. **Tomislava Recheva** focused on the Digital Skills and Jobs Platform, emphasizing its role as a

dynamic hub for collaboration and information exchange among national coalitions.



Giuseppe Iacono discussed Italy's strategy, emphasizing a multi-stakeholder approach to address challenges and achieve measurable targets in digital skills development. **Aleksander Raić** provided a private sector perspective from Croatia, highlighting efforts to retain ICT professionals and the transformative potential of AI for broader workforce engagement. **Fabio Nascimbeni** discussed challenges and initiatives across Europe, emphasizing the increasing demand for digital skills in partner countries. He introduced a framework supporting these nations, advocating a whole-of-government approach and strategic investment in digital education. Fabio also stressed the importance of looking beyond the EU and considering policy design principles.

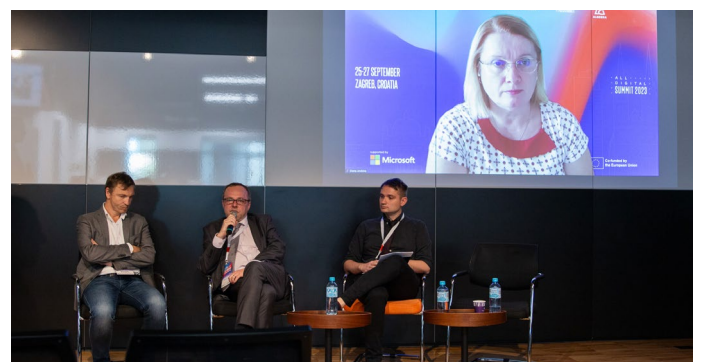
In response to a crucial question on key support elements, panellists highlighted continuous education, impact evaluation, foresight capacity, sustainable funding, and recognition as crucial for the success and collaboration of digital skills coalitions. In conclusion, the moderator expressed gratitude, emphasizing the collaborative and comprehensive response needed for digital skills development challenges. The session urged active engagement,

collaboration, and collective efforts to make a meaningful impact in addressing digital skills gaps.

PANEL: PANEL FROM 8 TO 20 MILLION IN 7 YEARS

The panel discussion, "From 8 to 20 million", delved into the challenges and strategies of cultivating 20 million ICT professionals in Europe within seven years. Moderated by Norman Rohner, the panel featured insights from Jakub Christoph, Secretary General, CEPIS; Ronald Bieber, Secretary General, Austrian Computer Society; Zoran Varga, Education Consultant, HOK (Croatian Chamber of Crafts); Dr Diana Andone, Digital Transformation Steering Committee Member, EUA (European University Association).

Jakub Christoph highlighted the shortage of ICT professionals in Europe, cautioning against inflating numbers without aligning them with skills and advocating for upskilling and reskilling. **Ronald Bieber** emphasized the multifaceted approach needed to achieve the goal, citing Austria's challenges and initiatives. **Diana Andone** urged a cultural shift in digital transformation at universities and shared strategies for lifelong learning. **Zoran Varga**, representing SMEs, addressed the skills mismatch and the need for collaboration.



The discussion on defining an ICT professional revealed concerns about expanding the definition merely to meet targets. Jakub stressed the importance of exploring diverse pathways, and Ronald advocated for broader entry points, showcasing collaborative projects. Diana offered an optimistic outlook, emphasizing collaboration with academia and industry. Discussions on trainers and educators highlighted the age gap, innovative strategies, and challenges in attracting the new generation. Zoran focused on supporting SMEs through financial incentives and collaborative networks. In conclusion, **the panel addressed reskilling, upskilling, and the gender gap.** Ronald proposed broadening the definition and starting early for girls, Jakub stressed improving technology teaching, and Diana highlighted the role of models and mentors. Zoran echoed the importance of starting early and involving parents. The discussions underscored the urgency for collaborative, innovative solutions to meet the targeted numbers and foster a dynamic ICT workforce.

