· A L L · D I G I T A L ·

Annual
Report 2024

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FORE**WORD**

Altheo Valentini

Chair of the Board,
All Digital

As we look back on the past year, I am proud to reflect on All Digital's continued commitment to advancing digital skills across Europe. In a world where technology is shaping every facet of our lives, the need for digital literacy has never been more urgent. Our mission to empower individuals, communities, and organizations with the necessary skills to navigate this digital landscape is more vital
than ever.

We believe that the two key barriers preventing people in the EU from fully benefiting from digital transformation – lack of infrastructure and insufficient digital skills – can only be overcome when even the most underrepresented and disadvantaged groups in society are fully considered. Furthermore, to be effective and respond at the same pace as societal changes, digital inclusion policies and initiatives must innovate the way we identify and address learning, social, and economic needs. This means progressing from the already tested, and not always successful, equality-driven approaches toward more equity-based, forward-looking solutions.

In 2024, we achieved significant milestones in this sense. From launching new initiatives to expanding our partnerships across the continent, All Digital has been at the forefront of driving inclusive digital transformation. Our collaborations with policymakers, educational institutions, and industry leaders have allowed us to create a more connected and digitally-empowered Europe.

The widespread participation and enthusiasm during All Digital Weeks 2024 demonstrated a strong desire across Europe to not only develop digital skills but to ensure that these skills are accessible to all, regardless of background or location.

Additionally, the All Digital Summit 2024 was another landmark event that, thanks to its focus on "Engaged Digital Citizenship", created and ideal bridge with the European Year of Digital Citizenship Education promoted by the Council of Europe. With discussions centered around fostering the digital society, media literacy, digital rights and well-being, and digital social innovation, the Summit was a powerful platform for sharing best practices and setting a collective agenda for the years to come.

Looking ahead, we remain focused on building a future where digital skills are accessible to all. The challenges are great, but the opportunities are even greater. With continued collaboration, innovation, and determination, I am confident that we will continue to bridge the digital divide and equip individuals for success in an increasingly digital world.

I extend my deepest thanks to our dedicated team in Brussels and its renovated management, as well as to all our members and partners whose passion and commitment have been the driving force behind our progress. Together, we will continue to pave the way for a digitally inclusive future.

2024 IN NUMBERS

2.5 MLN
Trained by the network

116
Members Organisations

70.000+
All Digital Weeks Participants

58.000
Courses offered

500+
Summit Participants

20.000
Trainers

30
Projects

2+2
CoPs

NL 3000+ subs

Website 7000+ visits

X 3800+ Followers

f 4700+ Followers

in 3600+ Followers

VISION AND MISSION

The vision of All Digital is that every European should be able to exploit the benefits and opportunities created by the digital transformation of our societies.

Our mission is to support digital education stakeholders in equipping - through training and support - all Europeans and individuals living in Europe with digital skills and with the confidence and mind-set that allow them to understand and benefit from said digital transformation, as well as to realize how to keep up to date with the latest technology developments and how digital competences can enhance their personal and professional development.

All Digital focuses on supporting all Europeans to enhance their digital skills and employability, to use online services and to be included in modern society, with the ultimate goal of improving their quality of life.

STRATEGIC PLAN

VISION	MISSION		
Our vision is that everyone can benefit from digital transformation.	ALL DIGITAL is supporting its members in equipping all people with digital skills, with confidence, and with a mindset that allows them to understand how digital transformation can contribute to a greener, more sustainable, inclusive, and cohesive growth of the society, as well as how digital competences can enhance their personal and professional development.		

GOALS	OBJECTIVES		
1. Strengthen membership base	1.1	**Build a stronger, more diversified, and more inclusive network** by facilitating the digital inclusion of all Europeans.	
	1.2	**Broaden the coverage of skills** by actively contributing to building "bridges" between digital skills and other types of skills.	
	1.3	**Broaden the geographical coverage** by ensuring a wider representation across Europe and beyond.	
2. Provide quality services to members	2.1	**Invest in the network's knowledge capital** by delivering services based on advanced and updated knowledge and practice.	
	2.2	**Improve the capacity of members** by providing them with networking and high-quality learning opportunities.	
	2.3	**Facilitate understanding of digital transformation** by collecting and analysing data and producing studies and reports.	
3. Increase visibility and external relations	3.1	**Get wider European visibility** by actively promoting and disseminating information on key issues in the digital education sector.	
	3.2	**Raise awareness on digital inclusion and empowerment** by organising the ALL DIGITAL Weeks annual campaign.	
	3.3	**Create the reference event for digital education stakeholders and practitioners** by organising the annual ALL DIGITAL Summit and Awards.	
4. Engage with policy implementation	4.1	**Increase policy-level visibility and presence** by engaging in networking, participating in working groups, building relationships.	
	4.2	**Support the implementation of European digital policies** by bridging the gap between the EU and local levels.	
	4.3	**Promote the implementation of the DigComp Framework** by establishing a DigComp Hub, providing training and support services.	
	4.4	**Support the implementation of the European Digital Skills Certificate (EDSC)** by positioning the organisation as a trusted third-party to guarantee the quality of certification processes.	
5. Develop and sustain the organisation	5.1	**Develop a more capable and efficient organisation** by upskilling staff members, engaging experts and improving management processes.	
	5.2	**Diversify income sources** by obtaining funding from both public and private donors and increasing revenue from own tools and services.	
	5.3	**Sustain core activities of the organisation** by seeking targeted funding support.	

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS IN 2024

1. Strengthen membership base

Diversified membership

Welcome different types of organisations (e.g., academia, government, industry, VET, social enterprises, third sector etc.) as members that are active in the field of both formal and non-formal digital education.

Include new members working in the development of digital skills at any level of the spectrum of digital competences from basic to advanced levels.

Synergies with other skills

Create and promote synergies between digital and other types of skills (e.g., green, transferrable, entrepreneurial etc.).

Include members working in specific sectors where digital skills are related to other skills (e.g., education, culture, health, government, social economy etc.).

Establish mutual membership with European associations representing other sectors.

Geographical coverage

Actively recruit new members from countries not covered in Europe, to ensure that all European countries are represented in the network.

Engage new members from countries that are already covered but where a stronger presence is needed, to ensure greater national representation and influence.

Identify and invite new members from "bordering countries".

2. Provide quality services to members

Knowledge capital

Pool together and share the knowledge capital (e.g., project results, training content, platforms, tools, communities) produced by the network.

Exploit the results achieved by the network and generate new knowledge capital through projects, services, and partnerships.

All Digital Academy

Populate the All Digital Academy to deliver training and mentoring on key challenges in digital education (e.g., the use of emerging technologies).

Offer learning opportunities on cutting-edge topics to empower both educators and organisations.

Facilitate networking and knowledge sharing in the field of digital education.

Inform on relevant policies, funding opportunities, and best practices through regular policy briefs, funding alerts and newsletters.

Research

Anticipate the needs of Europeans in the field of digital education.

Identify trends across the sector and collect and analyse good practices.

Monitor the impact of digitalisation in all aspects of life, work, and education.

3. Increase visibility and external relations

Increased visibility

Produce and actively promote key reference publications in the sector.

Organise and participate in high level events with key stakeholders from different sectors.

Engage Advisory Board members to promote and support the network.

Disseminate relevant information through the organisation's communication channels and the media.

All Digital Weeks

Directly organise a high-level launch event and several international events during the campaign.

Amplify the impact of the campaign through the active involvement of key strategic partners such as European and national networks.

Enhance outreach of the campaign through the engagement of national coordinators and other local partners across Europe.

Get support from sponsors to organise and run the campaign.

All Digital Summit

Ensure that the Summit becomes the reference event for everyone interested in digital competences and education.

Enable exchange of best practices, experience, and expertise.

Provide more services and networking opportunities during the event.

Award excellence in the fields of digital inclusion and digital education with the annual All Digital Awards.

Get support from sponsors to organise the Summit.

4. Engage with policy implementation

Policy influence

Disseminate widely the Manifesto for digital competences in its upgraded versions.

Actively participate in EC working and expert groups (e.g., Adult Learning, Digital Education: Learning, Training and Assessment, Digital Education Content).

Establish and maintain relationship with relevant European Commission DGs, cabinet members, directors, heads of units and file managers.

Identify and connect with members of the European Parliament and the European Economic and Social Committee.

Build connection with think-tanks, policy organisations, and Digital Skills and Jobs Coalitions.

Lead conversations through organising high level policy events, produce policy papers and recommendations, and contribute to stakeholder and public consultations.

Policy implementation

Inform members about EU policies and involve them in contributing to the development of policies.

Provide grassroots support to the EU on the implementation of EU policies and initiatives.

Support member organisations on how to promote and advocate for the implementation of EU policies at national/regional level.

DigComp & EDSC

Maintain a DigComp Hub (including DigComp Community of Practice, services, resources) to support the wide adoption and use of the DigComp Framework.

Provide educators with training and mentoring on how to use the DigComp Framework.

Organise an awareness-raising campaign to promote the DigComp Framework.

Support the European Commission in the governance and further improvements of the DigComp Framework.

Nurture and manage the Digital Skills Certification Community of Practice.

5. Develop and sustain the organisation

Efficiency

Increase the internal capacity of staff by upskilling current members, recruiting high-profile new members, hiring experts and specialists, engaging quality interns.

