

POLICY EVENTS

2024

- **May 14,**
What's next for Digital Skills? Beyond the European Year of Skills and the European Elections
- **May 14,**
Local and regional approaches to digital inclusion
- **December 9,**
Challenges and proposals for an engaged digital citizenship



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May 14, 2024

ALL DIGITAL Weeks 2024 Launch Event: What's next for Digital Skills? Beyond the European Year of Skills and the European Elections

The international launch event for the ALL DIGITAL Weeks 2024 campaign, themed "**What's next for Digital Skills? Beyond the European Year of Skills and the European Elections**", took place on May 14, 2024. Hosted at the prestigious Microsoft Technology Center in Brussels, the event boosted the ongoing conversation surrounding digital literacy and skills development.

As the digital landscape continues to evolve, the ALL DIGITAL Weeks 2024 campaign aimed to address pressing issues such as digital democracy, civic participation, social responsibility, the impact of artificial intelligence, and the crucial role of digital skills in employment, entrepreneurship, innovation and social inclusion. With an emphasis on digital media and information literacy, cybersecurity, and wellbeing, the campaign underscored the growing importance of digital competences for European citizens and residents alike to face the digital transformation with confidence.

The launch event welcomed an impressive lineup of keynote speakers and panelists, including: **Georgi Dimitrov**, Head of Unit "Digital Education," DG EAC, European Commission, **Jeremy Rollison**, Head of EU Policy, European Government Affairs, Microsoft and **Elisa Gambardella**, President, Lifelong Learning Platform.



Artificial intelligence, disinformation, an ongoing skills revolution and rapidly evolving ways to teach, learn and develop education content: the challenges and opportunities for digital education and skills development abound. With the review of the Digital Education Action Plan launched in April 2024 by the Commission, you can shape its future.



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



In his intervention **Georgi Dimitrov** focusing on the DEAP highlighted that: "In 2024, digital education and skills development take center stage as challenges and opportunities including artificial intelligence, disinformation or an ongoing skills revolution - to name but a few – abound. We need focus and dedication to move forward and with the review of the Digital Education Action Plan launched in April by the Commission, we invite you to shape its future."



To empower everyone to thrive in the European economy, we have a collective responsibility to bridge critical skill gaps in areas like AI, cybersecurity and sustainability.



Jeremy Rollison
Head of EU Policy, Senior Director,
European Government Affairs
Microsoft

Jeremy Rollison stressed that “To empower everyone to thrive in the European economy, we have a collective responsibility to bridge critical skill gaps in areas like AI, cybersecurity and sustainability”.

The event continued with a dynamic panel discussion titled "Digital Skills: Equity, Citizenship, Entrepreneurship, Cybersecurity" which featured different perspectives on the relevance of digital skills in the way we learn, work and live and insights from esteemed experts: **Anna Carrero**, DG EMPL, European Commission; **Nina Olesen**, European Cybersecurity Organisation; **Stefano Kluzer**, Research, ALL DIGITAL; **Guillem Porres**, Fundacio Esplai; **Elin McCallum**, Bantani Education; **Stella Meyer**, The Lisbon Council.



For Europe to thrive in the digital era we need all people to be able to understand, navigate and take action also in the digital dimension of our lives. At the end of the European Year of Skills and on the eve of the EP Elections we cannot solely focus on high-order digital skills, but we must have high ambitions to invest in digital basic skills and in digital citizenship education to empower all people in Europe to fully participate in society.



Elisa Gambardella
President
Lifelong Learning Platform

Elisa Gambardella highlighted: “For Europe to thrive in the digital era we need all people to be able to understand, navigate and take action also in the digital dimension of our lives. We cannot solely focus on high-order digital skills, but we must have high ambitions to invest in digital basic skills and in digital citizenship education.”

The day ended with an enlightening session focused on the AI applications for the future of skilling. Following this, participants engaged in a valuable networking

session, seizing the opportunity to build synergies and exchange ideas for future collaborative actions and projects.

Check the **launch event programme**. Check the recordings of the International Launch Event **here**. The pictures are available **here**.



May 14, 2024



Local and regional approaches to digital inclusion

ALL DIGITAL - Mediawijs Joint Conference

In the framework of the ALL DIGITAL Weeks 2024 campaign ALL DIGITAL, in collaboration with Mediawijs organised a conference highlighting local and regional approaches to digital inclusion in Brussels, featuring perspectives from academic research and good practices from around Europe.

Digital inclusion remains one of the biggest challenges of the digital transformation. Considering the increasing digitalisation of essential services, the labour market and social and democratic participation, it is those parts of society which already face exclusion or are otherwise disadvantaged who risk being further disconnected and left behind the most.