LECTURES SESSIONS

Two **lectures sessions** on Digital Transformation in different sectors and on European Talent Centres were also delivered to the audience on the following topics:



- Digital Transformation of Creative and Cultural Industries by **Soenke Zehle** (project / task lead for HBKS for Cyanotypes project);

- Digital Transformation and Soft Skills by **Claudia Matera** (ALL DIGITAL, MEGASKILLS partner);

- Digital Transformation of Education by **Filippo Chiarello** (University of Pisa).



Perspectives on EUROPEAN TALENT CENTRES were offered by:

- **Robert Kelemen**, Director, European Talent Centre Croatia, Varaždin County

- **Csilla Fuszek**, Secretary, European Talent Support Network

- **Zagorka Prce Veseli**, Coordinator of Developmental Programs, CTK Rijeka



LIGHTNING TALKS SESSION

The Lightning talks session gave the chance to **16 member organisations** and partners, from formal and non-formal education settings, to deliver a 5-7 minutes pitches focusing on interesting activities, initiatives, and projects related to digital education in Europe. The audience consisted of experts in the digital skills and education field that was inspired by the activities conducted and the results obtained by their peers. The goal was to create awareness about the impactful work they carry out.

- To check the organisations involved in the session check [here](#).
- The PPT presentations are also available [here](#).



ALL DIGITAL AWARDS CEREMONY

Among the networking occasions, the main has been the Gala dinner during which the ALL DIGITAL Awards ceremony took place. The ALL DIGITAL Awards celebrated the individuals and organisations across Europe that enable citizens to transform and enrich their lives through the benefits and opportunities created by digital technologies.

BEST DIGITAL EDUCATOR:

Fatima Silva, Folk-High-School Association of Extremadura, Spain

BEST DIGITAL CHANGEMAKER:

Natalija Budinski
Petro Kuzmjak School, Serbia

BEST DIGITAL RESOURCE:

Toolbox Digitally Inclusive Neighbourhood, Belgium



Natalija Budinski

ALL DIGITAL WEEKS AWARDS

BEST CAMPAIGN:

Stati Generali dell'Innovazione
Rome, Italy

BEST EVENT:

Accademia del Paziente Esperto EUPATI
Rome, Italy



Fatima Silva



Toolbox Digitally Inclusive Neighbourhood



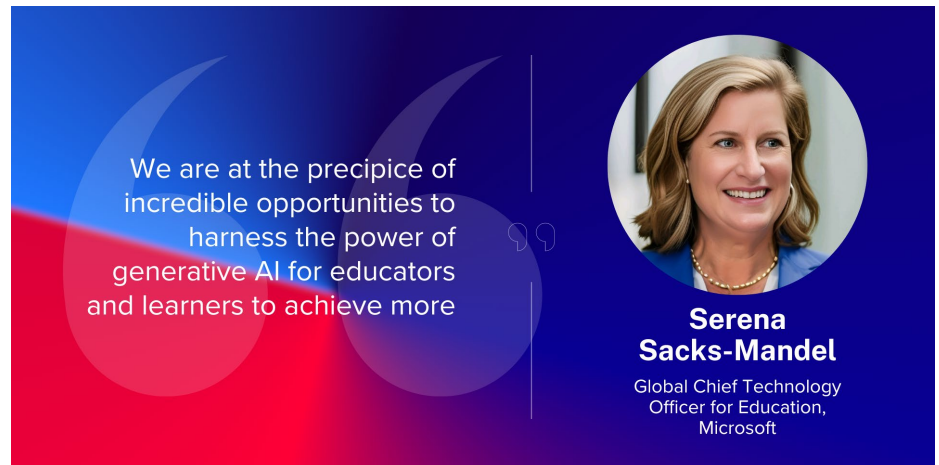
DAY 3

Wednesday 27 September

The last day of the Summit kicked off with a thought-provoking keynote speech from Boris Jokic on the relationships between education and technology, which was followed by the forward-looking speech on the impact of AI on education and skills from the industry representative Serena Sacks Mandel, Global Chief Technology Officer for education at Microsoft.