Increase efficiency in the implementation of activities by improving management, monitoring and evaluation tools, processes, and protocols.

Achieve an organisational structure that supports a coherent implementation of activities across functional and thematic areas.

Funding

Increase income from EU funded projects and tenders and explore new funding opportunities, in partnership with other key actors.

Increase income from corporate and other private funding sources.

Develop and offer tools and services that return the investment and yield income.

Sustainability

Ensure receiving an annual operating grant from the European Commission.

Seek funding for the organisation's core activities and services (i.e., capacity-building of members, policy advocacy efforts, knowledge-sharing activities).

OVERVIEW OF ACTIVITIES

Membership

116 Members

29 Countries

Our membership base significantly increased in 2024. Over 15 new member organisations joined the network; now All Digital represents over 116 organisations in 29 European countries. With the new members, All Digital represents more types of organisations, more sectors, and a broader level of digital competences covered.

Board meetings

All Digital's Board is composed of 9 members, elected by the General Assembly for a two-year period. In May 2024 during the General Assembly elected 2 new Board members: Guillem Porres Canals (Fundacion Esplai) and Kathrin Schubert (Helliwood media & education), to replace Joel Ferrer and Nenja Wolbers. The Board met 3 times in 2024: in April in Brussels, in October in Madrid, and in December in Brussels.

In addition to the Board meetings, the Board had established 7 committees and did most of the work (on monthly or bi-monthly base) at Committee level. The 7 committees are:

- Strengthen membership base
- Provide quality services to members

- Increase visibility and external relations
- All Digital Weeks
- All Digital Summit
- Engage with policy implementation
- Develop and sustain the organisation

General Assembly

All Digital General Assembly was held on 13-15 May in Brussels.

On May 13, All Digital members participated in the Scaffold workshop, organized in partnership with the European Training Foundation (ETF). Scaffold, developed by ETF, JRC, and DG Employment, is a framework for designing competence-based learning experiences.

The workshop featured three interactive exercises:

- Self-reflection on digital competences using DigComp cards.
- Exploring digital and green transition opportunities for socially excluded groups, using Scaffold cards from DigComp, EntreComp, and GreenComp.
- Designing training and promotion activities for the All Digital Weeks 2024 campaign, integrating all four EU competence

frameworks (DigComp, EntreComp, LifeComp, GreenComp). A winning group was selected based on participant evaluations.

This hands-on session empowered members to strategically apply EU competence frameworks in their initiatives, reinforcing their role in shaping future learning opportunities.

On May 14 morning, All Digital and its Belgian member Mediawijs hosted the conference "Local and Regional Approaches to Digital Inclusion" in Brussels, bringing together 91 participants from 20 countries. The event explored how local and regional governments collaborate with stakeholders to advance digital inclusion, featuring insights from academic research and best practices across Europe.
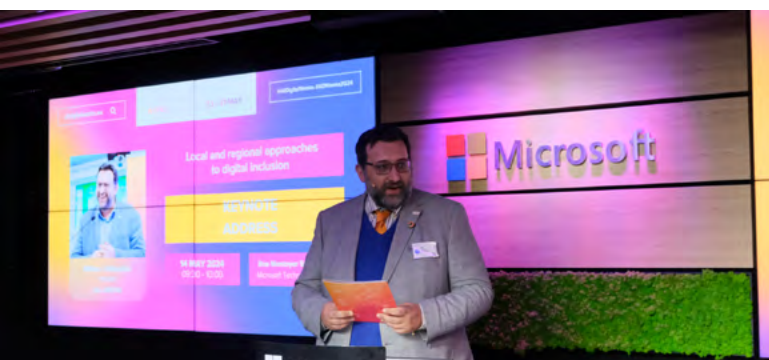
With increasing digitalization affecting essential services, employment, and civic participation, vulnerable groups risk further exclusion. While EU policies like the AI Act and Digital Services Act shape the digital landscape, implementation happens at local and regional levels.

The conference opened with remarks from All Digital's CEO Peter Palvolgyi and President Altheo Valentini, alongside Alenka Le Compte (Mediawijs) and Gerardo Franco (Microsoft). Dr. Sarah Anrijs (MICT-UGent) and Paola Verhaert (SMIT-VUB) presented research on local digital inclusion policies in Belgium, France, and Norway.

A panel discussion featured best practices from Belgium and Europe, including Josie Vranken (District09, Ghent), Veronique de Leener (CABAN, Brussels), Liliana Arroyo (Catalan Digital Alliance), and Miomir Rajcevic (Media Education Centre, Serbia), moderated by Norman Rohner (All Digital). The event concluded with interactive workshops and networking sessions, reinforcing

the importance of local action in digital inclusion efforts.

In the afternoon, the International Launch Event of All Digital Weeks 2024 campaign took place, themed "What's Next for Digital Skills?" The event explored the topics of the campaign including digital literacy, AI, cybersecurity, and the role of digital skills in employment, entrepreneurship, and social inclusion.

Opened by All Digital President Altheo Valentini, the event featured keynote speakers including Georgi Dimitrov (DG EAC, European Commission), Jeremy Rollison (Microsoft), and Elisa Gambardella (Lifelong Learning Platform), who emphasized the urgency of bridging digital skill gaps and promoting digital citizenship.

A panel discussion on "Digital Skills: Equity, Citizenship, Entrepreneurship, and Cybersecurity" brought insights from European Commission representatives, cybersecurity experts, and education leaders. The event concluded with a session on AI applications in skilling, including a Microsoft Copilot demo and a discussion on AI's role in education and training.

The launch also introduced a new All Digital Awards category recognizing best use of GenAI in education, celebrating innovation in digital learning.

Following the event, participants engaged in a valuable networking session, seizing the opportunity to get to know each other and network in a playful way.

On 15 May, during the formal part of the General Assembly (GA), 106 members had voting rights, with 58 present or represented, surpassing the quorum of 54 members (54.7%). The event gathered 64 attendees, including staff and non-voting participants.

All Digital CEO Peter Palvolgyi presented achievements aligned with the Strategic Plan 2022-2027, highlighting key initiatives such as All Digital Weeks, the All Digital Summit, policy influence, membership growth, enhanced services, and the implementation of nearly 30 projects.

He outlined the 2024 action plan, focused on:

- Expanding the membership base (more sectors, synergies, and skills)
- Enhancing member services (AD Academy, capacity building, research)
- Increasing visibility (events, communications, AD Weeks, AD Summit)
- Strengthening policy engagement (advocacy, DigCompHub, EDCS)
- Ensuring financial sustainability (fundraising, proposal writing, Operating Grant)

During the GA, two new Board members were elected. The nomination process, open from March 15 to April 15, received six nominations, with one withdrawal before the vote. All candidates presented themselves before the secret ballot election, where the following members were elected:

- Guillem Porres Canals (Spain)
- Katrin Schuberth (Germany)

Following this, the General Assembly elected the new Deputy Chair. Marianna Marcucci (Italy) was the sole nominee and was elected by secret vote.

After a short coffee break, participants of the General Assembly started discussing strategic priorities of All Digital in 3 groups. All participants had the opportunity to engage in all 3 discussion topics, which were the following:

- All Digital Membership Platform
- All Digital Summit 2024
- Digital Democracy Policy Paper

GenAIEdu Workshop: Using Generative AI for DigComp 2.2-Compliant Learning

The afternoon session featured a GenAIEdu workshop on Generative AI in learning design, led by Sandra Troia and Dea Kralj, with opening remarks from Gerardo Franco (Microsoft).

Participants explored AI-related competences from DigComp 2.2, along with key guidelines from the European Commission, UNESCO, and Microsoft Educator Centre. With Copilot's support, they designed AI-focused learning experiences and experimented with AI-driven "impossible interviews" to enhance the learning process.

Enhancing Digital Inclusion: DigiBreaker+ and iBox Projects

In the final session of the General Assembly, Dea Kralj (Project Officer) presented two EU-funded projects focused on digital inclusion:

- DigiBreaker+: Develops tools for unemployed adults to help them acquire digital skills essential for the evolving job market.
- iBox: Supports CSOs and NGOs in digital transition and inclusive education, equipping them to address societal challenges through capacity-building.

Participants explored the projects' approaches, resources, and upcoming training opportunities,

reinforcing All Digital's commitment to inclusive digital education.

All Digital Weeks

The All Digital Weeks is our annual digital inclusion and empowerment campaign run at digital competence centres, libraries, community centres, schools, and other venues across Europe. In 2024 the campaign took place for the 16th year and its motto is a call to action for all Europeans to take an active part for a better future: ''Enhance your digital skills''. All Digital Weeks 2024 ran for 3 weeks from 13 May until 31 May 2024. The campaign was supported by the European Commission, and Microsoft, and involved international and national partners, as well as 100+ participating organisations in 30+ different European countries.

All Digital Summit

The Summit was a key event to inform and raise awareness on digital rights and skills. This three-day event took place from October 15-17, 2024 in the beautiful city of Madrid, bringing together 500+ European educators, trainers, policymakers, stakeholders and industry experts to share their knowledge and views on the latest developments in digital education and training.

The main objectives were, on the one hand, generate knowledge, networking and facilitate

alliances in the fields of digital skills, employability and entrepreneurship in the fields of digital skills, employability and entrepreneurship, media education and STEAM. And, on the other hand, to reach agreements on how digital rights are reflected in the different official international documents, also to advance in the fight against social exclusion and discrimination, and towards a more conscious and committed citizenship.