In addition, there is a lot of attention on this year's European elections, and on the EU's regulatory power continuing to make great strides in the digital sector with the AI Act, the Digital Services Act, and the Digital Market Act. However, digital inclusion measures are ultimately implemented on the local and regional level, and in many parts of Europe local elections are taking place simultaneously

with the European elections.

The event, attended by **91 participants from 20 countries**, was opened by **Altheo Valentini**, the President of ALL DIGITAL, followed by **Alenka Le Compte** representing Mediawijs, and **Gerardo Franco**, Europe Philanthropies Lead at Microsoft who hosted the event at their Brussels Technology Centre.



ALL DIGITAL President, **Altheo Valentini** stressed that “We try to use the projects (where ALL DIGITAL is involved) as a cooperation opportunity to bring innovation to the digital education sector and also produce something that can be used at local level by our members as a follow up opportunity with a different target group”

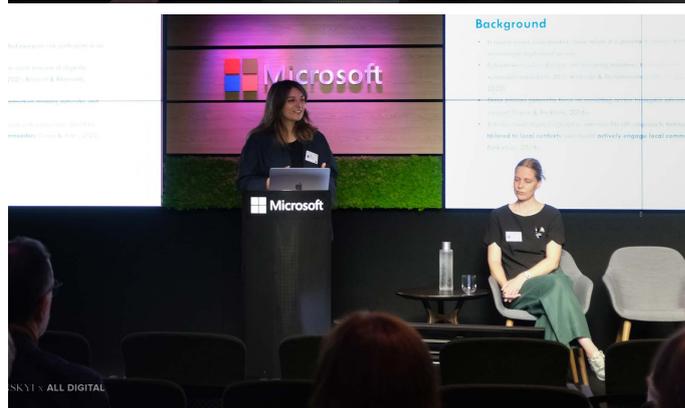
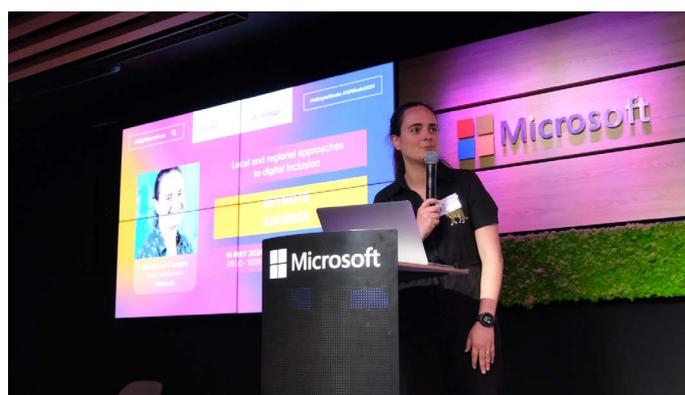
Gerardo Franco : “We face two major challenges when bringing our regional/national strategies to local level, one of them is ensuring coherence and cohesiveness : as you translate from national or regional to local level, things might get lost along the way). The second one is ensuring we have efficiency and scalability of our initiatives”.

The keynote lecture centred on a research project about “Localising digital inclusion policy: A comparative analysis of local policy responses to digital exclusion in Belgium, France, and Norway”, presented by **Dr. Sarah Anrijs** from MICT-UGent and **Paola Verhaert** from SMIT-VUB, who led the research. The report highlighted that “the main challenges that local government face in working on digital inclusion:

- finding suitable and sufficient staff
- generate internal support
- inter-municipal cooperation
- private partnerships
- lack of finance

Alenka Le Compte, Digital Inclusion Expert with Mediawijs followed by presenting her organisations work in supporting, local governments on digital inclusion in Flanders. She underlined that : “I strongly believe that the place where we need to support these people (i.e. people who have some lack of digital literacy) is at a local level, at local community center [...] where they can ask their digital question and digital support. So it is up to us, (the digital inclusion expert or digital inclusion organization) to make sure that this local organizations getst all the tools and skills in order to support people”

The event continued with a panel of inspirational practices, and good practices from Belgium and Europe”. It consisted of **Josie Vranken** from District09, the IT partner for the city of Ghent, Flanders, **Veronique de Leener** from CABAN, the Collective of Digital Accessibility Actors in Brussels, representing Belgian perspectives.