Serena Sacks-Mandel, the Global Chief Technology Officer for education at Microsoft, highlighted the transformative impact of generative AI on education during her presentation. While emphasizing the significance of preserving humaneness in the face of technological advancements, she underscored the crucial role technology played in the education sector's response to the pandemic. Reflecting on the benefits and challenges of digital transformation during the crisis, she stressed the importance of building an accessible, flexible, and equitable digital learning environment. Serena discussed six major trends shaping the future of education: ensuring accessible digital learning, leveraging data analytics and AI for improved productivity and student success, prioritizing cybersecurity, integrating immersive AI, AR, and VR experiences, application infrastructure modernization, and focusing on certifications and skilling for workforce readiness. She emphasized Microsoft's commitment to responsible AI,



ensuring fairness, privacy, inclusiveness, and transparency. Noting that generative AI creates new content, Serena also highlighted Microsoft's range of AI tools and their potential applications in education. She concluded by addressing the concerns around AI in education, stressing the need to harness its power responsibly and to educate both teachers and students about its potential and risks.

Boris Jokic, Principal Scientist, Institute for Social Research in Zagreb, emphasized the crucial juncture at which education stands, drawing

from a comprehensive study in Croatia that compared traditional teaching to emergency remote education during the pandemic. Despite the allure of a fully digital learning environment, students still found value in the traditional, "wooden chair" school setting. Jokic argued against completely abandoning either method, instead advocated for a harmonized approach. He believed that digital tools have immense potential to enhance traditional education, especially in fostering motivation, attention, and personalized learning experiences. He also underscored the importance of teaching



metacognitive, problem-solving, and decision-making skills. The future of education, according to Jokic, should integrate digital advancements while fostering human connections and multidisciplinary learning. He called for a democratic approach to educational reforms, emphasizing inclusivity, progress, and openness.

PANEL: INTEGRATING GENERATIVE AI IN ADULT EDUCATION

The conference continued with this panel where ALL DIGITAL and Microsoft presented the new joint project **GenAIEdu**. The panel also conveyed the reasons for the project to deliberate upon the substantive influence of Generative Artificial Intelligence on contemporary educational paradigms. The discourse shed light on the need to comprehend

ALL DIGITAL SUMMIT 2023 27 SEP 10:10 - 10:30

Panel

Gerardo Franco
Philanthropies Lead for Europe, Microsoft

Peter Palvolgyi
CEO ALL DIGITAL

Joel Ferrer
Head of the Training and Employment Area, Fundacion Esplai

Laurentiu Bunescu
Head of Digital Education Programmes, EOS

Integrating Generative AI in Adult Education
ALL DIGITAL – Microsoft collaboration

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Generative AI's pivotal role in the transformation of educational methodologies. It stressed that the development of essential life competencies such as adaptability, a growth-oriented mindset, and critical thinking, are paramount attributes in the context of the fast-growing AI era. The panel was opened by **Peter Palvolgyi**, CEO of ALL DIGITAL, who stated: **“the main aim of the project is to empower trainers, teachers, and facilitators... to increase knowledge and understanding of generative AI and integrate it in education and training services”**.

The discussion then

covered the challenges and prospects confronting creative professionals, thus highlighting the exigency for purpose-oriented educational frameworks.

Illustrations drawn from the Open the Box initiative demonstrated the efficacious application of Generative AI in the field of educational content. Furthermore, the need of non-conventional learners, encompassing the cultivation of soft skills, provision of mentorship, and the support of career guidance, was prominently underlined.

“Generative AI is a turning point in history...”



it's changing the ways we learn; we interact with each other. Rather than resisting change, we have to harness it and use it responsibly", stated **Gerardo Franco**, Microsoft Philanthropies Lead for Europe. The need for a robust collaboration between educational institutions, private enterprises, and governmental bodies was emphasized as an indispensable factor in addressing the evolving requests of learners within the epoch of Generative AI. In conclusion, Franco closed this enlightening discussion affirming that **"we have no choice, we have to rise to the challenge"**.