The Summit featured **4 key streams**, each focusing on a distinct aspect of engaged digital citizenship:

1. Fostering a Digital Society
2. Educating on Media Literacy, Data, and AI
3. European Digital Rights, Online Safety, and Wellbeing: Guiding Policy Principles
4. Empowering Digital Social Innovation

The Summit cooperation of all participants allowed the organisers to gather ideas and proposals, resulting in the policy document: **Challenges and proposals for an engaged digital citizenship.**

All Digital Awards

The traditional 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. This year we awarded the Best Digital Educator, the Best Digital Changemaker, and the Best Digital Resource. In addition, we celebrated the best national campaign and the best event related to the All Digital Weeks campaign. A special award was assigned in the framework of the GenAIEdu project for the best use of GenAI in Education.

Communities of Practice
All Digital continued hosting two large-scale communities of practice: the DigComp CoP and

the Certification CoP. Both communities have more than one thousand individual members: practitioners, educators, policymakers, and other stakeholders who are actively discussing and exchanging ideas and experiences. The DigComp CoP is supporting the continuous update and the widespread use of the framework. The Certification CoP played a vital role in the consultation process of the European Digital Skills Certificate initiative. All Digital is also nurturing two other communities of practices in the topics of AI and IoT.

All Digital Academy
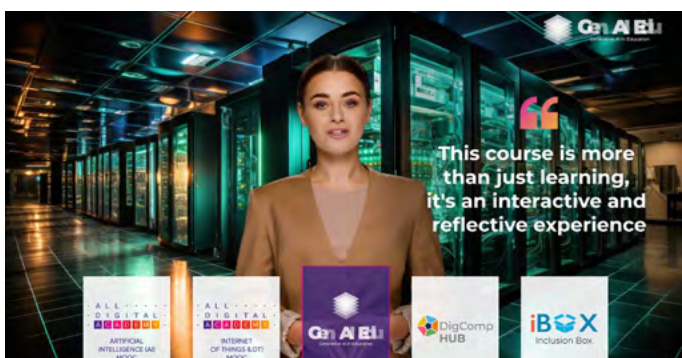
All Digital Academy was created to support adult educators and trainers by offering upskilling training activities on emerging digital technologies. In 2024 we added 'Integrating Generative AI in Adult Education', the 'DigComp short-training and mentoring programme' and 'Inclusion Box' training programme. In 2025 a new course on "Accessible Digital Education" will be offered through the Academy.

The Academy also includes Communities of Practice and mentoring support, webinars and good practices exchange and discovery, plus a structured repository of data on the topics and recent innovative education methodologies.

Membership services
We organised a series of **All Digital Member Talks**
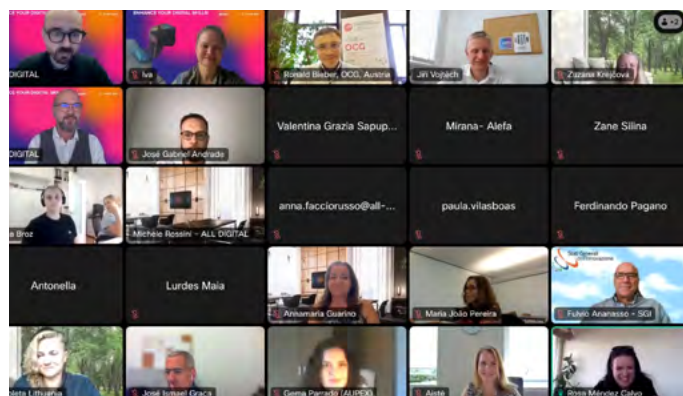
to increase members' knowledge on specific topics of interest, raise their awareness about EU policies and facilitate potential new partnerships and projects.

We regularly issued **funding alerts** presenting and analysing relevant EU and private funding opportunities to increase members' knowledge and capacity to successfully apply for EU funding.

We also provided several **policy briefs** for members including news feeds on policy developments and presenting calls for actions to contribute to EU policies through consultations.

We continued operating **MyDigiSkills** online self-assessment tool. In 2024 we continued to develop the tool's functionalities for tutors and organisations. MyDigiSkills addresses all three DigComp competence elements: knowledge, skills and attitudes; at three competence levels: foundation, intermediate and advanced.

PUBLIC POLICY

Our activities fully address the general priorities of the Von der Leyen Commission, with a special emphasis on:

- Inclusion and diversity via digital literacy programmes and campaigns to empower vulnerable people,
- Digital transformation with focus on digital education and implementation of Priority Area 2 of the Digital Education Action Plan,
- Environment and fight against climate change through building synergies between green and digital skills and supporting the Twin Transition,
- Participation in democratic life via projects and initiatives on digital inclusion, digital media literacy and active citizenship, and emphasise the strategic priorities of European Education Area, in particular quality, equity, inclusion and success for all in education, digital transition in and through education and training, teachers and trainers, lifelong learning and mobility.

Through our strategy and action plan, All Digital supports the objectives and implementation of the Digital Education Action Plan, the European Education Area, The European Digital Decade, Digital Compass, the New Skills Agenda, as well as the European Pillar of Social Rights Action Plan.

To this end we promote and raise awareness of these policy agendas in education and training through our extensive membership network, relying on the synergy of providing capacity building for our members and drawing from on-the-ground experience of member organisations. The benefit of this two-way collaboration equips our membership with the necessary knowledge and awareness of policy actions undertaken at European level, while facilitating the exchange of good practices among the membership, all of which are key stakeholders in digital education and training, and the Brussels-based secretariat. We experienced an active engagement of our member organisations in consultations and discussions related to EU policies in education and training, and youth. We held 6 capacity building webinars to raise the awareness among member organisations of EU policy actions in these areas. Members were engaged in good practices share and mutual and cross-national support in translating, evaluating and introducing policies at a national, regional and local level through webinars, workshops, online and offline events and materials sharing within our flagship activities and digital platform.

All Digital aims at facilitating the stakeholder engagement and policy understanding at national, regional and local level with the aim of connecting stakeholders across Europe and strengthen organisations within education and digital education fields in providing education to all, innovating and cooperate with policy makers at all levels in their fields to contribute to the digital and green transition.

All Digital is actively participating in policy making processes at EU level, providing input in stakeholder consultation processes, advocacy activities, awareness raising campaigns and participation in Commission Working/Expert Groups. We advocate for Member State-level implementation of the Council Recommendations on improving the provision of digital skills in education and training and on the enabling factors for digital education.

In addition, our advocacy activities will follow on from the soon to be completed feasibility study on the European Digital Skills Certificate, Action 9 of the Digital Education Action Plan, the further and progressing implementation of the Council recommendations on Individual Learning Accounts and on a European Approach to micro-credentials. In connection with both, our activities link to the development of a proposal for a Council Recommendation on a European quality assurance and recognition system. Throughout

2025 our activities will continue to support and promote actions and initiatives linked to the Digital Education Action Plan, Skills Agenda, and Social Pillar Action Plan, and the further development and widespread implementation of the Digital Competence Framework for Citizens.

Our core policy statement, the All Digital Manifesto seeks to contribute to dialogue, implementation, and co-operation on these and other actions to deliver Europe's digital future; its realisation is a strategic priority of All Digital. The Manifesto sets out key principles and recommendations on how to maximise the impact of education and training in digital competences for all European citizens. At the core of the Manifesto is the belief that education and training in digital competences in Europe must become more consistent and cohesive. The Manifesto calls on EU institutions, Member States, and stakeholder organisations, as well as All Digital and its members, to take actions and find new ways to co-operate at EU, national, regional and local level to deliver on the ambition of this Manifesto.

All Digital is actively participating in the DG EAC

Working Group on Digital Education: Learning, Training and Assessment (DELTA WG); the DG EMPL Working group on Adult Learning - Opening Up Opportunities for All; the DG EAC Expert Group for Digital Education Content, and the Pact for Skills. All Digital has also joined the 'International Scientific Committee towards World Alliance for Micro-credentials'.

We were an active member of the Lifelong Learning Platform and took part in several working groups: Erasmus+ Coalition, WG Digital Learning & Media Literacy, WG Europe 2020, WG Validation task force, WG Community of Project Managers, WG Wider Benefits of Learning. We were also involved as a member in the European Internet Forum's activities, the European Social Platform and the Pact for Skills partnership.

In addition, All Digital is actively collaborating with and promoting the Digital Skills and Jobs Platform, EPALE and European Digital Education Hub platforms.

The Council of Europe Standing Conference of

Ministers of Education declared 2025 as the **European Year of Digital Citizenship Education**, which throughout our activities we supported and promoted in 2024. We took several initiatives (AD Summit, policy event and document) to make learners more aware of the changes that digital technology is bringing to the world, to see more clearly the positives of the online environments they choose to move in and improve their knowledge and skills to avoid the downsides. Moreover, we highlighted ways and advantages of participating in a culture of democracy and the importance of living peacefully together with others in culturally diverse democratic societies.

In December 2024, All Digital published a policy paper and organized a policy discussion based on the outcomes of the AD Summit. These efforts identified critical challenges and corresponding solutions, drawing from the insights of hundreds of individuals and organizations from over 50 countries. The findings are structured across four thematic areas:

1. Fostering the Digital Society
A truly inclusive digital society must consider both social and environmental impacts while ensuring diversity, accessibility, and equity. Ethical principles should govern digital communities, fostering educational standards and empathetic relationships.

