

# SHAPING DIGITAL TRANSFORMATION WITH AND FOR ALL



· A L L · · · ·  
· D I G I T A L ·  
· SUMMIT 2022 ·

28 - 30 September **PRAQUE**

**REPORT**

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ENHANCING  
DIGITAL SKILLS  
ACROSS EUROPE



Kraj Vysočina



## SHAPING DIGITAL TRANSFORMATION: NEW POLICY ACTIONS FOR PEOPLE ON THE WRONG SIDE OF DIGITAL DIVIDE! AT THE ALL DIGITAL SUMMIT 2022

On 28-30 September, the 15th ALL DIGITAL Summit titled “Shaping DIGITAL transformation with and for ALL” was held in Prague in Vzlet Center. The event focused on the effects of digital transformation in different sectors and groups of society, its impact on culture, innovation, and education, and how digital (and other) skills can help people, with a key focus on the next generations.

The Summit gathered more than 150 in-person policymakers, digital education stakeholders, trainers and educators, civic society and industry representatives, and many more online.

The ALL DIGITAL Summit 2022 three-day event included a variety of activities, ranging from high-level keynote speeches, policy panels, and workshops, to informative sessions on European projects related to digital skills,

education and upskilling/reskilling – giving opportunity to ALL DIGITAL’s partners and members to showcase the latest insights on policy actions, innovation and projects. In addition, structured networking opportunities were offered, such as the marketplace - where exhibitors could present their organisations and projects – and the ALL DIGITAL gala dinner which hosted the ALL DIGITAL Awards ceremony. The Summit facilitated dialogue and exchange of ideas and strengthened the relations among the digital education community, with the ultimate goal to foster actions enhancing digital skills and education for everyone.

[\*Find the programme here\*](#)



# WORKSHOP DAY

THE WORKSHOP DAY OF THE ALL DIGITAL SUMMIT  
TOOK PLACE ON 28 SEPTEMBER 2022 AND GAVE  
THE POSSIBILITY TO PARTICIPANTS TO LEARN MORE  
ABOUT SOME EUROPEAN PROJECTS FOCUSING ON  
DIGITAL SKILLS AND EDUCATION.





# WORKSHOP DAY / GAMEBOX



EPMA organized a multiplier event for the Erasmus+ project Business Gamebox. Together with the project partner CZECH.Up, EPMA presented and had participants try out the innovative Business GameBox educational program, which uses artificial intelligence to engage and lead participants. **GameBox focuses on financial literacy development by developing a game**, which is offered to those facing a potential disadvantage on the job market. EPMA also presented related methodology supporting development in topics in the field of entrepreneurship. The event was streamed on-line and had Czech, Slovak and other international participants.

# WORKSHOP DAY / WOMEN4IT

The WOMEN4IT project workshop brought together stakeholders from industry, the educational sector, policymakers, and the civic sector from all over Europe to discuss the project's three-year trajectory, during which **900 young women from 7 European countries were trained in job-relevant digital skills** and received employability mentorship. The project team also shared the newly published Open Educational Resources and other tools developed during the project to make digital education easy and accessible.

Women4IT is a multi-stakeholder partnership funded by the EEA Grants and the Norway Grants Fund for Youth Employment. The Women4IT project addresses 3 of the key EU challenges of labour market: youth unemployment, shortage of ICT specialists, and the low representation of women in ICT sector.





# WORKSHOP DAY/ EQUALS-EU

ALL DIGITAL team member Claudia Matera, Chief Development Officer, facilitated a **focus group on gender issues, policy related knowledge and practices and services sharing** as part of the EQUALS-EU project activities. The workshop gathered stakeholders from education, IT, ICT and digital fields to map policies, practices, and awareness across Europe on gender equity. As part of the mapping, the focus group aimed at understanding the national scenario from 5 target countries: Croatia, Czech Republic, Italy, Malta and Romania.