PANEL: GENERATIVE AI AND THE TRANSFORMATION OF EDUCATIONAL PARADIGMS

The panel discussion on "Generative AI and the Transformation of Educational Paradigms" at the ALL DIGITAL Summit 2023 built on one of the key topics of the day, i.e. Artificial Intelligence, and delved into the educational implications of generative AI. Moderated by **Zarko Cizmar** (Telecentar), the panel featured experts discussing topics ranging from digital competence frameworks to the challenges and opportunities for creative workers and the needs of young people in the digital transformation era.



The discussion covered a range of topics related to Generative AI and its implications for education.

Firstly, **Riina Vuorikari**, an independent digital skills expert from Finland, known for her work on the digital competence framework, DigComp presented the DigComp, a framework that provides a common vision for what digital competence entails in Europe, encompassing five areas and eight proficiency levels, offering a comprehensive view of digital skills, knowledge, and attitudes. The panel discussed the need for updates to the framework due to significant changes in the digital landscape, including the rise of AI and increased data-driven processes. The DigComp latest version, the 2.2, was released in response to these developments.

Marko Horvat, an assistant professor at the University of Zagreb with a specialization in AI, provided technical insights into generative AI. He described it as a class of algorithms designed to create content based on snippets from existing datasets. These models, such as ChatGPT, utilize deep learning and neural networks, making them somewhat of a "black box" in terms of predictability. The

panellists highlighted various challenges and opportunities associated with Generative AI in education emphasizing the importance of understanding and teaching these technologies. They covered topics such as machine learning, deep learning, programming skills, and contextual awareness.

Furthermore, **Sandra Troia**, teacher, and a project consultant at ALL DIGITAL, specializing in digital competence frameworks, introduced LifeComp, a European Framework that addresses personal, social, and learning-to-learn competencies. She emphasized the significance of soft skills like flexibility, growth mindset, and critical thinking, especially in a digital environment.



Later on, **Soenke Zehle**, a media theorist and professor who focuses on state-based arts and design education, provided insights into how generative AI is impacting the creative sector. He discussed changes in learning and teaching methods, content creation, and monetization. He emphasized the importance of understanding individual freedom and self-determined education.

Then, **Nicola Bruno**, the Director of “Open the Box,” shared experiences from his organisation, an Italian private company that focuses on media data and AI literacy. They collaborate with teachers, educators, and NGOs to

provide training in these areas. They have found that teachers initially needed guidance in using generative AI tools effectively for educational purposes.

Joel Ferrer, Director of Training at Fundacion Esplai, a nonprofit organization based in Spain, focused on the needs of non-formally educated or unemployed youth. He emphasized the importance of soft skills, emotional intelligence, critical thinking, and mentoring. He also stressed the need for collaboration between civil society organizations, businesses, and governments to address these needs.

Overall, the panel highlighted the potential of Generative AI in education while stressing the importance of adapting to new technologies and methodologies to best serve learners in the evolving digital landscape.

PANEL: DIGITAL SKILLS FOR INCLUSION

Another important session was dedicated to digital inclusion, as it is a priority of the ALL DIGITAL network to endow everyone with the right digital skillset to tackle digital transformation with confidence. In a world where digital technology is becoming increasingly essential for daily life, ensuring that everyone has access to and is proficient in these digital skills is of paramount importance. The panel discussion brought together experts





and representatives who have been at the forefront of EU projects focused on **digital skills for inclusion**, covering areas such as healthcare, women entrepreneurship, adult learning related to the green and digital transition.

Throughout the discussion, the audience gained valuable insights into the EU's commitment to digital skills for all, the importance of grassroots initiatives, the role of education in creating a sustainable digital future, and the industry's responsibilities to support inclusion.