Proposed solutions:
- Assess the environmental impact of technology – Develop strategies to measure and minimize the digital sector's environmental footprint.

■ Promote empathy in digital environments – Encourage respectful and constructive digital interactions.

2. Media Literacy, Data, and AI Education

Digital citizenship requires critical engagement with media, data, and artificial intelligence. Empowering individuals with these skills enables them to make informed decisions and contribute positively to society.

Proposed solutions:
■ Enhance critical thinking about information – Organize workshops on disinformation and train citizens to identify fake news.
■ Address digital skills inequalities – Provide equitable access to digital resources and training for people of all ages and socio-economic backgrounds.

3. Digital Rights, Online Safety, and Well-being

Digital rights ensure freedom and privacy, online safety mitigates cyber threats, and digital well-being promotes psychological health in the digital sphere.

Proposed solutions:
■ Strengthen data protection and online privacy – Enforce stricter regulations to safeguard personal data.
■ Promote digital well-being and respectful online behavior – Develop educational programs for healthy and responsible technology use.

4. Promoting Digital Social Innovation

Social innovation leverages digital technologies to address societal challenges and improve community well-being. It involves all sectors of society to enhance efficiency, competitiveness, and inclusivity.

Proposed solutions:
■ Develop technologies for social good – Encourage the creation of digital solutions that tackle pressing social issues.
■ Empower citizens through technology – Build digital platforms for active community participation and co-creation.

Cross-cutting Priorities and Call to Action

Ensuring universal digital literacy is essential for fostering empowered citizens who can navigate digital transformation while upholding their rights and responsibilities. To achieve this, we call for:

■ Ethical and inclusive technological development – Promote the creation of accessible and equitable technologies.
■ Responsible and decentralized AI – Develop AI models that align with educational and societal needs.
■ Closing the digital divide – Implement policies ensuring equitable access to digital tools and training for marginalized communities.
■ Enhancing digital well-being – Ensure digital technologies enhance quality of life without compromising mental or physical health.

Through these actions, we strive to build a responsible, inclusive, and forward-thinking digital society, preparing citizens to navigate and

MEMBERSHIP

All Digital represents non-formal education providers to support millions of Europeans to succeed in the digital transformation by providing them with training and advice. The All Digital network keeps growing and evolving. Our members are diverse in their structures, audiences, products, and skills, but they all share a common purpose of supporting communities in digital transformation. During the year, the network welcomed 16 new organisations reaching 116 member organisations at the end of they year.

During 2024 All Digital Secretariat conducted a membership survey to understand the evolution of key figures that are used in our advocacy messages. In February/March 2024 we distributed this survey to then-104 members and 55 of them responded to it providing their feedback and inputs on the network work and services.

According to our members, the most useful services of the network are: learning about relevant EU policy initiatives or opportunities, getting informed about other members' activities, and the possibility to implement a project together with another network member.
The areas related to networking, funding and building partnerships with other members and implementing project together, as well as knowledge-sharing, were the most appreciated by our members as services provided in these areas were the best rated.

The All Digital Flagship activities, namely the **AD General Assembly**, **ADSummit** and **ADWeeks** had high rates among the respondents since they are occasions to network and discuss common issues with the peers, as well they offer the opportunity to share knowledge and establish partnerships. The **All Digital Academy** continued to be developed and the platform was improved

Among other benefits that members underlined there were the possibility to promote projects and activities through the **All Digital channels** (platform, NL, social media accounts), the **Policy Briefs**, the **All Digital Funding Alerts**, and the possibility to apply for the **AD Awards**.

IMPACT AND SUSTAINABILITY

Strengthen membership base

- 16 new member organisations.

- More diversity of member organisations.

- Increased number and diversity of final beneficiaries.

- Increased representation of sectors.

- More member organisations provide advanced digital skills education.

- Built synergies among entrepreneurial, green, transversal and digital skills.

- In total 10 mutual memberships established with other sector associations.

- 5 new members joined the network from countries where representation was low.

Provide quality services to members

- More than 20 key project results are collected and shared on the AD platform.

- New activities based on or scaling up existing results generated by the network.

- The All Digital Academy continued to be developed and the platform was improved.

- Ongoing collection and sharing of educational resources via the Academy.

- 7 All Digital Members Talks were organised.

- The annual membership survey collected key data from members.

- 6 funding alerts, 6 policy briefs and 6 newsletters were published.

Increase visibility and external relations

- 3 policy events were organised.

- More than 30 events attended with a speaking role or active participation.

- Enlarged the Advisory Board with new members.

- Increased online and social media outreach.

- All Digital Weeks annual awareness raising campaign organised with 17 international events and 700+ other events on the map.

- The Summit of Engaged Digital Citizenship, co-organised with Fundacion Esplai, was organised in Madrid with over 500 on-site participants.

- Three All Digital Awards, two AD Weeks award, and other projects awards were presented.

Engage with policy implementation

- All Digital Manifesto was updated.

- Active participation and contribution to the work of EC working groups.

- EC representatives and MEPs were widely engaged in All Digital events and activities.

- Established connections with think-tanks and policy organisations.

- 5 policy & position papers were published.

- Maintained 2 Communities of Practice to support policy development and implementation.

- Greatly contributed to the update and widespread use of Digital Competence Framework for Citizens (DigComp).

Develop and sustain the organisation

■ In 2024 the staff composition was adequate to perform activities.

■ 7 interns joined the organisation.

■ The Labour Regulation and Operations Manual were revised and improved.

■ The Statutes were reviewed to be updated by 2024.

■ All Digital Weeks and All Digital Summit engages sponsors and supporters.

■ Over 25 EU-funded projects contributed to the activities of the organisation.

■ Continued to receive an Operating Grant from the European Commission.

■ Increased number of funding applications were targeted at core activities and services of All Digitalactivities and services of All Digital.

PARTNERSHIPS

We were an active member of the Lifelong Learning Platform (LLLP) and took part in several working groups. We were also involved as a member in the European Internet Forum's (EIF) and Social Platform activities.

Ten mutual memberships were confirmed or established during 2024, allowing to disseminate content and messages among diversified networks.

Our 10 All Digital mutual members here below:

■ ALDA – European Association for Local Democracy (France)

■ Diesis Network (Belgium)

■ EfVET - European Forum for Vocational Education & Training (Belgium)

■ ENNI - European Network of Innovation for Inclusion (led by Accion contra le Hambre) (Spain)

■ EURASHE - European Association of Institutions in Higher Education (Belgium)

■ EVBB - European Association of Institutes for Vocational Training (Belgium)

■ ISSA - International Step-by-Step Association (The Netherlands)

■ MEDEA - Media & Learning Association iVZW (Belgium)

■ Out of the Box International (Belgium)

■ SOGA - Social Good Accelerator EU (France)

The All Digital Weeks 2024 raising awareness campaign was organised in partnership with 19 renowned strategic partners:

COMMUNICATION

Our communication efforts strive to support our advocacy work, promote our members and their activities, build new and strengthen existing partnerships within the network and with other associations, and thereby raise the profile of All Digital and our members. Thanks to our capacity to reach various audiences, communication and dissemination is All Digital's key role in most of the projects we implement.

In 2024 we continued our communications work increasing our visibility and advocacy at European level, reinforcing ourselves as an important player in the field of digital skills and inclusion. In parallel, we stay in close communication with our members to understand their needs, support them and advocate for them.

All Digital is using a wide range of dissemination tools. We are the coordinator or a partner in several EU-funded projects where we lead the dissemination and exploitation work packages, due to our ability to reach out to through our members and stakeholders' networks at EU, national, regional and grassroots levels.

Our main online and offline communication channels are the following:

NL 3000+ subs

Website 7000+ visits

3800+ Followers

4700+ Followers

3600+ Followers

■ All Digital website (7000+ monthly visits on average with peaks around key events)

■ Bi-monthly newsletter (3,000+ subscribers) and special Newsletter to communicate about the ADWeeks campaign and ADSummit.

■ Social media: Facebook (4,700+ followers), Twitter (3,800+ followers), LinkedIn (3600+ followers). We continued using Youtube for channeling our videos. In 2024 we also launched the new Instagram channel.

■ During 2024 we have launched the Microsoft TEAMS workspace for internal communication with our members.

■ 2 Communities of Practice

■ Partners' channels and other pan- European platforms (e.g., Lifelong Learning Platform, European Internet Forum, EPALE, Digital Skills and Jobs Platform etc.) to share education resources, training, events & initiatives.

■ Lifelong Learning Platform newsletter & members' Basecamp area

■ Participation in working groups, steering committees in the European Commission

■ Our own and external events

■ Projects' websites and projects' social media channels

We attended and actively contributed to other stakeholders' events, where we spread our messages and promoted our network, members, and projects.

■ Highlights
Summit of Engaged Digital Citizenship

The **Summit of Engaged Digital Citizenship**, a joint event organised by All Digital and Fundacion Esplai, aimed at raising awareness of digital rights and skills. This three-day event took place from October 15-17, 2024 in the beautiful city of Madrid, bringing together experts from all over Europe to share their knowledge and views on the latest digital education and training developments.