# WORKSHOP DAY/ AMELIE



In the AMeLiE workshop, conceived as multiplier event of the project, it was firstly discussed **what online hate speech is and different tools and approaches for addressing** it in an insightful panel discussion. Activists, public authorities, and educators were then involved to learn more about the Manifesto of non-hostile communication and its ten principles, inviting all participants to check whether they applied them in their everyday communication online at work, or free time. After that, guidelines on how to organise a Kind Speech Day campaign were shared, also thanks to some of the teachers who already did it.

# WORKSHOP DAY/ VPN

EPMA also organized a multiplier event for the VPN Erasmus+ project whose goal is creating a set of **digital guides and materials aimed at supporting young people in developing their own digital projects and activities**. These materials represent a one-stop-shop to support youth by enabling them to develop their business ideas online and thus supporting their entrepreneurial spirit and ambition. During the event EPMA presented and introduced the outputs of the project, giving special attention to the O1 - Kit of tutorials on how to use digital technologies within youth projects and O3 - Video guide for creating digital projects – a series of 5 videos to raise awareness among young people, highlighting projects and best practices developed by young people in different European countries. The participants became active agents and were asked to include their own ideas, experiences, and inputs in the planned final product of the project.



# WORKSHOP DAY/ AGILE 2 LEARN



EPMA co-organized an interactive workshop on Agile2learn project with its project partners Univesity of Thessaly, Hellenic Open University (HoU) and Helliwood. The Agile2Learn project introduces the 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**. The main objective of the project is to design and develop the training course and the educational content that will reinforce the necessary skills and competences and upskill the teachers.



# DAY 1

## THE SUMMIT WAS OPENED BY:

ALTHEO VALENTINI, PRESIDENT OF ALL DIGITAL

IVA WALTEROVA, CEO OF EUROPEAN PROJECTS & MANAGEMENT AGENCY (EPMA)

JAN BRÍŽĎALA, REGIONAL COUNCILOR, VYSOČINA REGION

## THE KEYNOTE SPEECHES WERE DELIVERED BY:

GEORGI DIMITROV, HEAD OF UNIT, DIGITAL EDUCATION DG EAC, EUROPEAN COMMISSION

IVAN BARTOŠ, DEPUTY PRIME MINISTER FOR DIGITISATION AND MINISTER OF REGIONAL DEVELOPMENT (CZECH GOVERNMENT)

VANIA NETO, LEAD WESTERN EUROPE, MICROSOFT EDUCATION SKILLS & LEARNING





**Altheo Valentini**, ALL DIGITAL President, opened the Summit introducing ALL DIGITAL and its outreach across Europe and the mission underlying the Summit and the other initiatives: supporting our member organisations, trainers and educators, to help provide all people in Europe with digital skills and competencies, and with the right mindset to understand the opportunities given by digital transformation. ALL DIGITAL focuses on 5 main pillars: basic digital skills and advanced

digital skills, digital media literacy, STE(A)M skills and digital cultural heritage. Altheo then mentioned we are constantly updating the ALL DIGITAL Manifesto, our main reference guide for promoting digital education in Europe. Its main aim is to deliver guidelines and suggestions on how to implement European policies at national, regional, and local level.

**Iva Walterova**, EPMA CEO, welcomed the participants and the representatives of the Czech Government and regions hosting ALL DIGITAL international community. She highlighted EPMA's mission which is supporting digital transformation and focusing on changes towards a knowledge based digital empowered inclusive society. The EPMA team constantly works on projects and activities related to digital education, empowerment and training, employability and entrepreneurial skills, as well it supports policy transformation and other areas

connected to developing an equitable society into the future.

**Jan Břížďala**, Vysocina Region Regional Councillor focused on school, youth, sport and ICT, as well welcomed the participants to Prague. He stressed the engagement and cooperation of Vysocina Region on projects using digital transformation in the fields of education and culture. He also mentioned the important contribution of other Czech regions (Prague, Hradec Králové Region, Zlínský Kraj Region) in supporting the ALL DIGITAL Summit.



