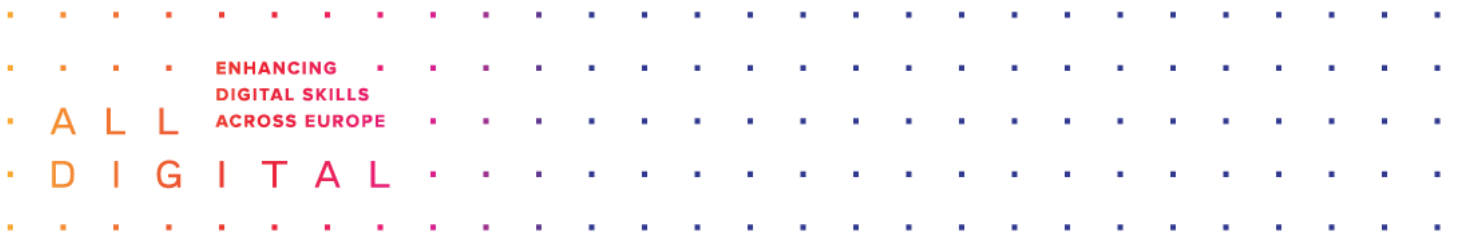


ENHANCING  
DIGITAL SKILLS  
ACROSS EUROPE

A L L  
D I G I T A L

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A W A R D S 2 0 2 3

APPLICATION GUIDELINES



# ALL DIGITAL AWARDS 2023

The **ALL DIGITAL Awards** celebrate the individuals and organisations across Europe that enable citizens to transform and enrich their lives through the benefits and opportunities created by digital technologies.

Thousands of individuals and hundreds of organisations around Europe work daily with communities to empower citizens through technology and the Internet: from teaching digital and media literacy and online safety to helping people carry out government, financial or commercial transactions and to training in coding, robotics and cybersecurity. These individuals and organisations often support entrepreneurship and employability in an ever-changing digital environment and labour market and unite different stakeholders in campaigns and projects that aim to ensure digital inclusion and enable digital social innovation. The **ALL DIGITAL Awards** recognise and celebrate their innovation, dedication and the inspiring role they play to many people.

## What we celebrate

In 2022, **ALL DIGITAL Awards** will recognise individuals and organisations in three categories:

- Best digital educator
- Best digital changemaker
- Best digital resource



See the full description and assessment criteria below.

## Awards

The Awards ceremony is planned to be held in Zagreb, Croatia, on **26 September 2023**. The winners will receive trophies and will have the opportunity to present their initiatives to an audience of more than 150 participants.

## Win a trip to Zagreb!

The finalists in each category will be invited to attend the [ALL DIGITAL Summit 2023](#) in Zagreb, Croatia, on **26 September 2023**.

**Award winners (one in each category)** will have their **accommodation** (1 person for 2 nights) and **travel** expenses (up to 300 EU) covered by ALL DIGITAL.

## Terms and conditions

Nominations are accepted from organisations and individuals who work in wider Europe (not limited to EU27) in the field of enhancing digital skills.

Nominations must be completed in English and submitted through online forms, indicated in each category description.

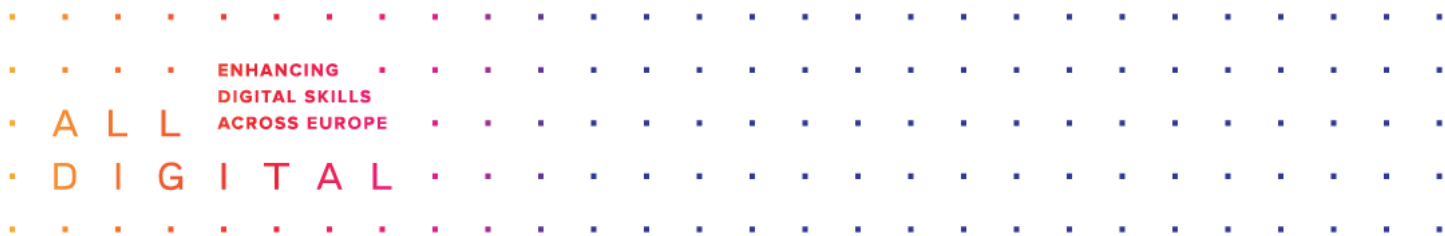
**Deadline for applications: 14 July 2023**

The jury will assess the nominations against a set of criteria and choose the finalists and winners in each category.