The **main objectives** on one hand were to generate knowledge and facilitate alliances in the fields of digital skills, employability, and entrepreneurship; On the other hand, to reach agreements on how digital rights are reflected in the different official international documents, as well to advance in the fight against social exclusion and discrimination, and towards a more conscious and committed citizenship.

The Summit featured **four key streams**, each focusing on a distinct aspect of engaged digital citizenship:

- ■ Fostering a Digital Society
- ■ Educating on Media Literacy, Data, and AI
- ■ European Digital Rights, Online Safety, and Wellbeing: Guiding Policy Principles
- ■ Empowering Digital Social Innovation

As a result of the 3 days' discussions between more than 500 participants, the organisers gathered ideas which resulted in the policy document - **''Challenges and proposals for an engaged digital citizenship''**

Tuesday, October 15

The workshop day, which preceded the main two days of the Summit, was dedicated to three practical workshops focused on three projects funded by the European Union, implemented by All Digital's members. These projects were:

- **Anti Rumour,** coordinated by Stiftung Digital Chancen (Germany)
- **We Want to Decide**, coordinated by Colectic (Spain)
- **MyHood App**, coordinated by EPMA (Czechia)

The Summit started with the **Anti-Rumour** workshop, coordinated by Stiftung Digitale Chancen and supported by Dramblys. The project focuses on combating disinformation and conspiracy theories, emphasizing environmental awareness and social inclusion. The initiative develops open educational resources to empower citizens, especially youth, to discern accurate information from disinformation. The second workshop focused on the **"We Want to Decide"** project, which aims at incorporating children's perspectives into urban planning and public policy. This initiative is a collaboration with the Barcelona City Council and combines the use of the Decidim platform—with in-person workshops, discussions, and deliberations in schools. The third and last workshop of the day, **MyHood app**, presented by EPMA allowed participants to test the MyHood app and explore its educational content on climate change and urban sustainability directly on the streets of Madrid.

Wednesday, October 16

The second day of the summit kicked off with a keynote speech from **Marta Markowska**, Team Leader for Digital Education at the European Commission who highlighted the urgent need to address Europe's digital skills shortage, with many companies struggling to find ICT specialists. She emphasized digital literacy as essential for citizenship and combating misinformation, especially in the age of AI. Markowska **called for an inclusive and transparent digital society** rooted in values like equality and tolerance and previewed a 2025 roadmap to enhance digital education and equip learners with necessary skills.

An insightful panel on Fostering the Digital Society, moderated by **Javier Poleo Gutiérrez, President and Director of Communication, INCIDE,** tackled challenges and solutions for advancing digital citizenship. **Miriam Urbano** highlighted the need for improved access to information and the ability to filter it effectively, particularly for younger generations overwhelmed by content. **Sonia González Vázquez** emphasized inclusivity, focusing on digital citizenship for disadvantaged groups and the need to improve their skills and social protection.

Ronald Bieber stressed the importance of training educators and addressing the digital divide in Austria. **Marta Markowska** discussed the European Commission's role in supporting member states with best practices and funding to ensure accessible, high-quality digital education for all, especially underserved communities. The panellists also shared key measures for the next two years, with **Urbano** calling for a focus on values and ethics in technology, **González Vázquez** advocating for strategic plans to support disadvantaged groups, **Bieber** proposing digital education and AI literacy in schools, and **Markowska** highlighting the importance of mental health in relation to technology and keeping people at the center of AI development.

Anahí Vallejos Mihotek, Director of Innovation and Management at Fundación Esplai Ciudadanía Comprometida, delivered a keynote speech on "**New emerging technologies**", focusing on the intersection of social innovation and digital technology, emphasizing positive social impact through equitable digital access and participatory development. She highlighted key topics such as scalability, outreach, and equal access, while addressing challenges like the digital gap, sustainability, data security, and adaptability.

The second panel discussion, on "**Empowering Digital Social Innovation**", moderated by **Mayte**

Celeiro Mallo, Director at Fundación Esplai Ciudadanía Comprometida and founder of Asociación Arela, brought together experts to discuss the challenges and opportunities in digital social innovation. The panel addressed key issues surrounding digital divide, digital literacy, and the role of different sectors in fostering inclusive digital advancements. **Stefan Chichevaliev**, Senior Expert, Diesis Network, Belgium stressed the transformative role of technology, while addressing the digital divide, not just in terms of access to devices but also in digital literacy and proficiency. He emphasized that those lacking digital skills face inequalities in education, employment, and basic services. **Anahí Vallejos Mihotek**, Director of Innovation and Management at Fundación Esplai Ciudadanía Comprometida advocated for co-creation in finding solutions, emphasizing the need for active involvement of people in the process and collective efforts for enhancing digital skills. **Ángel Niño Quesada**, Councillor for Innovation and Entrepreneurship, Madrid City highlighted the importance of user-centered and inclusive development of the programs to ensure that they are easy to use for all, regardless of the user's access to the latest technology. **Xavier Trabado Farré**, representative of m4Social on the Board of Directors of the Catalan Third Social Sector Organisations Board pointed out the significant impact of digital technologies on young people's mental health

and job opportunities. He mentioned both positive and negative impacts of digitalization, highlighting the need to use technology for social good.

The Summit continued with many different activities like simultaneous panels covering topics such as: - **Equality in Enjoying Cultural Goods in the Digital Era**, hosted by the Center for Social Innovation (CSI) in Cyprus, which explored the role of digital technologies in democratizing access to cultural goods; or **How to share training and certification tools in Europe?** This panel explored how to share training and certification tools in Europe through Pix, an online platform for assessing and certifying digital skills. As well during the 2 days of the Summit **All Digital, Fundacion Esplai and Plataforma Red Contecta** members had the possibility to present their projects during the **Lightning Talks sessions**. Each organisations pitched and highlighted innovative approaches to digital inclusion and competence

development. These talks collectively emphasized the importance of digital skills, inclusivity, and employability in today's society. Moreover interesting workshops were delivered to the audience: an insightful example was the one on **''Generative Systems in a Regenerative Economy: Designing a Curriculum for an Era of More-than-Human Agency and Intelligence''** in the framework of the Cyanotypes project, presented by **Soenke Zehle**, which designs educational modules that integrate digital and green skills to support sustainable futures.

Day 2 concluded with the **All Digital Awards Ceremony**. In the Auditorium the All Digital Network recognised the value of individuals and organisations working effortlessly to enhance digital skills at the community level with the purpose of leaving no one behind.

The last day of the Summit kicked off with two insightful keynote speeches from Ahmet Murat KILIÇ, Head of the Digital Transformation Unit of the Education Area at the Council of Europe Directorate for Democracy, who presented the "European Year of Digital Citizenship Education 2025", and Thibaut Kleiner, Director for Policy, Strategy and Outreach, European Commission DG Connect, who highlighted the EU's vision for a human-centered digital transformation that prioritizes inclusivity, safety, and security online. While digitalization offers several benefits, challenges like cyberbullying and fraud persist. The EU aims to address these through its Declaration on Digital Rights and Principles, promoting digital skills, informed online choices, and cybersecurity. Both keynotes highlighted the importance of aligning digital transformation with democratic values and inclusivity, setting the stage for deeper discussions throughout the day.

The panel discussion on Digital rights and principles through policies, moderated by Alejandra Solla, director of Fundación SES (Argentina) and of the Ibero-American League of Civil Society Organizations, featured four Spanish experts: Ignacio Azorín González, general director of Digital Strategy - Consejería de Digitalizacion de la Comunidad de Madrid, Patricia Bezunartea Barrio, general director of Family Diversity and Social Services - Ministry of Social Rights, Consumption and Agenda 2030, Antonio Llorente Simón, president of the Plataforma Red Conecta, and Isabel Salazar Páramo, director of Legal Counsel and Compliance, Fundación Telefónica. It emphasized the critical need for digital inclusion, highlighting challenges like the digital divide and lack of digital literacy for many citizens. The panelists stressed that digital services must be simplified and made accessible, with both public and private sectors working together to improve infrastructure and promote lifelong

learning for all. The panel also underscored the importance of a human-centered digital transformation that protects digital rights, ensures security, and includes all individuals, particularly vulnerable populations, in the digital world.

In her keynote speech, Angeliki Giannakopoulou, coordinator of the AI4AL project, urged attendees to adopt a more thoughtful approach to AI, emphasizing its potential to empower rather than replace it. She highlighted the crucial role of adult education in fostering informed digital citizenship in the digital age: "Our communities need us to be informed and empowered to engage with AI critically," she stated, stressing the need for AI literacy among adult learners and educators.

Besides, great relevance was given to the AI4AL project - Building Inclusive AI with the AI4AL Tools — which during the last day organised three workshops to showcase the core tools developed through the project: AI4AL Matching Tool; Engagement Kit; Self-Paced Training Path for Educators.

Another interesting panel discussion with specialists covered the topic: ''Educating on Media Literacy, Data and AI". The All Digital Academy panel's discussion with representatives from Institutions (JRC, European Commission), tech industry (Intel and

Skillab), and academia (University of Naples and Hellenic Open University – HoU) focused on the importance of integrating emerging technologies into education to enhance learning and teaching approaches. While in the workshop "The All Digital Academy: AI, IoT and GenAIEdu courses", the ADA partners presented the results of the course pilots to the public. A workshop on "Immersive virtual reality" delivered by Digital Creativity from the Netherlands, allowed participants to explore the creative possibilities of virtual reality (VR), how it operates and its applications in educational settings, especially for children. The session on "Next steps on DigComp: Updates and discussion" facilitated by Judith Cosgrove, scientific/technical officer, Joint Research Centre (JRC) and Stefano Kluzer, project consultant, All Digital focused on the future of DigComp and reflected on the inclusion of new developments in version 3.0.