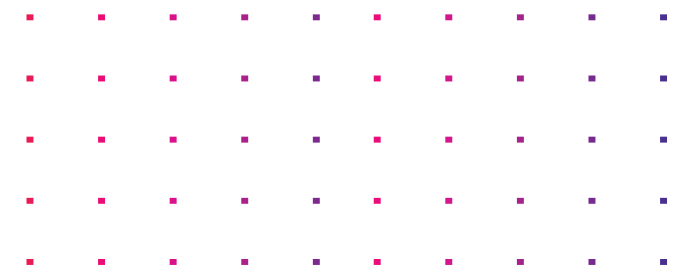


The **European Commission** presented the ambitious set of initiatives and targets it has put forward to support the digital and green “twin transition”. Among these initiatives, the progress and expectations related to the Social Pillar Action Plan, the New Skills Agenda, the Digital Decade and Digital Education Action Plan. In his keynote speech **Georgi Dimitrov**, Head of Unit, Digital Education, DG EAC, European Commission, presented the EC contribution to the Digital Education and Skills agenda, and acknowledged the role ALL DIGITAL plays at EU level

in supporting development in digital education and skills.

He announced that the 2023 will be the **European Year of Skills** and stressed that digital skills will be a very important part of the EC activities, and highlighted that “recently, we have realised, in particular through Covid, how well or not so well-prepared our digital education system are, hence we must focus our attention even more on digital education and skills. This is at the core of the European Commission proposal for a

digital education action plan (DEAP) adopted in 20220 to help and support member states during their ongoing transformation of their education and training systems’. He presented the structured dialogue conducted by the EC with each Member States to develop **2 specific Council recommendations** on 1) the enabling factors for successful digital education to develop a high-performing digital education ecosystem and 2) on improving the provision of digital skills in education and training, expected to be adopted in the first half of 2023.





As the ALL DIGITAL Summit took place in the context of the Czech Republic's Presidency of the Council of the European Union, we had the honour to host the keynote speech of **Ivan Bartoš, the Czech Deputy Prime Minister for Digitization and Minister of Regional Development**, who was invited by EPMA and ALL DIGITAL.

The Deputy Prime Minister as well stressed that digital skills are an integral part of our future, since more than 90% of jobs already require at least basic digital skills. Therefore, we need more and more basic as well as 'advanced digital skills' to improve our lives. He added that:

"We have to focus on the entire society and the upskilling according to the needs of the 21st century. "

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*The motto is to rethink, re-build and re-empower the Czech presidency. This model also applies to digital education, perhaps twice as much with the rapid development of technologies. The need to adapt, learn, and rethink the old methods we are using to meet new challenges is growing all the time, including for digital education and skills, upskilling and upgrading.*

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He stressed that Czech Republic has focused on its **contribution to the EU policies**, for example adopting changes following the strategy envisaged by the Digital Education Plan, in relation to the revision of the curriculum at elementary schools and grammar schools. The Czech Republic participated in the structured dialogue with the EC on enabling factors of successful digital education and skills, mentioned by Mr. Dimitrov. Czech Republic is keeping an eye on the recently published EU strategy "A Better Internet for Children", which focuses on children's digital well-being and their education and empowerment in using the Internet.

Last but not least, Czech Republic plans significant investments in digital education within the National Recovery Plan, which tries to actively involve the Czech Republic in EU programs such as Horizon Europe and the Digital Europe Programme.





**Vania Neto**, Lead Western Europe, Microsoft Education Skills & Learning, stressed that 4.3 million jobs could be left unfilled only by 2030 due to technology

skills shortage, as well more than half of the employers feel young graduates do not have the skills they need and are not well-prepared for the workplace.