In the end, the panel discussion served as a powerful reminder that **digital skills are not just a luxury but a fundamental right**. By fostering inclusion through collaboration between the public sector, non-profits, educational institutions, we can bridge the digital divide and create a more equitable and digitally proficient society for all.

This panel was moderated by ALL DIGITAL's CEO **Peter Palvolgyi** and featured speakers from different projects in which ALL DIGITAL is involved: **Ines Rey** and **Marta Pisano** (IDEAHL), **Kostas Diamantis Balaskas** (D-PAIDEIA), **Anne Igeltjörn** (EQUALS-EU), **Andrea Ranelletti** (Digibreaker+), **Veronica Arduino** (iBOX), **Marta Galvano** (Our Digital Village) and **Angeliki Giannakopoulou** (AI4AL). Ines and Marta both explained how the IDEAHL project is contributing to improve

digital skills and inclusion, particularly for underserved communities, and the methods that helped ensure that everyone can benefit from better health literacy and digital empowerment.

For the D-PAIDEIA project, Kostas Balaskas underlined that it helped teachers improve their digital skills and teaching methods, so that all students, including those from underserved backgrounds, can access high-quality digital education during and after the pandemic.

On her intervention, Anne Igeltjörn discussed on the EQUALS-EU project and how it is ensuring gender equity in social innovation, including women and girls in digital opportunities, both in Europe and beyond.

According to Andrea Ranelletti, the DIGI-BREAKER+ project plan to use its multimedia toolkit not only to teach digital skills to adult learners but also to make digitalization more inclusive, especially for people facing barriers to accessing digital resources.

Veronica Arduino well explained during her speech how the 'Inclusion Box' (iBox) project intend to use digital resources and online platforms to improve digital skills and promote inclusive education in educational organizations.

Marta Galvano discussed how the 'Our Digital Village' project ensures that the educational content and digital skills training are suited to the specific needs of rural communities, but also added how the project addresses the digital gap, especially in remote areas.

The last speaker, Angeliki Giannakopoulou, for the AI4AL project, told us the the project's envision on empowering adult educators with the skills and tools necessary to harness AI-based solutions for adult learning and education.

ALL DIGITAL CAFÉ'

The ALL DIGITAL Café session was designed as a participatory get-together to discuss the latest ideas on different fields of digital education.

The first part was dedicated to the introductory session where four Board members explained the scope of the engaging conversation. **The second part** consisted on a one hour discussion between members of ALL DIGITAL, stakeholders and experts in the digital skills and inclusion field, led by speakers from 4 Board member organisations: Achilles Kameas (Hellenic Open University), Marianna Marcucci (Invasioni Digitali



and European Network Association), Nenja Wolbers (Stiftung Digitale Chancen), David Domínguez (Fundación Esplai). The facilitators covered 4 themes: respectively digital social innovation, digital transformation for audience engagement in cultural heritage, digital equality, and digital transformation in non-profits.



The goal of each discussion was to generate ideas useful to draft and submit new European projects involving the ALL DIGITAL members, potential new members, and partner organisations.

Digital Equality was presented by **Nenja Wolbers**, Stiftung Digitale Chancen. The overarching theme of the roundtable was whether we can still justify working to promote digital equality for all citizens, while at the same time the increasing use of digital tools also increases CO2 emissions and is thus a





factor in climate change. Participants affirmed the importance of digital equality as a human right but stressed that community and public interest should drive the development of technology (and the digital transformation), not just capitalist motives. The conversation emphasized the benefits of connectivity for all but also the need for awareness and education in the ethical technology use. Eventually, ALL DIGITAL was encouraged to become the driver of the green transformation of digital education by promoting transparency, handing out certificates for sustainable practices, and green commitments among members, collaborators and funders. Regulations and standards aligned with SDGs and EU GreenComp were suggested to guide this transformation, emphasizing a holistic and regenerative view of sustainability.