Hosted in the digital village, the lightning talk sessions were also important sessions, as they offered many organisations the opportunity to present their projects and activities and they transformed the digital village in a place for dialogue and discussion for future projects.

The Conference was closed with the announcement of The European Year of Digital Citizenship Education 2025 by Ahmet-Murat Kilic, Council of Europe representative. He explained how it represents a platform aimed at increasing the understanding of the importance of competences for a democratic culture, and ways that they can be developed online.

Lastly, the takeaways from the Summit were shared with the audience and the key recommendations resulting in the policy document developed over the 3 days and titled ''Challenges and proposals for an engaged digital citizenship'', were read before the participants.

ALL DIGITAL AWARDS CEREMONY

BEST DIGITAL EDUCATOR:
Pedro Maria Vega Rodriguez, AUPEX, Spain

BEST DIGITAL CHANGEMAKER:
Marilena Maragkou, YouthmakersHub, Greece

BEST DIGITAL RESOURCE:
LearningML by Juan David Rodriguez Garcia

All Digital Weeks Best Event:
Edih Northeast, Czech Republic

All Digital Weeks Best Campaign:
Stati Generali dell'Innovazione, Italy

GenAIEdu Best use of GenAI in Education:
Sofronia Maravelaki, Greece

To close the second day of the Summit of Engaged Digital Citizenship "Connecting for an Informed and Conscious Society", La Nave Auditorium hosted the much-anticipated All Digital Awards ceremony, celebrating the achievements of organizations and individuals who are driving digital inclusion and skill development across Europe.

To honour their innovation, dedication, and the profound impact they have on countless individuals, All Digital established the All Digital Awards. This year's ceremony, brought together over 100 participants from our network, who enthusiastically applauded the remarkable achievements, hard work and passion of both the nominees and winners.

The six awards were presented by members of the All Digital Board and Advisory Board, recognising the vital contributions of trainers, educators, and digital resource developers in advancing digital inclusion across Europe. Check the categories and the winners here below.

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 aims 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 underscores 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

Lifelong Learning Platform.

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 going forward and with the review of the Digital Education Action Plan launched in April by the Commission, we invite you to shape its future."

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".

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

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

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.
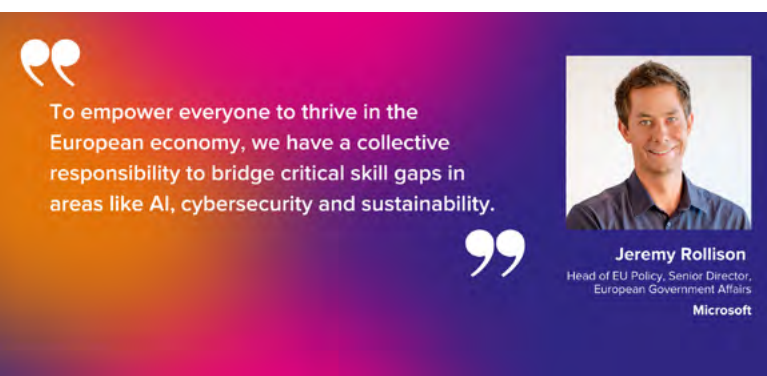
Elisa Gambardella
President
Lifelong Learning Platform

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,

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.''

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

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.

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.**

OVERVIEW OF PROJECTS

AI4AL

The AI4AL project aims to facilitate the mindful adoption of AI technologies in the Adult Learning and Education (ALE) sector. All Digital leads the communication and dissemination activities of the project and contributes to the other activities from the perspective of digital skills.

During the year 2024, all the key results of the project were released:

- An Engagement Kit to facilitate educators' direct involvement in adopting AI-based technologies in adult education,
- An AI-based tool to match skills with career paths and training opportunities
- A self-paced training toolkit for adult educators for the use of AI in adult learning.

As the project comes to a close by the end of April 2025, its final event was organised during the All Digital Summit 2024 on 17 October through a series of presentations and workshops.

ADEDU

The ADEDU - Accessible Digital EDUcation project, co-funded by the Erasmus+ programme, aims at supporting educators, trainers and learning centres in upskilling and innovating their offers by including people affected by learning disabilities and facilitating digital transition and overall inclusion of excluded target audiences. Educators and trainers will benefit from tailored resources:

- Training course
- Capacity building activities to share, learn from peers, take inspiration and network
- Guidelines on inclusive communication and digital learning environments to facilitate innovation and inclusion at any stage of the learning process at all levels

The project was launched in January 2024, and by the end of the year, the course content was developed by IASIS and the DAISSy Research Group of the Hellenic Open University, with support from the Media Education Centre, EASPD and All Digital. It consists of four modules:

- Module 1: Identifying learning disabilities in the classroom
- Module 2: Differentiated instruction and personalised learning
- Module 3: Integrating technology in inclusive education
- Module 4: Inclusive classroom management and conflict resolution

The course will be available in the All Digital Academy Platform in 2025.

All Digital Academy

The All Digital Academy (ADA) is an EU-funded project created to support adult educators and trainers by offering upskilling training activities on emerging digital technologies. In October 2024 the ADA project organised its final conference at during the All Digital Summit, in Madrid with the participation of around 100 people.

The final event was split in two activities. First, a panel discussion with 5 experts titled "All Digital Academy Panel – Integrating emerging technologies in education, moderated by the coordinator.

- Judith Cosgrove, scientific/technical officer, Joint Research Centre (JRC)
- Juan-Pablo Ferrero, director of Education Sales in Western Europe, Intel Corporation | Global Education Center of Excellence
- Achilles Kameas, DAISSy research group, Hellenic Open University Professor and Director of Studies
- Davide Marocco, professor at UNINA.
- Christoph Bretgeld, co-founder of SkillLab (AI4AL).

In this panel, partners shared insights about the challenges of setting up the MOOCS and how they are differentiated from other courses out there. The recording of this session is accessible here.

The second activity was a workshop by the partners (HOU and UNINA) introducing the AI and IoT MOOC and each respective attendance results.

CHAMELEON

In 2024, the CHAMELEON project kicked off with the publication of its comprehensive Roadmap for Career Guidance, which provides a structured training model to equip students with the skills they need for sustainable, proactive, and innovative careers.

Over the course of the year, significant progress was made across several key initiatives:

- Development of the CHAMELEON MOOC began, with the aim of offering high school students an engaging and practical learning experience based on the framework's three pillars: digital transformation, green and sustainability vision, and entrepreneurial approaches.

- A series of co-creation events were implemented across Europe, actively involving students, teachers, and other stakeholders.

- CHAMELEON's partners convened in Barcelona for a milestone event, bringing together innovative career ambassadors and project stakeholders to share insights, inspire action, and strengthen synergies between education, innovation, and research.

CONVERT

CONVERT is a reskilling program designed to enhance digital skills for emerging careers. It targets recent non-ICT graduates and junior employees (up to 2 years of experience) through short-term training modules. The program focuses on digital competences needed for the digital economy, such as data analytics, AI, IoT, programming, web development, cybersecurity, and data privacy. It is flexible, certified with micro-credentials, and aligned with employers' needs for the digital transition of the labor market.

In 2024, the consortium developed a Catalogue of 20 specialized ICT skills based on labor market findings. The catalogue includes skill definitions, job titles, and learning outcomes. This catalogue forms the foundation of the CONVERT program, helping companies reskill employees and universities guide graduates toward new career paths.

Cyanotypes

Project's main actions in 2024:

■ **Skills Intelligence Mapping**
CYANOTYPES published the "Continuous Skills Intelligence Gathering and Mapping Analysis" report, offering a comprehensive overview of emerging skill gaps and training needs across the CCI sector. This analysis was a collaborative effort involving partners such as the University of Applied Arts Vienna, Materahub, and HKU (University of the Arts Utrecht). The report is available as a PDF on their website.

■ **Pilot Workshops in Vienna and Košice**
In 2024, CYANOTYPES initiated pilot workshops in Vienna and Košice. These sessions aimed to test and refine the Train-the-Trainer Framework, focusing on value creation and future competencies for the creative sector. The workshops brought together educators, creatives, and industry professionals to co-create practical training solutions.

■ **Creative Skills Week 2024**
As part of Creative Skills Week 2024, CYANOTYPES played a central role by inviting stakeholders to host events, workshops, and presentations. The initiative encouraged the sharing of innovative projects and experiences, contributing to the development of a robust European Creative Skills Ecosystem. creativehubs.net

DigComp Hub

The DigComp Hub, an Erasmus+ Cooperation partnership, aims to support and engage adult education providers across Europe in the path to digital transformation through the use of the DigComp Framework.

The aim of the project is to enhance critical thinking and media literacy among young people between 14-19 years old, parents, and educational staff. This contributes to providing young people with the tools they need to understand the world they live in, stimulate their critical thinking, and sense of responsibility, and help them realise the power of their voice. The project applies and scales up the Italian good practice "Creative audio-visual writing and reading", to five different education systems and contexts – Croatia, Greece, Italy, Lithuania, and Spain.