Vania then presented **Microsoft Learn**, a platform launched about a year ago to give everyone free access to all the skills available on Microsoft technology and beyond. The platform addresses students, offering them free certifications to increase access to technical skills, as well as educators, providing them content to deliver a good quality technical skills'education to the students.

She also mentioned the **importance of micro-credentials**, because not only the market needs them, but also the students as well as jobseekers, that want to be reskilled or upskilled, need that. There is a possibility of increased salary and bigger potential for them if they do have **industry recognized certifications**.

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*Technical and digital skills are not just for IT geeks but for everyone. It's important that everyone knows at least what new technologies are, what they mean and what impact they can have in the future like AI, cloud computing, and data analytics which is one of the things most needed in the market, as well as cyber security.*

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Microsoft

## Enhancing Digital Skills across Europe

**Vânia Neto**  
Microsoft Education Skills & Learning Lead  
Microsoft Western Europe

The slide features a collage of images showing students in a classroom setting, engaged in learning. The Microsoft logo is in the top left corner. The title 'Enhancing Digital Skills across Europe' is prominently displayed in the center. Below the title, the name 'Vânia Neto' is listed along with her role as 'Microsoft Education Skills & Learning Lead' and 'Microsoft Western Europe'. The background of the slide is a light gray with a subtle pattern of overlapping circles and lines.

During the **policy discussion**, representatives from the European Commission, the Czech government and the private and third sector came together to take a look at the policy developments underpinned by the EU-level initiatives like the Digital Education Action Plan, the Skills Agenda, the Digital Decade and Social Pillar Action Plan, as well as formulating expectations for the upcoming years. **Martin Úlovec**, a Member of the Cabinet for the Ministry for Education, Youth and Sports highlighted the efforts undertaken by the Czech government, touching on a wide range of topics including the promotion

of women and girls in the IT sector. **Julie Fionda**, Deputy Head of Unit for the Adult Skills Agenda at DG Employment and Social Affairs within the **European Commission**, connecting to the Summit from Brussels, spoke about the recognition of the importance of digital competences as a reason for naming **2023 the European Year of Skills**. She further gave an account of the Commission's ambitious targets for social and digital indicators. **Anja Fortuna**, Vice-President of the European Youth Forum, joining the event remotely from Ljubljana, reflected on the needs and initiatives of Europe's youth, particularly beyond an informal education setting, as well as the impact of the European Year of Youth 2022. As the last speaker, **Ciaran Conlon**, Director of Public Affairs EGA & Ireland for Microsoft, focussed on the high potential and eagerness for cross-stakeholder collaborations.



In a dedicated session of the Summit programme addressing **the role of digital competence training providers in the support of refugees in the Ukrainian crises** caused by the Russian attack, three guests shared their organisations direct experiences of the events since the beginning of the invasion. **Dr Katarzyna Urban**, who is Director for science and research at the ECCC Foundation in Poland, shared her organisations involvement in the immediate support for refugees, including aid provider directly in Ukraine to colleagues and partners.





**Jānis Ziediņš** as Deputy director for ICT, at the Culture information systems centre, a governmental institution in Latvia, oversaw administrative and translation support for refugees through philanthropist accessible digital platforms, while

**Andreas Fibiger**, International Community Engagement Lead of Microsoft philanthropies, raised the topic of cybersecurity. The panellists agreed that assessing and developing digital competence is at the same time much needed but less of a priority in the immediate response to the humanitarian



crisis. However, the panel recognised the value of all parts of society delivering support according to their strength, ability and expertise.

In the last session before the lunch break, the European Commission represented by **Koen Nomden**, DG EMPL, and the Joint Research Centre represented by **Clara Centeno** presented the planned feasibility study on a **European Digital Skills Certificate**. The study corresponds to Action 11 of the Digital Education Action Plan and is being conducted by ALL DIGITAL, NTT Data and Empirica. Koen Nomden introduced the motivation and policy background of the study, and how it links to the goals set out in the Digital Compass, the New Skills Agenda, the Social Pillar Action Plan and other EU initiatives. Clara Centeno then explained the scope and timeline of the study, as well as key stakeholder categories which will be targeted. She concluded by asking the audience for their support and engagement with the study in the upcoming months.