The general topic of the **digital transformation in non-profits** round table was whether we are seeing the reality of NGOs through the “hole of a needle” in terms of digital transformation, that is, whether

ALL DIGITAL’s digitized entities are the measure of reality. On the other hand, participants sought to compare realities and experiences on initiatives to support the digital transformation of third entities by member entities of ALL DIGITAL. The group discussion was insightful as the participating entities compared experiences and viability for the development and implementation of a European Erasmus + project in this sense. They also highlighted other synergies between the organizations such as training initiatives in digital skills for employment among young people in situations of inequality. Finally, it was judged positively to favor digital support between social entities, understanding these as a driver of the digital skills of the future among society.

Digital Transformation for cultural heritage was presented by **Marianna Marcucci**, Invasioni Digitali and Europeana Network Association. The session started with the definition of Digital Transformation for cultural heritage, a process of Innovation applied to people, processes and skills, not just technology. Living in an OnLife era means old values are even more important to people when it comes to cultural heritage: there was a conversation on authenticity, trust, reputation and quality. After the definition of audience, community building and trends in the sector, they have analyzed some best



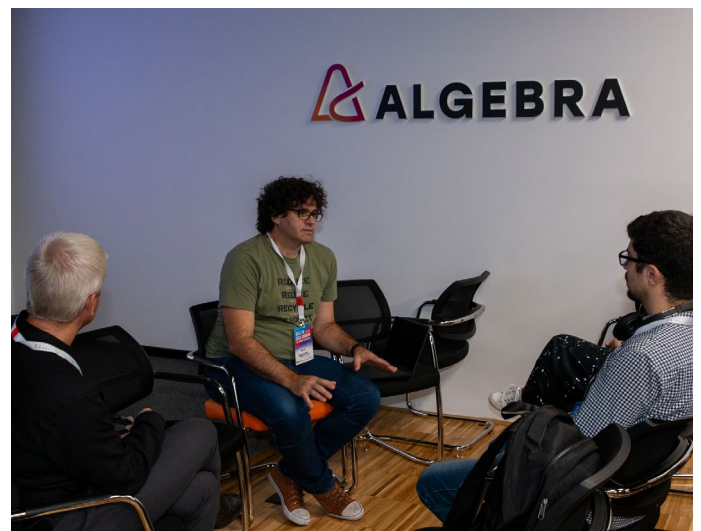
practices of digital transformation for cultural heritage to show how to reach, engage and involve participants. *Why digital transformation fails?* has been the last topic before starting the brainstorming of participants' ideas.

The brainstorming has been really interesting, participants explored their organizations activities and possible changes and started to draft projects' ideas.

Digital Social Innovation was presented by **Achilles Kameas**, Professor, Hellenic Open University. After an initial presentation, in which the dimensions of and actors involved in Digital Social Innovation (DSI) were presented, together with the Quintuple Helix model as an overarching innovation framework, it was decided to focus on education and training as the means to achieve DSI. The participants generated and explored a set of ideas to achieve innovation competence development of teachers, employees and citizens in diverse settings, such as school, work

and community, using novel means, such as academies, micro-credentials and STEM/STEAM parks. Those ideas were associated with funding opportunities in the context of programme Erasmus+ on a shared padlet and debated during the world café. The group is going to elaborate on the more popular ideas in order to submit funding proposals.

These round tables responded to a call for action that will lead to the development of innovative projects to achieve digital innovation via the Erasmus+ programme.



MAKERSPACE

The sessions titled “Makerspace” gave the opportunity to participants to attend 3 sessions over 2 days, where 8 ALL DIGITAL members presented and demonstrated workshops on practical digital skills they implement in their projects.