## Timeline



- Submission deadline: 14 July 2023
- Evaluation: July-August 2023
- Announcement of finalists: by 15 August 2023
- Awards Ceremony and announcement of winners: 26 September 2023



# Award Categories

## Best digital educator

**Category:** Individual

**Nomination:** by an individual or an organisation

**Description:**

The **Digital Educator** function underpins the concept that education and training on digital competences must be delivered by skilled and qualified people. It is a sign of the maturity that the sector has achieved as a result of the ever-increasing use of digital technology, especially after the pandemic.

The digital educator role embraces the range of people facilitating the digital training/empowering process in digital competence centres. Teachers, trainers, tutors, facilitators, moderators, assistants to all of them, instructional designers and volunteers are eligible, as long as they have been selected by an organization in one of the above roles and they work directly with users teaching and supporting them. Each centre may have a different name for this role.

Digital competence centres would have no success without their hardworking digital educators, who are in the first line of digital inclusion by eradicating the fear of using new technologies, thus bringing technology into people's lives. They bring people online, take the fear of technology away, and teach them the right behaviour, opening new perspectives, enabling better jobs, and enhancing their communities.

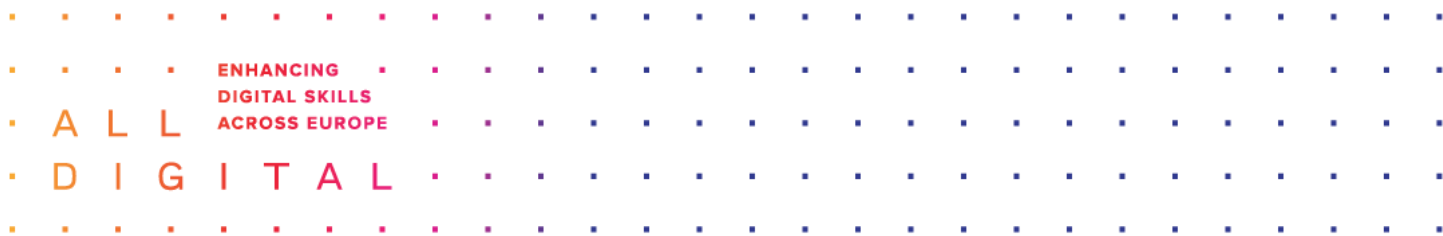
Digital educators can be employed or be volunteers, but they work directly with users teaching and supporting them.

### Application form

**Selection:** jury

**Assessment criteria:**

- Quantitative results: Number of years worked, people trained/supported in relation to the scope of the centre, courses taught/developed if applicable.
- Professionalism and dedication: Demonstrated expertise on delivering digital education and on empowering people to use new technologies; unique approaches to teaching.
- Social impact: Outcomes of work, how the trainees' lives have changed, results of the training, such as jobs found, stayed in workforce, new businesses established, new processes introduced, etc.



## Best digital changemaker

**Category:** Individual

**Nomination:** by an individual or an organisation

**Description:** Changemaker is a term coined by the social entrepreneurship organization Ashoka, meaning one who desires change in the world and, by gathering knowledge and resources, makes that change happen. Changemakers seek the only change that really matters – social change, striving to reach as many people as possible. Digital changemakers are committed individuals who aim to transform society with the help of digital tools and technologies. They lead the refocusing and adjustment of existing ICT for learning and inclusion initiatives towards a more effective support of citizens. Examples: leaders of digital competence centres and networks, ICT educators, job and entrepreneurship mentors, digital entrepreneurs and founders of ICT companies, community leaders, policy makers.

