Subscribe Past Issues View this email in your browser **ALL DIGITAL Newsletter** Issue n.5 - November 2023 Dear Reader, the lasts months have been quite intense and rewarding. We were thrilled to convene with our community in Zagreb from 25-27 September at the ALL DIGITAL Summit 2023 "Skills for Digital Tomorrow". Together with Algebra University College and Telecentar we welcomed 238 in-person participants coming from 28 countries, showing the success and relevance of the event at European level. We are grateful for the support from ALL DIGITAL members, EU, national and local policymakers, industry representatives, digital education stakeholders, trainers, educators, and academics. Read the ALL **DIGITAL Summit report!** At the Summit we celebrated the <u>ALL DIGITAL Awards 2023</u> winners recognizing outstanding achievements in the digital inclusion sphere. We are also proud to communicate that in October ALL DIGITAL reached an important milestone: the **100th member joined the network!** The community is growing and we look forward to welcoming everyone who has interest in digital skills, education and inclusion. Discover the benefits of becoming a member <u>here</u>! Besides, do not miss **ALL DIGITAL members news**, the upcoming events which might be interesting for you, project updates, some EU policy news and much more! We keep working to reduce the **#digitalskills** gap! Yours, ALL DIGITAL Team IN THIS ISSUE What's on at ALL DIGITAL **Events** Alliance4Europe Online Workshop on "Countering disinformation and building media literacy" on 13-14 November. one 238 3 days of insighful activities A L L · D I G I T A L Digital Italy Summit 2023 "The community total participants management of the issues of digital innovation in Italy", 14-**ALL DIGITAL Summit 2023** 16 November, Rome Sixth European Education The Summit was an incredible opportunity for us to show the Summit, 30 November 2023, progress in enhancing digital skills and a great get together to know Brussels. the latest news on EU policies, projects and initiatives on digital education. European Year of Skills 2024, The Skillnet Ireland, 8 February 2024, Ireland. If you missed some parts of our splendid event in Zagreb, do not worry, we have made provisions to ensure your complete coverage: European Digital & Media Literacy Conference Week, 26 Watch the recordings of the keynotes and panels on this Feb – 1 March 2024, Brussels link. • Check out the amazing shots of the Summit activities here! • Last but not certainly least: read the ALL DIGITAL Summit 2023 report to get insights from the event! Erasmus+ **Opportunities of** specialized training courses **Regional Telecottages Public Association of South Hungarian Plain** offers training courses whose costs can be covered by Erasmus+ mobility projects. - "Don't Just Click" -Fundamentals of Photography **ALL DIGITAL Awards - Discover the winners** - English Summer Course for Educators On the 26th of September in Zagreb, during the Gala Dinner at the - Digital Educational Tools: Empowerment in the Modern ALL DIGITAL Summit, we had the honour to assign the ALL Classroom DIGITAL trophies to exceptional individuals and organisations - Navigating Cybersecurity in working to enhance digital skills and reduce the digital divide. Find the Online Realm the list of shortlisted candidates and winners here! Facebook, Instagram, Erasmus+ Mobility in Hungary We look forward to receiving many more candidatures for 2024 edition! Stay tuned for more information on the application process! Project design in adult learning 15-18 January 2024, Brussels PROJECT DESIGN IN **ADULT LEARNING** Are you interested in learning how to design adult education projects with a sustainable and forward-**CYANOTYPES Survey on Creative Skills!** thinking perspective? If the answer is yes, register now for Join the conversation on creative skills by participating in the EAEA's project design training CYANOTYPES survey! This survey aims to gather vital information which will take place 15-18 January in Brussels. Find out about urgent skill requirements and the availability of learning more here, programs in higher and vocational education. Follow this **step-by-step guide** (and save yourself some time!): Step 1: Start by completing your personal information (section 1) Step 2: Share your thoughts on skills (sections 2 & 3) Step 3: Dive into specialised skills for design, fashion, video games, DigiEduHack is back! and audio-visual industries and share your insights (section 4) Step 4: Share your expertise and have your say on the topic of skills provision (sections 5 & 6) DigiEduHack 6-13 November 2023 Please remember to click 'DONE' at the end of the survey to The Digital Education Hackathon (DigiEduHack) is a properly submit it. grassroots movement that aims to foster innovation, collaboration and creativity and **Register for