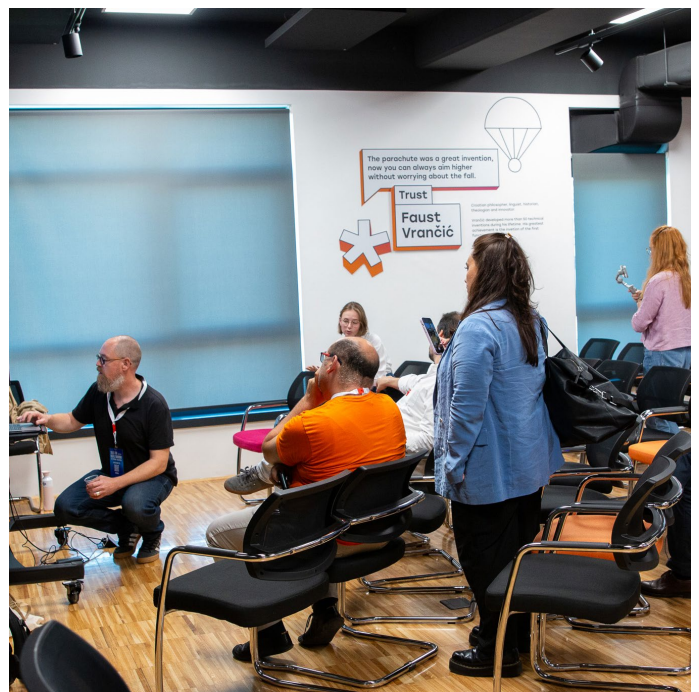
Each session hosted 2/3 workshops and began with a short presentation to pitch and explain the methodology of the scheduled workshops. Then the participants chose the workshop they wanted to participate in and split into groups where the trainers delivered the interactive workshops.



The workshops were organised by and covered respectively:

- **HoU and EPMA**, AGILE2Learn
- **ALDA**, E-participatory and e-democracy
- **COLECTIC**, Data Control Wars
- **AI4AL project**, AI-Driven Skill Profiling for Education and Career Orientation
- **Langas I Ateiti**, Empowering critical thinking education in local communities
- **EPMA**, VPN project on the understanding of digital technology by young people
- **Mediawijs**, Policy tools for digital inclusion
- **Maks**, Stories that matters – Methodology on active citizenship in vulnerable youth

If you like to explore the topics of discussion, please consult [our website here](#).



RAYUELA PROJECT FINAL CONFERENCE

On day three, RAYUELA's final conference took place. The event was divided into three main sessions, all moderated by **Claudia Matera**, Chief Development Officer at ALL DIGITAL:



- **Session 1 covered Youth, Cybercrime & Serious Games.**
- **Session 2 focused on the project's impact on society and on the policy state of the art.**
- **Session 3 consisted of hands-on workshops on the RAYUELA game and ethics/legal aspects.**

ALL DIGITAL's CEO, **Peter Palvolgyi**, kickstarted the event by welcoming all



participants and expressing how being part of the RAYUELA project was a great opportunity both for the organisation and its members. Algebra University College's dean, **Mislav Balković**, invited all participants to feel at home on Campus and thanked the Rayuela consortium for involving the University in the Videogame pilot sessions. Then, **Gregorio López**, RAYUELA Project Coordinator for Universidad Pontificia Comillas, highlighted the project's accomplishments and gave the floor to the speakers invited for Session 1.



Opening **Session 1**, **David Wright**, Director and Chief Research Officer at Trilateral Research Ltd., provided the results of Rayuela's "sister project" CC-Driver in a presentation called "Youth & cybercrime I: Main findings from the CC-DRIVER project". Find their research results on youth and cybercrimes [here](#).



Moving on to the analysis of Serious games as research tools, **Edmond Awad**, Senior Research Fellow at the University of Oxford, and Senior Lecturer at the University of Exeter, presented two case studies where serious games-based research had a great impact. Find more details [here](#). Continuing this note, **Ana Moya** and **Leire Bastida** from Tecnalía, showed how they designed the Rayuela





video game and even showcased a few game scenarios.

Closing the first session, **Mario Castro**, Full Professor at Comillas Pontifical University, presented the results acquired by analyzing the collected data from the Rayuela serious game. An interesting part of this presentation was to compare literature research with the videogame pilot's data, to access the presentation click [here](#).