In 2024 the project ran 3 pilot cycles to test the relevance of the content of the DigCompHub course on the DigCompHub Framework. Overall, the course proved to be relevant for hundreds of people, allowing us to surpass our goal of 100 participants. The project ends in 2025, having demonstrated that there is a demand for learning material that facilitates the understanding of the DigComp Framework. The final version of the course will be ready in 2025 and will reside in the ADA Platform, All Digital's hub for online trainings.

Digibreaker+

The DIGI-BREAKER PLUS (DB+) project focused on equipping adult learners with digital and green skills to enhance employability amid the green and digital transitions. Completed in November 2024, the project piloted learning tools in Belgium, Bulgaria, Italy, and Sweden to help unemployed adults adapt to the modern labour market.

Key outcomes include the Policy Recommendations Booklet and the Scale-Up Strategy. The booklet provides European-level policy guidance on adult education, skill development, and re-employment, alongside national analyses and pilot reports assessing the DB+ methodology. Educational tools such as the e-book, MOOC, and Good Practices Handbook played a crucial role in participant engagement and skill-building.

The Scale-Up Strategy extends the DB+ methodology to Spain, Romania, and Greece, chosen based on infrastructure, sustainability alignment, and partnership potential. This expansion ensures the project's continued impact in new European contexts.

Digital4All

Digital4All – Building the capacity of universities to develop digital strategies to serve all learners aims at strengthening universities' readiness, faculty and staff's skills in supporting all learners to equally participate in digital learning experiences. During 2024, the project partners focused on researching the current landscape of digital inclusion in higher education across Europe, with specific focus on Cyprus, Greece, Finland and Ireland. To do so, desk and field research was conducted and resulted in publication of Transnational Report. Moreover, these findings were taken into account in designing the Toolkit with 25 best practices, a practical guide and self-assessment checklist.

Additionally, project partners started working on the development of Digital4All Training Course, which is expected to be available in early 2025, with the online learning platform, full implementation and piloting completed throughout 2025.

DIGITAL FIRST

Aiming to transform informatics education at primary and secondary schools, the DIGITAL FIRST develops innovative pedagogical approaches to equip students with computational, critical and creative thinking skills that can be used in all aspects of modern life, from work to leisure.

The first year of the project was dedicated to research on the current landscape of informatics education across Europe and the composition of Dialogue Clubs with teachers and other stakeholders across the project countries to foster the co-creation of innovative approaches during 2025-2026. The project will also define a competences catalogue for informatics teachers in the coming period.

All Digital leads the communication and dissemination activities of the DIGITAL FIRST project, which also aims to raise awareness on the importance of having informatics education tailored to the needs of today's children and share inspiring examples and innovative approaches developed by the project with a wider network of teachers and educators. Supported by All Digital, project partners produced the first podcast and the first video of the project's audiovisual production series this year.

D-PAIDEIA

In July 2024, the Code4Europe consortium took over EU Code Week, a grassroots initiative promoting coding and digital literacy. In September, the consortium and the EU Code Week Community met in Brussels to strategize for an inclusive and creative 2024 edition. This gathering also launched new initiatives, including Coding with Minecraft and the EU Code Week 2024 Hackathons under the theme "Hello Future!: Technical Solutions for a Changing World." EU Code Week 2024 ran from 14 to 27 October, featuring inspiring events across Europe and beyond.

As part of the Code4Europe project, All Digital leads the work package on Educational Content, Events, and Training, achieving key milestones in 2024:

- Launching Coding with Minecraft and related events;
- Hosting an EU Code Week webinar series on hackathons and best practices;
- Reviewing the website and educational materials;
- Launching the 2024 Hackathons;
- Initiating the CSR campaign and developing new content;
- Finalizing Inclusion and Diversity Guidelines.

Additionally, All Digital supports the Stakeholder Engagement and Community Building work package, focusing on a stakeholder database, matchmaking directory, and digital volunteer network.

EAGLE

The EAGLE project, launched in 2024, is dedicated to innovating adult education through game-based and learner-centered methods. The year saw major milestones and collaborations:

- Kickoff in Tallinn – Partners gathered to establish goals and foster strong international cooperation.
- EAGLE Training Modules – A comprehensive program was developed to integrate Green Skills and Sustainability, Employees' Rights in Teleworking, and Digital Skills for Adult Educators, helping trainers enhance their teaching strategies.
- Multilingual Project Website – Training modules were translated into six languages (English, Spanish, Bulgarian, Greek, Estonian, and French), improving accessibility.
- Game-Based Learning (GBL) and Virtual Platform – Initial GBL scenarios were drafted, and work began on a 3D Virtual World Gamified Platform to provide immersive training experiences.
- Partner Meeting in Sofia – Discussions focused on refining GBL scenarios and advancing the virtual platform.

All Digital played a key role in managing social media, dissemination, and module development, ensuring EAGLE's reach and impact. As the project progresses, it remains committed to equipping adult educators with innovative tools to foster engaging, future-focused learning experiences.

ENNE+

The ENNE+ project enhances the capacity of Vocational Education and Training (VET) providers to drive sustainable change through eco-innovation. It strengthens existing VET networks in Italy, Portugal, Spain, and Austria, with plans to expand across the EU.

Key Activities in 2024:
- Kick-Off Meeting (January 30–31, Brussels) – Partners reviewed the work plan and began adapting the Social Hackademy Methodology for VET-driven eco-innovative communities.
- Social Hackathon Umbria (#SHU2024, July 4–7, Italy) – A dynamic event featuring hackathons, workshops, and exhibitions to foster eco-innovation in VET.
- Questionnaire Analysis – Insights from 45 stakeholders across 16 countries led to the development of the ENNEPlus Eco-Digithon, an educational marathon where VET teams prototype innovative digital solutions to sustainability challenges aligned with the UN Sustainable Development Goals (SDGs).
- Virtual Community of Practice (CoP) – Collaborative sessions shaped an interactive platform to enhance knowledge-sharing among VET stakeholders.

All Digital actively disseminated project updates via its website, newsletters, and social media, also supporting EfVET in communication efforts, including content creation and outreach.

EPISODE

The EPSIODE project aims to help Palestinian teachers/trainers in continuing vocational education and training, and of young entrepreneurs, by enhancing Palestinian social and digital Entrepreneurship.

Notwithstanding the current situation in the region, the project tried to move on with its activities and in 2024, the consortium developed a "Building the Palestinian Social Enterprise in the Digital Era: A Customised Competence Framework".

This framework acted as the backbone to co-develop a Training of Trainers on "Digital Social Entrepreneurship" for Palestinian teachers. In this ToT partners included several online exchanges with experts on cutting-edge technologies and trends in digital entrepreneurship; and, a 210-hour long training programme titled YEPISODE, combining theoretical and practical training on relevant areas to the creation of a business in the Palestinian context.

GenAIEdu

GenAIEdu project started its implementation in October 2023. Supported by Microsoft, this project aims to empower and support digital education and transformation stakeholders across Europe with the knowledge and understanding of Generative Artificial Intelligence (GenAI) and integrating GenAI in their education and training services. The project offers a series of online training courses aimed at teachers, trainers and facilitators as well as staff members of All Digital member organisations.

GenAIEdu training program, the related resources and additional services are offered through All Digital Academy. The training program consist of seven self-contained courses, each lasting approximately four hours. During 2024, the full training programme has been launched. This includes self-paced online courses available through ADA, 7 online workshops, 6 webinars in the 'Let's talk about GenAIEdu' webinar series, in-person workshops during All Digital General Assembly and All Digital Summit. Additionally, during the international launch event of the All Digital Weeks, the new category of All Digital Awards 2024 was launched, dedicated to celebrating the innovative use of Generative AI tools in educational content creation. The winner of the award was announced in October, during the All Digital Summit.

GREEN AT YOU

GREEN AT YOU - Social Innovations for Inclusive Green and Digital Jobs aims to empower groups at risk of social exclusion by equipping them with the essential skills for green and digital jobs.

During 2024, the project partners developed a series of micro-credential certified training modules offering technical skills for a selection of job profiles in green economy, as well as transversal modules on key green, digital and entrepreneurial competences.

All Digital developed a framework for the training programme through an analysis of EU Competence Frameworks, which included a stakeholder consultation in the DigComp, EntreComp and GreenComp Communities of Practice, online focus groups and a face-to-face workshop with All Digital Members during the General Assembly in Brussels.

During the first half of 2025, the training programme will be piloted by partners in Greece, Italy and Spain, while two All Digital members will also be carrying out pilots in their own countries: Employment training on Educational Farm Operator run by Local Council's Association in Malta and the Entrepreneurship training in Sustainable Forestry Management run by Media Education Centre in Serbia.

The project also worked for the creation of a strategic alliance at national and European levels where All Digital hosted an EU online networking and good practice exchange event with the European stakeholders.

iBOX

The "Inclusion Box" project aims at ensuring more inclusive education and training organisations, more inclusive education approaches and actions, through a capacity building process to better face and respond to current and future societal challenges. The project consists of an interdisciplinary, bottom-up process, involving key stakeholders in the design of innovative training resources collected in an online platform with the goal of supporting the digital transition, access and participation in learning processes and inclusion and diversity strategies in the sector. These are key issues the consortium will work on to foster inclusive and innovative management methods and pedagogical approaches among educational staff and managers.