the Survey** to drive positive change in digital education. If you are **interested in** hosting DigiEduHack, click here, register on the website, and submit your challenge. **EU Policies Updates Europese** Commissie Commission européenne European Commission THE EC HAS PUBLISHED ITS WORK PROGRAMME FOR 2024 The European Commission has published its Work Programme for 2024. Expectedly it is relatively shorter in terms of concrete initiatives with the current term coming to an end ahead of the European Elections in June next year. You can **consult the Work Programme here**. For the field of **digital competence development** the work programme is quite thin, with the major initiatives on digital education nearing adoption expected still this year. In a wider scope, the work programme focuses on the further regulation of Al in the field of digital, and on higher education in the field of education and training. **News from our members** "Digi-Breaker+ Good Practice Booklet"is out! The Digi-Breaker+ Consortium is proud to announce the **publishing of** this handbook. Here an excerpt from the interview with Annaleda Mazzucato, Project Manager at Fondazione Mondo Digitale, and DIGIBREAKER PLUS Andrea Ranelletti, Project Manager at Igitego What are the objectives of the European Project "Digi-Breaker+"? How does it align with European priorities and policies in the field of adult education and career guidance? The objective is to accelerate the green and digital transitions in harmony with the European Pillar of INDTED Social Rights. This pillar affirms that "every person has the right to receive timely and custom-tailored assistance to improve their employment opportunities, and the European Climate Pact, which prioritizes green skills to improve employment and self-employment opportunities". Stay tuned to find outprograms and methodologies of the Join EVBB for the EntreVET Final Conference on November 28th **ENTREVET FINAL** We are thrilled to extend a warm invitation to all of you to join us for the upcoming EntreVET project Final Conference. Join us on the 28th of November at 09:30AM at the EVBB premises, located at Bd Charlemagne 28, Brussels, as we unveil the achievements of the EntreVET project at our Final Conference. The EntreVET project has been a journey of innovation, empowerment, and transformation, and we are excited to share our progress and insights with you. Attend the EntreVET Final Conference to learn about the importance of entrepreneurship in VET, to gather in a network with like-minded professionals, educators, and entrepreneurs passionate about enhancing the quality of VET education. Ready to Join Us? Register Today here! **DIGITS** The project DIGITS- Soft DIGITal Skills building for TCN women, implemented between 2022 and 2024, is an Erasmus+ funded initiative involving partners from Poland, Greece, Romania, Belgium, Austria, and Germany. DIGITS seeks to enhance the digital inclusion of third-country national (TCN) women by providing practical tools and tailored educational interventions. These efforts aim to enhance their quality of life, improve understanding of their digital inclusion needs, develop resources, empower professionals, and raise awareness about TCN women's digital inclusion requirements within the EU. 2023 Digital Skills Bootcamp - Equipping the Digital Workforce with Transversal Skills This course aims to strengthen the Intra-personal and Interpersonal skills of the ICT professional to complement their digital literacy. The course shall cover the three main areas pertinent to the inter and intra-development skills: Teamwork, Critical and Analytical Thinking and Powerful Communication. A learning log is kept between one session and the next to help participants reflect. During the sessions, different learning Methodologies are used, such as peer feedback, role-playing, case studies, etc., to ensure that learners are not only exposed to the main theories behind these skills but are also able to transition the knowledge to their workplace by building the necessary skills and attitude and ensuring a growth mindset. **European and American experts are developing** an educational method in Valencia that will make possible to improve soft skills that are becoming increasingly demanding in the world of work Jovesólides is chairing the meeting, which brings together 25 experts from six countries as part of the European project VET-PACT, which promotes the improvement of youth employability in Europe and Latin America. **Empowering Futures: Intervet WB Project's Final Conference Champions Vocational Education** and Training Across Borders The EU Erasmus+ Capacity Building Project: Intervet WB – **Internationalization Of Vocational Education And Training Systems In the Western Balkans** – has reached its zenith with a final conference that not only applauds its achievements but