Session 2 started with a detailed and engaging keynote speech given by **Fabiola Bas Palomares**, Policy & Advocacy Officer on online safety for Eurochild, on the policy framework on children's rights, and she also shed light on what needs to be done to make the internet



a safer space for kids. To highlight the role of Law Enforcement Agencies in the battle against cybercrimes, **Nick Azeri** shared some updates and best practices on the work they have been doing at Europol Innovation Lab, to access the presentation click [here](#).

To wrap up the second session, two Round Tables were organised:

■ Benefits of using RAYUELA videogame for LEAs, educators, and NGOs.

Moderator: Iulian Coman (CEPOL).
Participants: RAYUELA LEAs (PLV, PJ, EPBG, PSNI), Gregory Milopoulos (EA), Una O'Sullivan (Microsoft), Tomislav Ramljak (Centre for missing and abused



children), Dea Kralj (ALL DIGITAL). All participants tested the Rayuela videogame in classrooms and informal settings with teenagers, thus they shared how useful and well-received the activity was. Additionally, some of them added that they would like to embed the game in their own training offer or to repeat the activity in the future.

■ RAYUELA results: From research to policy.

Moderator: Fabiola Bas Palomares (Eurochild).
Participants: Viera Zuborova (BPI),

Gregorio López (Universidad Pontificia Comillas), Sonia Solera (Universidad Politécnica de Madrid), María Reneses (Universidad Pontificia Comillas), Pieter Gryffroy (Timelex), Gregory Milopoulos (EA).

Finally, some of the RAYUELA partners gathered again to discuss how to turn the research results into policies.

Session 3 consisted of hands-on workshops on the RAYUELA game and ethics/legal aspects:



1. Hands-on workshop: RAYUELA

videogame: María Reneses (Universidad Pontificia Comillas)

2. Hands-on workshop: ethics and legal

aspects: Pieter Gryffroy (Timelex), Mari-Liisa Parder (University of Tartu)

Thanks to these activities all participants got the opportunity to dive into the Rayuela videogame and to discuss ethical values in a game developed by the University of Tartu.



HIGHLIGHTS OF THE EVENT INCLUDED

- 1** **Keynote Speeches:** Renowned experts and thought leaders delivered inspirational keynote speeches, sharing insights and visions for the future of digital skills in Europe. Policymakers, members of academia, and industry experts presented the role of governments, universities and the tech industry in fostering digital literacy and skills and promoting lifelong learning in view of emerging technological advancement.
- 2** **Hands-on Workshops:** Interactive and practical workshops were conducted to enhance attendees' digital competencies, ensuring that participants could actively apply the knowledge gained. Through innovative tools, EU projects such as **RAYUELA, CrAL, AI4AL, ACTIon, and EntreComp Synergies** explored project-based learning, new learning methodologies, policy updates, gamification, and collaborative online platforms. As well the makerspace sessions were dedicated to practical workshops delivered by ALL DIGITAL members and partners.
- 3** **Lectures on Digital Transformation:** Attendees had the opportunity to attend insightful lectures and gain a deeper understanding of the digital transformation's impact on creative and cultural industries, education, and soft skills. The lectures provided attendees with invaluable knowledge to transfer and implement in their organizations and communities.
- 4** **Lightning Talks:** ALL DIGITAL members shared knowledge and outputs from EU digital education projects and learning methodologies during this session.
- 5** **Emerging Technologies Shaping Education:** Renowned experts delved into the relationship between emerging technologies, such as artificial intelligence (AI) and IoT, with competences frameworks, policy actions, and education.

If you want to relive the Summit, check the video recordings of the keynote speeches, panel discussions and lectures here:

ALL DIGITAL SUMMIT 2023 YouTube PLAYLIST

■ **Pictures** available [here](#)

■ **PPT** available [here](#)



THANK YOU ALL FOR THE GREAT SUPPORT AND COLLABORATION!

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