During 2024, the partnership published Inclusion & Diversity guidelines and launched iBox synchronous and asynchronous training course focusing on three main streams: inclusion & diversity, access & participation, and digital transition & blended work methods. All Digital was responsible for the creation and implementation of the module on Digital transition & blended work methods. Synchronous training on these topics were organised in June and November 2024, with each training lasting 6 hours. Asynchronous training course is fully available on All Digital Academy.

Additionally, the project partners organised in-person training in June, focusing on all three Ibox streams. Lastly, the project partners organised iBox final event in November 2024.

IDEAHL

The IDEAHL project successfully concluded in 2024, achieving its objectives and delivering key outcomes in digital health literacy.

Key Achievements:

■ EU Digital Health Literacy (dHL) Strategy & Toolkit – Developed through three iterations, integrating insights from consultations and 12 pilot locations across 10 countries. The accompanying Toolkit ensures practical implementation.

■ EU Health Literacy Atlas – A comprehensive research and policy resource. While successfully developed, further improvements in navigation guidelines are needed to enhance accessibility for policymakers and healthcare professionals.

■ Research & Stakeholder Engagement – Exceeded targets in co-creation activities, involving policymakers, gender and inclusion experts, and citizen groups. The project also contributed to research publications and a state-of-play analysis of health literacy in the EU.

Final Dissemination & Impact:

The project's results were widely shared, with the final conference held at the European Parliament, ensuring high-level visibility and engagement with key stakeholders.

INFINITE

INFINITE project aims to empower the Higher Education community to make the best use of AI for their professional and pedagogical practices. During the first year of the project, the partners produced a Transnational Report and AI Literacy Toolkit based on the needs and expectations of the Higher Education community about the use of AI across Europe, where All Digital contributed with the perspectives of Belgium and Europe.

The partners are currently working on the development of the AI Digital Hub, an interactive platform to assist HE academics with wide range of free AI-driven tools, and capacity-building courses on how to critically and wisely use AI for teaching, learning and assessment.

All Digital leads the communication and dissemination activities of the INFINITE project to raise awareness on the responsible use of AI in Higher Education and wide dissemination of the project findings and results.

MEGASKILLS

MEGASKILLS is a Horizon Europe project with the main objective to help bridge the gap between the educational offer and the labour market through the research and design of an innovative and affordable methodology for training and evaluating soft skills.

Having identified the Key Soft Skills for 21st century Taxonomy and Models and developed a psycho-pedagogical methodology for detection and training of soft skills with commercial video games in 2023; In 2024, the consortium developed and began piloting with 500 participants the "Intelligent soft skills assessment and certification platform" with different target groups, including managers, unemployed people and migrants. During 2024, the consortium engage with major games industry players and representatives, gathering consensus and verifying the existence of a broad interest among companies to use the findings of the project, specifically to train their workers through our platform.

When this work concludes, this platform will allow anyone to test access their soft-skills by simply playing specific videogames.

Subscribe to the project's Newsletter.

NUGAMERS

The NuGamers project, an Erasmus+ KA2 initiative, will run for two years, focusing on developing methodologies to counter gender biases in gaming development education.

The project had a busy first year, focusing on the development of its first deliverables - a Factsheet on gender biases in gaming education. The goal of this document is to introduce the reader to the background situation related to gender bias, main obstacles and reasons, and possible solutions to overcome them, motivators and risks. The results of this phase were promoted during the All Digital Weeks 2024.

We are now working, together with education experts, on the Nugamers Handbook. A document containing methods and tips for designing more gender inclusive curricula and orientation activities in the gaming sector. This document will be announced during the CodeWeek 2025.

OUR DIGITAL VILLAGE

Our Digital Village empowers rural communities with digital and transversal skills, ensuring long-term digital transformation through education and awareness.

Key Achievements:

- Research & Publication – Study with 278 participants demonstrating the impact of Reciprocal Maieutic Approach (RMA) on digital skills.
- Activity Kit – Interactive toolkit covering 3D printing, coding, microcontrollers, web development, and robotics.
- Online ICT Desks – Support available in nine languages for ICT-related queries.
- Training Programs – Teachers and trainers equipped to deliver hands-on digital learning.

2025 Plans:

- ICT Courses & Awards – Four courses per partner, with top projects showcased at community events.
- Community & Sustainability Workshops – Engaging stakeholders and policymakers to ensure project continuity.
- International Digital Summit – A Europe-wide event to scale and sustain impact.

Our Digital Village continues to drive innovation and empower rural communities for a digital future.

SETS

The SETS project completed its literature review and identified the skills gap required for green and digital jobs in SEOs. This identification process was validated through several focus groups.

The consortium then designed an online training on AI, Social economy adn impact managment and Digital Communication, catered to SEOs service providers, SEOs employees and managers, and job seekers and trainees. These trainings will now be tested and piloted in France and Slovenia, with recognition of certification among all Member States.

TWIN 4 RESILIENCE

The T4R project wants too improve understanding and capacity, providing civil servants, planning companies, and citizens with comprehensive knowledge about the benefits and limitations of using LDTs. The partnership is composed of a majority of euroean cities, some of which have LDTs in place, while others are looking to learn.

Local Digital Twins (LDTs) are virtual representations of territories, such as cities, created using advanced technology that models and simulates real-world data. These twins serve as powerful tools for innovation, allowing for the visualization, analysis, simulation and prediction of territories in ways previously unimaginable.

The project spent most of 2024 working on jointly developed Frameworks (Technical design, Governance, Ethics/ inclusion/democratization, Training). These frameworks will then influence the design of the ToT for civil servants working on urban planning. There were several physical meetings to discuss partners expectations of the frameowkr and of the training, considering each partners profile.

MEMBER ORGANISATIONS

ALBANIA
- ALBANIAN NATIONAL TRAINING AND TECHNICAL ASSISTANCE RESOURCE CENTER

AUSTRIA
- AUSTRIAN COMPUTER SOCIETY
- OEAD

BELGIUM
- BANTANI EDUCATION
- BRUXELLES FORMATION
- CERTIPORT, A PEARSON VUE BUSINESS
- DIESIS NETWORK
- EDUCENTRUM
- EUROPEAN COUNCIL FOR STEINER WALDORF EDUCATION
- EURASHE – EUROPEAN ASSOCIATION FOR THE APPLIED SCIENCES IN HIGHER EDUCATION
- EUROPEAN ASSOCIATION OF INSTITUTES FOR VOCATIONAL TRAINING
- EUROPEAN FORUM OF TECHNICAL AND VOCATIONAL EDUCATION AND TRAINING
- MEDIAWIJS – INTERUNIVERSITAIR MICRO ELECTRONICA CENTRUM VZW (IMEC)
- IDROPS
- INTERFACE3
- LOGOPSYCOM
- MEDEA: MEDIA & LEARNING IVZW
- MEDIA ACTION KUREGHEM CITY (MAKS)
- OUT OF THE BOX INTERNATIONAL
- PPS SOCIAL INTEGRATION, FIGHT AGAINST POVERTY AND URBAN POLICY
- ICDL EUROPE SRL
- DISTRICT09
- DIGITAL COLLECTIVE (DIGICO)

BULGARIA
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- CENTRE OF TECHNICAL CULTURE RIJEKA
- TELECENTAR

CYPRUS
- CARDET – CENTER FOR THE ADVANCEMENT OF RESEARCH AND DEVELOPMENT IN EDUCATIONAL TECHNOLOGY
- CENTER FOR SOCIAL INNOVATION – CSI
- CYPRUS COMPUTER SOCIETY
- GRAPHIC STORIES Ltd.

CZECHIA
- EUROPEAN PROJECTS & MANAGEMENT AGENCY (EPMA)

ESTONIA
- BALTIC INTERNET POLICY INITIATIVE

FINLAND
- TIEKE – FINNISH INFORMATION SOCIETY DEVELOPMENT CENTRE

FRANCE
- ALDA (EUROPEAN ASSOCIATION FOR LOCAL DEMOCRACY)
- PIX
- SOCIAL GOOD ACCELERATOR
- WETECHCARE

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- CLA CODE LABS
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- MEDIALE PFADE
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- K8 INSTITUT
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- IASIS
- INSTITUTE OF ENTREPRENEURSHIP DEVELOPMENT (IED)
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LITHUANIA
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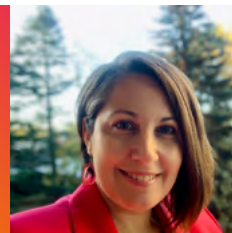Chief Executive Officer

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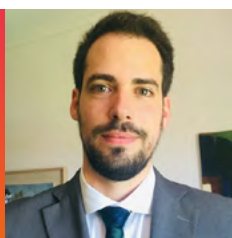Communication Officer

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Officer
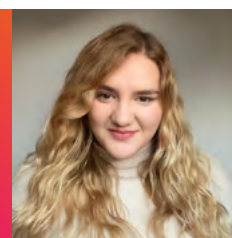
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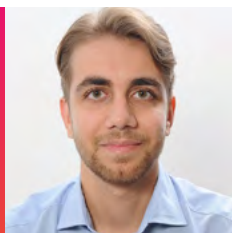
Norman Röhner
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(till May 2024)

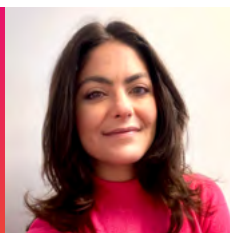**Maddalena
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