## Track 1: Innovation

The session was dedicated to leaders of selected ALL DIGITAL organisations and named “Innovation track: Shaping Digital Transformation on the ground - How digital transformation is implemented in Europe”. We wished to give our member organisations’ representatives the floor to present their innovative activities and good practices. We invited 6 of our member representatives to the discussion.

Member representatives first talked about the focus areas of their work and how their organisation’s mission/strategy/goals have evolved over the years, including the levels of digital skills (basic vs more advanced) they currently address. They shared their views on the current and future role of digital competence centres and how it has changed over time. Panellists discussed how the COVID pandemic affected their goals and activities and what they do differently after the pandemic, compared to the past. They had the opportunity to talk about their favourite or most innovative projects or initiatives. Finally, panellists shared their thoughts about being a member organisation of ALL DIGITAL and listed the benefits and opportunities of the network.

### Gabriela Ford

Director of Fundatia EOS - Educating for an Open Society, Romania  
Member organisation joined: 01/07/2010

### Nikolai Kvantaliani

Chief Technology Officer and co-founder of Baltic Internet Policy Initiative, Estonia  
Member organisation joined: 23/04/2019

### Mara Jakobsons

Vice President of Latvian Information and Communication Technology Association, Latvia  
Member organisation joined: 05/10/2010

### Gerhard Seiler

Head of Strategy & Innovation of iRights.Lab, Germany  
Member organisation joined: 30/04/2020

### Veronique de Leener

Director of Media Actie Kureghem Stad, Belgium  
Member organisation joined: 24/07/2014

### Stefano Tirati

CEO of Learning Digital, Italy  
Member organisation joined: 31/03/2022



## Track 2: Education

*Information and knowledge-building, acceleration of best practices and online communities for supporting digital education (Digital Education Hub, ALL DIGITAL Academy and European Digital Skills Certificate)*

The workshop introduced participants to the **European Digital Education Hub** (EDEH), presented by Dagmar Willems, German Academic Exchange Service, the **ALL DIGITAL Academy** by Claudia Matera, ALL DIGITAL and the **European Digital Skills Certificate Feasibility Study** by Clara Centeno, JRC, Koen Nomden, European Commission and Norman Röhner, ALL DIGITAL. Both the EDEH and ADA champion the exchange and proliferation of knowledge among the digital education community in Europe, with the former having a wider, more general approach and the latter focusing on new technologies such as artificial intelligence. The second part of the session allowed participants to direct questions at the presenters on the plans behind the feasibility study, which is an action under the Digital Education Action Plan (DEAP).

## Track 3: Youth

*Training teachers and representatives of school communities on advanced media literacy skills and the issue of online hate-speech (AMeLiE project)*

The workshop dedicated to the Youth track was led by an Italian teacher, Lara Fina Ferrari. She shared her experience in applying the **AMeLiE methodology** with several classes in her school, and presented as best practices the activities and awareness campaigns she carried out together with the students of IC Vergante.

The workshop in particular focused on activities implemented by students and teachers that put together counter-narratives to online hate speech and music. Following the same approach used at school, workshop participants created a musical piece, writing the lyrics and curating the musical base through music production software.

## Track 4: Culture

*BIBLIO X National Library of the Czech Republic present: BIBLIO work-based learning and the Digitisation Activities of the National Library of the Czech Republic*

This workshop was organised by **PL2030** and held during the Summit under the culture track. The main aim of the event was to promote the BIBLIO project and the work-based learning results. Specifically, we strove to present some of the trainees' experiences through videos and partners showcasing their testimonials. We also collaborated with the Czech National Library to present other digitisation activities and showcase the importance of updating competences in the sector and being digitally ready. The presentation of the trainees' testimonies was a highlight of the event as well as the presentation from Mr Foltyn as it showed the importance and need for digital competencies in libraries as there are many activities that can be exploited by libraries.