also highlights the pivotal role of vocational education and training (VET) in fostering collaboration between the European Union (EU) and Western Balkan (WB) countries. Read more about it in the article on EfVET here The NCC network in Extremadura (AUPEX, Spain) takes part in the EU Code Week The Digital Skills Centres-NCC in Extremadura have celebrated the **EU Code Week** with different workshops encouraging young people to engage with the fields of programming, robotics and computational thinking through creative, innovative and fun methodologies. The activities are designed according to the DigComp 2.2, promoting skills that can boost people's employability or inspire entrepreneurial initiatives. Amongst the workshops, participants applied coding to their professions, made a joystick using Makey Makey or learned programming creating music with fruits. Read More about the project. **Discover Digital in commons ESS Europe, the European week dedicated to the digital social** PROMOTING AND ACCELERATING economy THE DIGITAL SOCIAL ECONOMY **SOGA** and its members are organising the first NE Digital in commons ESS Europe, a week of events from 8 to 17 **November** to promote and accelerate the digital social economy in Europe. Organised as part of ANCT's Numérique en commun[s] initiative and supported by Crédit Coopératif, you can find them on 8 November in Paris, on 14 November in San Sebastian, and on 16 and 17 November in Brussels, with a closing conference at the **European Economic and Social Committee.** More information on the dedicated platform here. Link to register on 16 November Link to register on 17 November New lessons creative artificial intelligence Digital Creativity has developed a number of new lessons for working with artificial intelligence. Students can get started with this in both primary and secondary education. But there is also a solution for teachers. In these lessons, students will learn to tell a visual story using artificial intelligence. They learn to translate their creative ideas and concepts into the prompts of an AI engine. These are then converted into photographic images. In addition, in these contemporary lessons, students also work on other skills such as communication, collaboration, IT skills, critical thinking and computational thinking. More info available here. SHIFT – a cultural heritage transformation project kicks off under Horizon Europe SHIFT: MetamorphoSis of cultural Heritage Into augmented hypermedia assets For enhanced accessibiliTy and inclusion, a major new Research and Innovation Action (RIA) held its kick off meeting on 18 and 19 October 2022. This new initiative, in which ANBPR Romania is a partner, supports the adoption of digital transformation strategies and the uptake of tools within the creative and cultural industries (CCI), where progress has been lagging. The SHIFT consortium brings together 13 world leading research, industrial and SME organisations, coordinated by SIMAVI Romania, with the vision to strengthen the impact of cultural heritage More info available here. **Cyprus ICT Market Report 2023 by the Cyprus ⊕IDC Computer Society** Cyprus ICT 2022 Analysis and 2023–2025 Forecast The Cyprus Computer Society presented the Cyprus ICT Market **Report**, which is part of the society's contribution to the Cypriot ICT Industry as well as to the Cypriot companies in general, aiming to support them in their digital transformation. The 2023 report covers all sectors of the IT market, such as equipment, services, software and telecommunications and includes the market size, forecasts until 2025 and trend analysis. The study focused on the impact of the war in Ukraine and the energy crisis on the IT market, emerging trends and emerging solution areas. It showed that, over the past two years, the Cypriot economy recovered strongly from the negative effects of the COVID-19 pandemic. Read more here. Training courses for adult educators to enhance digital skills **CARDET** and the Cyprus Ministry of Education, Sports and Youth, as part of their joint efforts to support the promotion of digital skills amongst Cypriot citizens, are offering a series of free training workshops for adult educators. The workshops, based on the accredited training programme of the AdultDigitalUp project, specifically aim to build up adult educators' capacity to infuse digital tools and innovative approaches in their subject areas and support learners, especially low skilled adults, to elevate their digital skills. To learn more about AdultDigitalUp and its training programme please visit its website. **DigiCo - Be part of our Community of Practice to** collectively advocate for digital inclusion! Community of Practice DigiCo's mission is to drive digital inclusion for vulnerable groups across Europe. We believe in raising awareness, sharing knowledge, and promoting best practices. Co-creation and collaboration are at our If you actively work on digital inclusion, join our Community of **Practice!