### Application form

**Selection:** jury

**Assessment criteria:**

- Achievements: Contribution to community development, support of digital skills enhancement, employability and entrepreneurship.
- Social change and impact: Improving digital skills / reducing digital gap at national / regional level.
- Leadership: Interaction/co-operation with partners, resource mobilization.

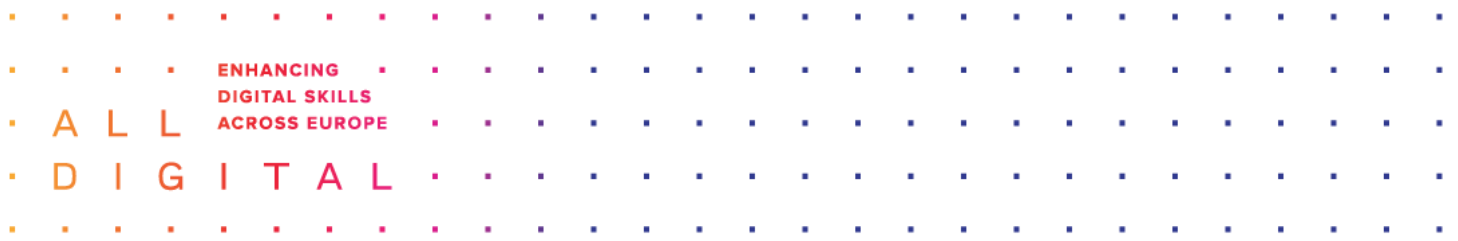
## Best digital resource

**Category:** organisational

**Nomination:** by an ALL DIGITAL member organisation

**Description:** A digital resource is an online product for educational benefit, contributing to enhancing digital skills or providing an organisation with a useful tool to use with the customers or by customers directly. It should be free to use and be sustainable beyond its development (or funded) period. The resource can be developed by an ALL DIGITAL member organisation; by a consortium within a project where a member organisation is a partner; or by an external company, if the member organisation uses it routinely within their training programmes. Examples include but are not limited to: a self-assessment tool, an educational game, a series of instructional videos, an online training course or MOOC.

**Eligibility:** Resources developed within the projects where ALL DIGITAL aisbl is a coordinator are not eligible. Projects where ALL DIGITAL aisbl is a project partner are eligible, but applications should be prepared without the involvement of ALL DIGITAL.



## Application form

**Selection process:** jury

**Assessment criteria:**

- Innovation: the resource addresses digital skills in a new way; proposes new solutions for enhancing digital skills and employability perspective; is unique in offering opportunities to upgrade skills.
- Impact: the initiative has demonstrated evidence of positive impact on users (on their digital/entrepreneurial skills level; on their employability perspectives).
- Scalability: the resource can be easily adapted to other audiences and/or localised.
- Sustainability: the initiative has ensured some means of funding or a business model in the medium to long term to be able to maintain its operations and outcomes.

## Assessment and scoring mechanism

The evaluators will assess each award criterion mentioned above, using a rating scale from 0 to 5 points. The list of points is however not to be considered as exhaustive, and evaluators will be free to address any other issue they feel relevant.