## ALL DIGITAL Highlights

The ALL DIGITAL Summit focused on some of the EU-projects we run and implement over the year. In Prague we shared with the participants the updates and news about the following projects:

- ACTION
- AMeLiE
- ALL DIGITAL Academy
- CrAL
- EntreComp Synergies
- EQUALS-EU
- RAYUELA
- TRANSVAL-EU

## Lightning talks

The Day 1 was closed by the Lightning Talks session where some ALL DIGITAL members delivered their presentations on projects focusing on the enhancement of digital skills.

## GALA DINNER AND ALL DIGITAL AWARDS

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. Here below the list of winners:

### BEST DIGITAL RESOURCE WINNER

DigitalizaciONG by Fundación Esplai - Spain (nominated by Guillem Porres from Fundación Esplai)



### BEST E-FACILITATOR WINNER

Coronada Pardo Cotón – Spain (nominated by Gema Parrado León from AUPEX)



### BEST DIGITAL CHANGEMAKER WINNER

Ioana Crihana – Romania (nominated by Stefania Stanica from ANBPR)





# DAY 2

DAY 2 WAS OPENED BY TWO REPRESENTATIVES FROM LOCAL AND REGIONAL AUTHORITIES, MR. ZDENEK HRIB, MAYOR OF PRAGUE AND ARNOŠT ŠTĚPÁNEK, VICE PRESIDENT FOR EDUCATION, KRÁLOVÉHRADECKÝ REGION. THEY PRESENTED THEIR VISION AND EXPERIENCE IN RELATION TO DIGITAL TRANSFORMATION AND THE ROLE OF THE LOCAL AUTHORITIES IN DIGITAL EDUCATION.





Mr. Hrib stressed that digital transformation at the level of the city of Prague affect the population and the city in different way. First, Prague is a very fragmented territory, and in order to implement digital transformation strategies, you have to try to integrate the many separate public organizations and entities present in Prague. Secondly, from the urban point of view, it is important to deal with all different population groups, including citizens, commuting workers, and lately also migrants from Ukraine, as well as to keep in mind that the same person could simultaneously play several roles in society.

The city of Prague has created a kind of single point of contact (the Prague portal) for all groups and individuals who want to access the city's digital services. This platform was precisely created to make digital transformation accessible to everyone in an easy way and to address the problem of Prague's administrative fragmentation.

The administration's goal is to improve the lives of the citizens of our city, and that is why a data platform called Golemio was developed. It is basically a data analysis and publishing portal, which is completely open source. The developer focused on accessibility to make it not only accessible to everyone interested to this website but also understandable for everyone engaging with it.

The Mayor of Prague summarised: **"the city's digital services must be provided to all citizens of the city.** In Prague we use two types of approaches to do this: a 'citizen-centred approach, to provide them with a single point of contact, where citizens are able

to do everything they need in relation to the services offered by the city; and a data-centred approach, which is to bring together all the data from all the fragmented administrative entities in Prague and, through a nice graphical way, provide it to the public, citizens and business."



**Arnošt Štěpánek**, Vice President for Education, Kralovehradecky region, highlighted that since the late 1990s, the paradigm of the world has changed thanks to the Internet and he stressed some of the threats exposed by digital transformation. In addition to the many positive aspects, one must also take into consideration the other side of the connected world, and that is what we are seeing now.



What we have to keep in mind is that we have to be able to react, so the recipe for future survival in this complex world is not just to have a plan but lies in the ability to change the plan and adapt at any given time. There is a lot behind digitization. While it is good to put everything digital and connected, it makes systems very fragile. As a result, the more reliable and dependent we are on systems, the more fragile our society is.