** Criteria include non-profits, policymakers, researchers, and trade unions. Register through the following link. Take the next step and be part of our powerful movement! **GDL** – Gamification of Digital learning **Gamification** as a learning technique has been proven to do wonders in keeping the pupils engaged and competent. However, it is still quite unexplored and not integrated in digital learning settings. Our "Gamification for Digital Learning" project provides teachers practical tools, guidelines, methodology and examples of good practice on gamification of digital learning, to enable them to engage their students and implement an innovative pedagogy that fits their needs. Discover our platform, which provides you with numerous online resources to gamify learning, a MOOC and 15 ready-to-use lesson plans incorporating gamification elements. Read more here! **EPALE EDU HACK - Pathways to citizenship:** EPALE EDU HACK innovative experiences for community and employability Epale Social Hackathon is back, the successful initiative that Epale Italia has been promoting since 2021 in collaboration with EGInA Foligno and Rete Nazionale ICT IDA RIDAP The initiative takes place in the **European Year of Competences** and is linked to the Competence Guarantee Pathways (PdGC) envisaged by the National Plan for guaranteeing the competencies of the adult population, which is made up of strategic actions aimed at fostering and implementing the attainment of basic or advanced level, digital and transversal competences for all adult learners in the broader perspective of the "2030 Agenda", the "New European Agenda for Competences" and the European and national Digital Agendas. Read more here! **Future Citizens is an Erasmus+ questioning the** meaning and role of Smart Cities Through **urban game design**, youth all over Europe are protagonists in helping their cities in the **twin transition**. Will they opt for 'digital' for the sake of it, and at all costs? Will they consider digital impact, instead? How will the game be more accessible? Whatever emerges in the upcoming months will be the result of a cocreative process that strives to **reverse the paradigms** of 'smart' to which we're used. What really makes a city *smart*? Check the link! **Empowering critical thinking education in local** Kritinį mąstymą communities ugdykime kartu! At the end of 2022 two Lithuanian associations involved in activities building the information society in Lithuania started a project "Empowering critical thinking education in local communities". The aim of the project is to strengthen media literacy, specifically critical thinking, by providing active representatives of local communities with the knowledge and tools to teach this important topic to their community members. During 25-27 September project partners attended ALL DIGITAL Summit and presented the project results to participants from across the Europe. Read more here! Final Meeting of the E-HEALth Literacy project The project is coming to an end and so the last partner meeting of the E-HEALth Literacy project took place on 12 and 13 October 2023 in a hybrid format. This time, the partner organisations met in Berlin, Germany at the project coordinator's office. The Stiftung Digitale Chancen welcomed representatives from IASIS (Greece) and RIAP (Lithuania) on site. Representatives from Simbioza (Slovenia) and Ynternet.org (Switzerland) were digitally connected to the meeting. Read more about the results of the project in the partner languages here! **ECCC LAB3D SCIENTISTIC EXPEDITION to USA** This is the second scientific expedition of the ECCC Foundation to the USA for the purpose of digitizing historical objects built by the Polish community in the USA. It took place from June 26 to July 10 in Chicago and the surrounding areas - Milwaukee and Radom. Scientists from LAB3D of the ECCC Foundation scanned 7 objects of Polish national heritage in the USA at risk of liquidation. During the entire project, 13 objects have already been digitized and preserved in digital form in a permanent digital database. Read more here! The DAISSy Research Group of the Hellenic **Open University boosts Agile Project Based** Learning into secondary education through the Agile2Learn EU project The DAISSy Research Group of the HOU has been implementing the Agile2Learn ERASMUS+ project that introduces Agile Project Based Learning into secondary education as a new enhanced educational approach to promote the development of key transversal competencies needed in the 21st century. Teachers had the chance to participate in the Agile2Learn training program and apply the project educational tools in their class, as well as to attend the "Teachers' Short Training Program – Advancing Agile Learning Competences", which was implemented by the HOU in collaboration with the Regional Center for Educational Planning (PEKES) of Western Greece. **EIPASS - The importance of certifying the IT** competence! EIPASS, the European Informatics Passport, is a programme for the certification of digital competences in line with the DigComp. Like the great industrial revolutions of past centuries, also the introduction of digital technology in our daily lives has produced epochal changes. The EIPASS international certification programme for digital competences, is the tool that allows users to objectively acquire and certify IT skills that can be spendable in schools, Universities and professional environments. For more information, check the EIPASS website. **BeWEEN** educational mobile game is now launched! BeWEEN After months of dedicated work, BeWEEN project consortium, in which CTC Rijeka is a partner organisation, has published an educational "BE WELL AND GREEN WH DIGITAL" mobile game whose purpose is to strengthen health, well-being and environmental consciousness of young people in the context of their use of digital devices. Through interactive challenges and informative content, the game aims to foster a positive relationship with Play! digital devices and encourage responsible use. The mobile game is a project result of BeWEEN – "Be Well and Green Exit Game when Digital" Erasmus+ project and can be downloaded from Google Play store. The game is available in English, German, Greek and **ALL DIGITAL Projects: latest news CrAL Final International Workshop and Award Ceremony at ALL DIGITAL Summit** The CrAL Final International Workshop was organised on 25 September during the ALL DIGITAL Summit 2023 in Zagreb. During the workshop, participants had the chance to find out more about the project and its methodology, after which they could see the winning audiovisual content from Italy, Spain, Croatia, and Lithuania. After the screenings, participants could hear testimonials from the video creators and their teachers. Additionally, participants had the opportunity to gain firsthand experience in visual storytelling and dramaturgy, by creating their own stories based on the photographs that were presented to them. On the second day, during the AD Awards, CrAL international award was given to the best video. Among the exceptional national winners previously recognized for their outstanding contributions, the video 'Sette e trenta' was selected as the winner. You can view all videos on the CrAL platform and read more about the workshop here. **Our Digital Village at ALL DIGITAL Summit!** On 27th of September, the project coordinator of Our Digital Village participated in a panel discussion on digital skills for inclusion, sharing insights on bridging the digital divide and promoting inclusion, especially in remote areas. Our Digital Village was presented together with other projects that focus on inclusion, which allowed a discussion of project synergies and to learn how to address digital inclusion in various ways. To stay up to date with the project news, follow the project here. It's a Wrap: EQUALS-EU Final Conference and **Consortium Meeting in Riga!** EQUALS-EU: Europe's Regional Partnership for Gender Equality in the Digital Age organized its Final Conference and last face-to-face Consortium meeting on 21-22 September in parallel to the VI International Economic forum in Riga, Latvia. What a week full of exchanges and brainstorming about alternative ways to promote gender equity and digital inclusion in social innovation! During the conference, several partners presented papers on their key findings from their research activities and hackathons, while the highlight of the consortium meeting was the demonstration of the Gender equity tools developed by the project that will soon be shared with the wider public. Subscribe to the project newsletter to stay updated on final results during the last three months of our project! **Express Your Interest to Test the AI4AL tool and Benefit from Training Opportunities!** During the ALL DIGITAL Summit 2023, 13 adult educators had the chance to discover and test a new Al-based tool that is being developed by the Al4AL project with an aim to match skills with training opportunities and job profiles. As the Artificial Intelligence for Adult Learning project aims for a mindful adoption of AI technologies in the adult learning and education sector, participation of adult educators in the whole process is key for the successful development of our tool and training programme. Thanks to everyone who joined the workshop! Are you also interested in becoming a part of the development of our Albased tool and enjoy our future training opportunities? Then all you need to do is to express your interest by filling the form here. **ACTION Final Workshop at ALL