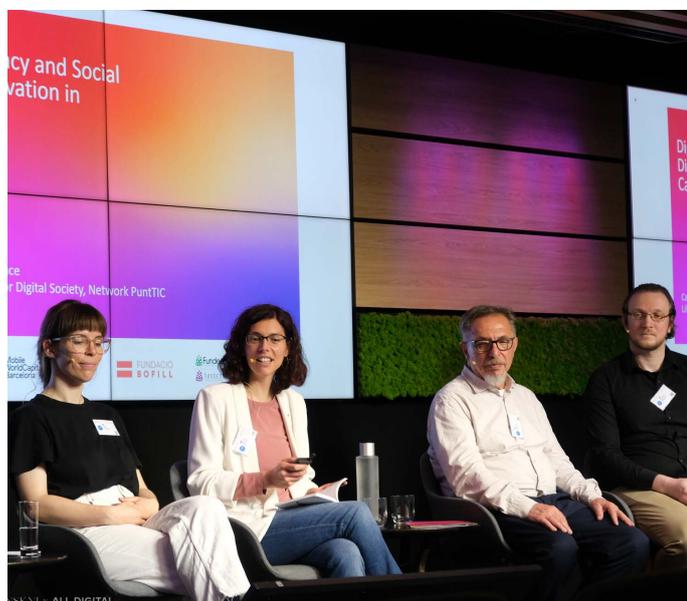
They were supplemented by further European examples with **Liliana Arroyo**, Director General for Digital Society with the Catalan government presenting the Catalan Digital Alliance, and **Miomir Rajcevic**, presenting the Media Education Centre, a non-for-profit NGO promoting information literacy in Belgrade, Serbia. The session was moderated by **Norman Rohner**, Policy Officer at All Digital.



The event was rounded out by a networking workshop and small group Q&A and discussion session with each small group facilitated by the individual speakers.



Watch the recap video here: [Recap](#)



December 9, 2024

LAUNCH OF THE ENGAGED DIGITAL CITIZENSHIP POLICY PAPER

On Monday 9 December in Brussels, at the Umbria Region Brussels Office, ALL DIGITAL hosted a policy event featuring the **launch of the policy paper “Challenges and proposals for an engaged digital citizenship”**. The event included an insightful policy panel discussion focused on the topics of the paper, with policy representatives from authorities, industry, academia and civil society. Mr. Thibaut Kleiner, the Director for Policy, Strategy, and Outreach at the European Commission’s DG Connect; Ms. Vania Neto, EMEA Skilling Lead, Microsoft; Mr. Christoph Kaletka, Deputy Director of Social Research Center, Technical University of Dortmund; and Ms. Janine Patricia Santos, Policy Advisor, European Digital Rights (EDRi).

The policy paper, jointly presented by **Peter Palvolgyi**, CEO of ALL DIGITAL, and **Guillem Porres**, Project Director at Fundació Esplai, builds upon discussions held during the Summit of Engaged Digital Citizenship co-organised by their respective associations in Madrid in October. The report outlines actionable proposals addressing key societal challenges in the digital age.

During his presentation, Peter Palvolgyi highlighted the importance of **bridging the digital divide**: “We need to implement policies that ensure equitable access to digital resources for disadvantaged

groups and the improvement of their skills.” He then concluded: **“We must foster digital well-being.** It is essential that digital technologies improve people’s quality of life without compromising their physical or mental health.”

Guillem Porres emphasized: “This document of proposals aligns perfectly with 2025, the **European Year of Digital Citizenship Education, promoted by the**



Council of Europe. This is a crucial moment to boost digital citizenship education across Europe, and our proposals aim to significantly contribute to this goal.”

The panel discussion moderated by **Altheo Valentini**, ALL DIGITAL President,

was highlighting the significance of convening such a diverse group of experts to discuss the pressing issues surrounding engaged digital citizenship. The discussion focused on the **four thematic streams** outlined in the policy document: fostering the digital society, media literacy, digital rights and well-being, and digital social innovation. Panellists identified additional areas for exploration and shared best practices for advancing digital citizenship education across Europe.

The formal part was followed by the ALL DIGITAL End-of-Year Reception, fostering further dialogue on how digital transformation can advance inclusion and citizenship across Europe.



KEY THEMES OF THE POLICY PAPER:

The paper, informed by the contributions of hundreds of individuals and organizations from over 50 countries, identifies the following challenges and solutions:

- 1. Fostering the Digital Society:** by minimizing technology's environmental impact and encouraging empathetic digital interactions.
- 2. Educating in Media Literacy, Data, and Artificial Intelligence:** by teaching critical thinking to combat misinformation and reducing skill inequalities through expanded access to digital resources and training.
- 3. Defending Digital Rights, Online Safety, and Well-Being:** by strengthening privacy regulations and promoting responsible and balanced technology use.
- 4. Promoting Digital Social Innovation:** by developing technology solutions addressing societal challenges and empowering citizens to co-create digital solutions for their communities.



ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

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