He added that among the common and main challenges in Europe there is undoubtedly education. The problem is that whatever comes from the top (i.e. European Institutions) often does not reflect reality, and the distance between the EU or even governments and the last ones in society is increasing. He then highlighted how different regions even in the same country have different access to internet, data and information – he mentioned the good case of Prague portal and then the **Data KHK project** developed in his region, opening the data and showing the progress on data access and the policy actions behind it.

He then focused on the common vision and goals schools and education systems should have – having in mind that the biggest challenge is to make education as attractive as a computer game.

Lastly since the paradigm in schools has also changed and children are growing up on different paths from the ones from the past, we need to teach them many skills, especially on adaptation, changing plans, how to react to digital transformation, which is what you don't learn in schools – even in Czech Republic.



**Tomas Lapacek**, Acting Director, Prague Innovation Institute, moderated the stakeholder panel discussion hosting local stakeholders and supporters from Central European Region, who presented their bottom-up approaches to digitalization in reaction to digital education policies.

**Daniela Camhy**, Ph.D – Professor, Institute of Philosophy at University of Graz, Coordinator of the network “Philosophy and Interdisciplinarity” in CEEPUS – Austria, as President of the “Austrian Center of Philosophy with Children” presented the work done by this NGO, including the collaboration in 40 European projects. She strongly believes it is necessary to develop, alongside digitalisation, critical thinking and creative thinking, wanting to get digital ethics into the curriculum of schools.

**Tamas Janko**, Digital Skills Expert, freelance, spoke about the **Bridge the Digital Gap**: Basic digital training of the adult population in Hungary, one of the most impactful projects done so

far in Hungary. The goal of the project was to provide 260.000 adult people in Hungary with training to develop their basic digital skills, translate and test DigComp 2.1 digital competence framework.

**Tomáš Hülle**, founder of the European Centre for Career Education explained how the centre he founded is engaged with companies committed to educating university students through short-term education programs. Each activity is taught by people coming directly from the industry because they want to support universities by giving real-life insights.

**Martina Habová**, Marketing Lead, from Česko.Digital, introduced her NGO, active in carrying out projects including some digital solutions, involving also volunteers. Two important

projects they cover are “Learning Online”, an emergency response project during school closures, and “Safezona”, a mental health app for children focused on mental health education.





**Stanislav Chlepko**, CEO & Founder NEXINEO. His company developed unique virtualized computer equipment for schools, NEXINEO, which is deployed in 500 schools in Central Europe. The company also developed the NEXI BOARD management console for teachers, which allows them to share their monitor and to see in real-time all students' desktops. Their tech solutions are driven by sustainability since they reduce CO2 emissions and electricity consumption.

**Kristina Sedeke** – Head of Marketing, Czechitas. Her NGO focuses on re-schooling and re-directing women into IT. Their main target focus are women looking for a new job for which they are not qualified as result of their formal education. They offer them lectures from companies with the goal to create a connection with experts and tutors from the privat sector.

**Pavel Bednařík**, representing NIPOS and ASFV (Association for film and audiovisual education). He represents NIPOS that is an organisation connected to digital technology and digital solutions, while ASFV is focused mostly on performative arts that are not that easy to relate to digital technologies. He though believes digital technology could be a useful element for culture - not only for film and visual content - to boost creativity, transform creative skills, and engage with culture in general.





## Shaping digital transformation at regional level in Central Europe

**Iva Walterova**, EPMA CEO, moderated the “Innovation track: Shaping digital transformation at regional level in Central Europe”. She welcomed interesting representatives of regional authorities from Central Europe who provided their impressions on innovative projects supporting the provision of digital skills in this European region.

**Petr Pavlinec**, Head of the Department of Informatics, Regional Authority of Vysocina Region, CZ. The Czech Vysocina region, co-founder of EPMA, supports more than 200 organizations with their IT services. In the field of education they for example organise two to three hackathons every year trying to get teams of young people from universities or secondary schools to work with them to solve issues of

interest for the regional authority or regional administration.