DIGITAL Summit: Digital Skills for Active Citizenship and Online Youth Participation** ACTIon Final Workshop was organised with the theme: Digital Skills for Active Citizenship and Online Youth Participation on 25 September during the ALL DIGITAL Summit 2023 in Zagreb. The first part of the workshop focused on the presentation of the project and a panel discussion with piloting partners, 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), which are created for formal and non-formal education environments to promote online youth participation and active citizenship, can be downloaded here. Join the Strategic Alliance: Green at you - Social oin us in making the green Innovations for Inclusive Green and Digital Jobs transition more accesible! Green at you is a new project that aims to empower groups at risk of social exclusion by equipping them with the essential skills for green and digital jobs focusing on five sub-sectors: renewable energies, sustainable construction and building rehabilitation, agriculture and food production, circular economy, and forestry. Following and in-depth analysis of the needs and opportunities for employment and entrepreneurship in these sectors, the project will develop and pilot a series of micro-credential certified training modules based on key transversal competences across the EU competence frameworks EntreComp, GreenComp and DigComp. Green at you invites policymakers, green jobs alliances, national and European-level organizations / employers / companies in strategic sub-sectors, trainers, vocational education and training (VET) providers or any other stakeholders interested in making the green transition more accessible to join its strategic alliance by filling this form here! Registrations are open: 2nd pilot cycle of the ADA MOOCs on Al and IoT! The webinar on November 20th, 2023, at 14h CET, Héctor Martínez will share the experience of implementing the Digital Equity project and how Fundació BOFILL wants to bridge the digital gap in enhancing educational opportunities in Catalonia. HELLING OPEN UNIVERSITY UNIVERSIT The Digital Equity Lab serves as a shared resource to learn more, accelerate effective solutions and provide new digital opportunities, particularly for vulnerable and underserved communities. The laboratory is structured into spaces, understood as themes where education interacts with digital technologies and social justice. We invite you to participate by sharing your reflections, ideas, and proposals! Learn more about the ADA project. **MEGASKILLS** Recently, the project was presented during the Digital Transformation and Soft Skills session, at the ALL DIGITAL Summit 2023, at the Algebra University, in Zagreb, Croatia. All Digital shared the MEGASKILLS project and its achievements so far, with an audience of 43 members, including students, professionals working in digital and adult educators. Including the results of WP2 concerning the mapping of the main soft skills. Following the desk research, public surveys and industry consultations. The project was received with interest by the wide audience of adult educators and talent centers from all corners of Europe. Following the presentation, the group engaged in a healthy discussion on the importance of the key soft skills the project has recently identified. Click here to know more about the project The brand-new Visual Media Literacy course designed by CLIP partners is almost live! Don't lose the opportunity to dive into how we learn through images and how to navigate the visual landscape, discerning the credibility of the Expression of Interest to participate in pictures we come across in our daily lives. the Micro-learning course on Critical Visual Media Literacy Register here. Find out more about DigiBreaker+! DIGIBREAKER PLUS DigiBreaker+ project is in full swing and we are currently working on a handbook of good practices concerning the application of digital tools and digital-based methodologies to career guidance and job search. Curious to learn more about DigiBreaker+ project? Make sure to check the project brochure packed with valuable information about DigiBreaker+ You can check out the brochure here **D-PAIDEIA Press release - A contribution to** update of the DigCompEdu Framework The D-PAIDEIA project, dedicated to enhancing the landscape of school education, is poised to tackle the profound challenges brought forth by the Covid-19 pandemic. In particular, the project seeks to address the social and emotional hurdles arising from the rapid transition to digital teaching and learning during the pandemic-induced **D-PAIDEIA** lockdowns. To know more, visit us here Digital Education Check out **this document** to go more in depth on the matter. Co-funded by the European Union Co-funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). 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