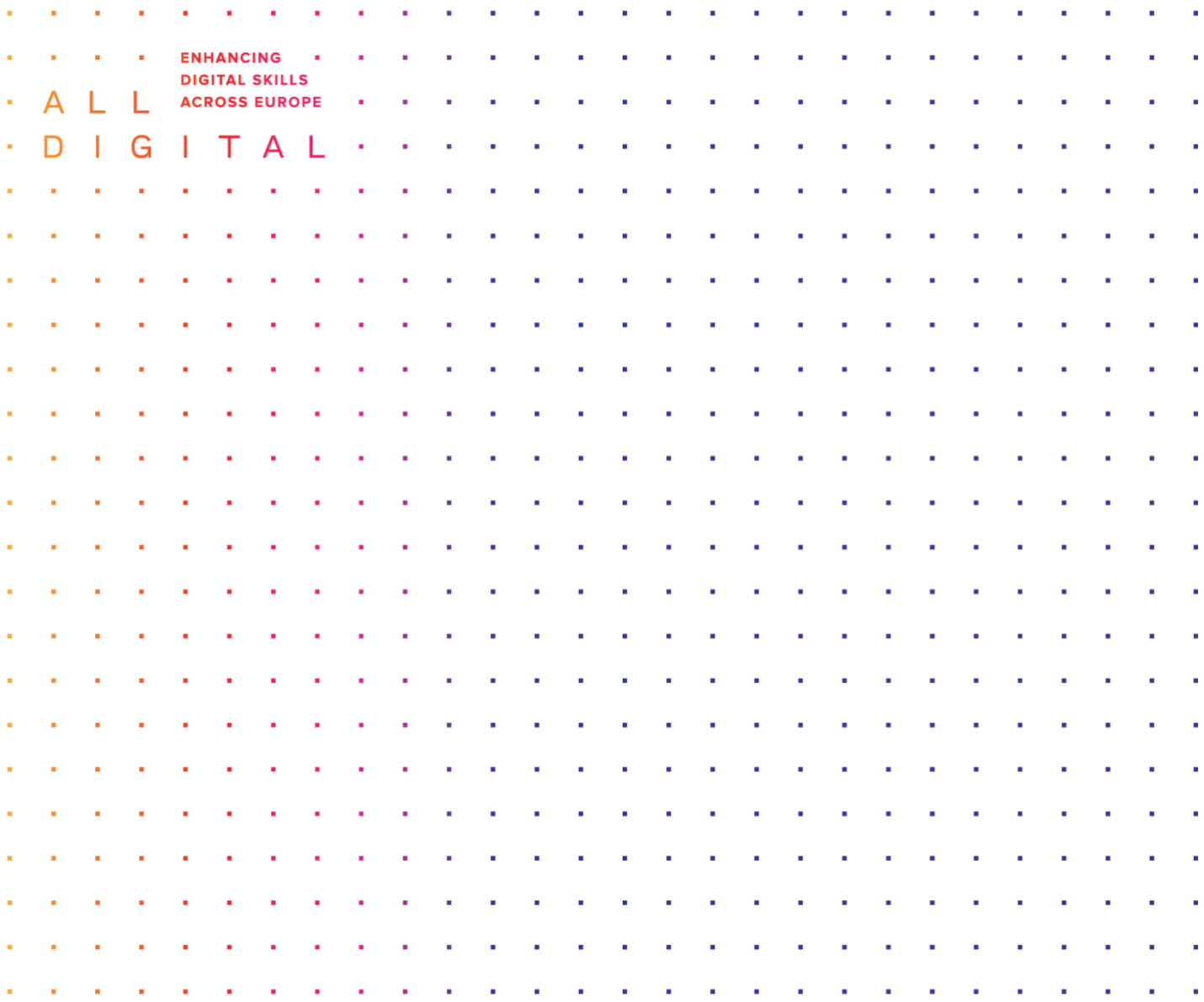
Scores are defined as follows:

<b>0</b>	<b>No evidence</b>	fails to include a minimum amount of evidence to enable the criterion to be evaluated
<b>1</b>	<b>Very weak</b>	addresses the criterion but with significant or many weaknesses
<b>2</b>	<b>Weak</b>	addresses the criterion but with some weaknesses
<i>THRESHOLD</i>		
<b>3</b>	<b>Acceptable</b>	addresses the criterion satisfactorily
<b>4</b>	<b>Good</b>	addresses the criterion with some aspects of high quality
<b>5</b>	<b>Excellent</b>	addresses the criterion with all aspects of high quality

The total score for the proposal is the sum of the scores given to the award criteria.

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if you have questions, please contact us at [contact@all-digital.org](mailto:contact@all-digital.org)  
with the subject line 'ALL DIGITAL Awards 2023'



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