**Jaromír Beránek**, Member of the Prague City Assembly, CZ. Head of the IT Smart City Committee, he listed the priorities of the city of Prague: making Prague a more modern and progressive city, transforming Prague into a multi-centred city, focusing on science and development, achieving bold climate goals. Every year they carry out hackathons and competitions to achieve these goals.

**Sandor Nagy**, Deputy Mayor of the City of Szeged, HU. Their projects focus on the electrification and digitisation of public transport, and on sustainable transport. They also have projects that collaborate with university researchers or local companies. They have an extensive network of seniors' clubs, where computer literacy courses are held regularly to improve citizens' digital skills.

**Tomáš Janča**, Member of the Zlinsky Region Assembly, CZ. He presented his

area of expertise: business development and digitisation. He talked about his region's past, where the region stands now, their objectives and strategy. He explained why he believes in free web technology: it can strengthen the region economically in the future.

**Štěpán Fojtík**, Analyst, Královehradecký Region, CZ. Stepan presented the most successful IT project of his region: the creation of a data portal of the region (Data KHK) as a central point for the public. The idea behind it has been included in the 40 most exciting projects for digitisation in Czech Republic in 2021.





## Track 2: Culture

### *New European Bauhaus (NEB)*

The Culture Track workshop was aimed at introducing the New European Bauhaus, a new initiative of the European Commission to foster creativity in different sectors of society, including the digital ones, and was presented by Borut Cink, Policy Officer at JRC, NEB, European Commission.

During the workshop the discussion covered the combination between the digital transition and **New European Bauhaus** topics, looking at ways to partnering and fostering European green and digital transition. Examples of this interplay were delivered by Martin Mraz, Architect, Reclaim Žižkov; Franck Termer, Head of Software, Bitkom e.V.; and Bart Temme, CEO, Street Art Cities. It was evident that we need a New Bauhaus-like paradigm shift for the digital world, in fact digital has to be supported by creativity and design. An interactive and practical session was

focused on co-designing activities and projects that can be carried out under the umbrella of the New European Bauhaus initiative supported by ALL DIGITAL and its network.

## Track 3: Youth

### *Combat Cybercrime with gamification*

The participants to the **RAYUELA workshop** have been engaged in an active discussion on the meanings of specific terminology and behaviour related to cybercrime, such as “online grooming”. A series of questions have been asked to the audience to kick off the discussion. Claudia Matera, Chief Development Officer at ALL DIGITAL, has facilitated the discussion and shared the actual data and reflections which came out from the research studies and results from the RAYUELA project. Questions around the topic have been raised and answered with insights from the deliverables published by RAYUELA’s consortium.

## Track 4: Education

### *Guidelines for teachers and educators on tackling disinformation and promoting digital literacy through education and training*

The workshop was hosted by Juliane von Reppert-Bismarck and Adeline Brion from Lie Detectors, and Vitor Tomé, a researcher and journalist, and presented the work of the Expert Group which drafted and endorsed the guidelines and accompanying report over the course of 10 months. The workshop did not cover the content of the guidelines and report itself, in anticipation of their publication on 12 October 2022, but instead gave participants the opportunity to discuss the concept of such guidelines, as well as the enabling factors for their implementation. Key messages are that teachers are in need of support in tackling the issue of disinformation in their classrooms and that the combatting of the phenomenon requires the concerted efforts of all parts of society.



Co-funded by the  
European Union



WOMEN4IT



The Summit was organised by ALL DIGITAL, hosted by EPMA (ALL DIGITAL Czech member) and Vysočina region which have offered consistent support to the event.

The Summit was co-funded by the European Commission.

It was also supported by other Czech regions (Prague, Hradec Králové, Zlín Region) and EU Projects on digital education and skills: AMeLiE, RAYUELA, Women4IT, Gamebox.





THANK  
YOU