ALL DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ANNUAL REPORT
2021

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FOREWORD

If I look back at the beginning of 2021, I cannot refrain from congratulating all those who have contributed not only to consolidate the image of ALL DIGITAL as the representative voice for digital competence development in Europe, but also to create the conditions for the start of a new phase in our journey of digital inclusiveness, with more challenging and forward-looking targets to achieve.

Indeed, we are the first and last generation that has been offered the unique opportunity of shaping digital transformation with impactful digital education interventions towards a greener, more inclusive and cohesive society. Within this framework, key concepts for our network such as "basic digital skills" and "digital inclusion" have acquired a different meaning and we need to combine a lucid ability to read the present with a more creative and data-driven approach in order to anticipate the needs of the future.

The appointment of a historical collaborator of ALL DIGITAL, Mr Peter Palvolgyi, as the new Chief Executive Officer, combined with the election of a new enlarged Board and the inclusion of several key professionals in the team of ALL DIGITAL, has represented the best occasion for exchanging ideas and planning new strategies to cope with the challenges mentioned above.

All the achievements of 2021 and the many initiatives carried out together with and for our members are well presented in this Annual Report and they can be read as a cooperative effort in enhancing digital skills and competences of all people making them aware and capable to exploit the opportunities of digital transformation.

ALTHEO VALENTINI
Chair of the Board, ALL DIGITAL

Year 2021 continued to be challenging under the global pandemic, preventing us from attending meetings and organising events in person, to keep in "face-to-face" touch with our members, partners and even colleagues. At the same time, we witnessed the fast pace of digital transformation that proved the fundamental role of ALL DIGITAL and its members who support people developing their digital skills at basic and more advanced levels.

ALL DIGITAL extended its former three-year Strategic Plan 2018-2020 to 2021, while the Board started to work on an ambitious new six-year Strategy for 2022-2027 (see the last page of this Report) and aligned it with the new programming period of the European Commission. This Annual Report explains how our activities were aligned with the former Strategic Plan, presents our flagship activities such as ALL DIGITAL Week campaign and ALL DIGITAL Summit. We show how we influenced and supported the implementation of public policies, built new partnerships, increased our membership base, improved our support services, and implemented 20 projects.

I would like to thank the members of the former and the new Board, especially Chair Prof. Achilles Kameas and Chair Altheo Valentini for their strong leadership and immense support. I would like to thank all staff members and interns who made it possible for ALL DIGITAL to further grow and evidently become one of the most important pan-European organisations in the fields of digital education and digital skills development. And I would like to thank all members who continued to believe in the mission and strategic purpose of ALL DIGITAL.

PETER PALVOLGYI
CEO, ALL DIGITAL

2021 IN NUMBERS

78 member organisations

100,000 TRAINING COURSES OFFERED BY

10,000 TRAINERS

1,500,000 Europeans trained by our network

5,200,000 people reached by our network

4,127 FACEBOOK FANS

3,500 TWITTER FOLLOWERS

1,516 LINKEDIN FOLLOWERS

600+ members in the DigComp Community of Practice

300+ members in the Certification Community of Practice

108,000 people involved in ALL DIGITAL Week's 440 events

1,200 members on our community networking platform Unite-IT

500+ participants at ALL DIGITAL Summit

VISION AND MISSION IN 2021

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 achieve this vision by equipping European citizens with digital skills and with the confidence and mind-set that allow them to understand and benefit from said digital transformation.

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS IN 2021

Our **Strategic Plan 2018-2020** entered into force in January 2018. It was aligned with our renewed identity launched in May 2017, which reflected the evolution of telecentres from access points to digital competence centres. Due to the prolonged pandemic crisis and time needed for self-reflection, the Board agreed to extend the three-year strategic plan **to 2021** and had started to work on a new strategy for the 2022-2027 period.

1. Ensure sustainable development of the membership and effective engagement of members and digital competence centres

- Ensure coverage of all EU countries by at least two strong member organisations in each country
- Organise training and webinars to build the capacity of members
- Increase engagement of members by supporting interactions in the thematic clusters

2. Provide leadership, inspiration and knowledge, based on our first-hand experience in the area of digital competence

- Promote and facilitate implementation of the DigComp framework
- Support our members to develop, test and exchange innovative methods and programmes for teaching digital skills in different contexts
- Harmonise and improve internal data collection / feedback systems
- Develop advocacy support tools such as success stories, factsheets and infographics
- Ensure national coverage of ALL DIGITAL Week through the campaign's national partners

3. Lead policy transformations at EU and member states levels

- Reinforce basic digital literacy and inclusion
- Engage policy experts as ALL DIGITAL ambassadors
- Organise policy events in Brussels
- Support the shaping of digital skills strategies at the level of member states
- Research and advocate on digital and other competences of the future

4. Strengthen engagement in partnerships and alliances with industry

- Develop and implement a strategy to engage industry in ALL DIGITAL's activities
- Create personalised value proposition(s) for industry partners
- Capitalise on our potential to reach out to sectors beyond ICT

ALIGNMENT WITH THE STRATEGIC PLAN

Our **annual Work Programme** was aligned to our Strategic Plan.

1. Ensure sustainable development of the membership and effective participation of members and digital competence centres

We worked towards ensuring the coverage of all European countries by at least two strong member organisations in each country. In 2021, 12 new members joined ALL DIGITAL from 6 EU countries.

At the end of 2021, ALL DIGITAL had 78 member organisations (compared to 70 at the end of 2020) from 25 European countries.

We organised training and webinars to build the capacity of our member organisations. We introduced ALL DIGITAL Members Talks, an exclusive session of webinars and training activities to member organisations. We organised a blended training course on EU proposal-writing to our members.

We have managed 4 thematic clusters for supporting interactions, established and moderated two communities of practice (DigComp, Digital Competence Certificate), and continued to run the UNITE-IT platform for digital inclusion stakeholders and practitioners.

2. Provide leadership, inspiration, and knowledge, based on our first-hand experience in the area of digital competences

We continued to develop our capacity to coordinate, partner and facilitate partnerships and projects, with and beyond our membership, to exploit EU funding opportunities (we implemented 20 projects with our member organisations in 2021).

We were committed to lead and facilitate implementations of the DigComp framework across our network, due to its relevance to the training activities of our members. Many of our projects were aligned with the DigComp Framework, provided services to JRC to design and test a self-assessment tool based on DigComp, and managed a DigComp Community of Practice.

We strengthened our capacity to collect relevant data and assure quality content that supports our policy positions. To make the case for the digital competence centres, we invested more in effective advocacy tools.

3. Lead policy transformations at EU and member states levels

We aimed to shape and contribute to policies that impact education and training of those who lack basic digital competences i.e., almost half of the EU population. We amplified the voice of our network by engaging policy experts to support our work and by organising policy events. We supported our members in shaping of digital skills strategies the level of members states.

4. Strengthen engagement in partnerships and alliances with industry

We maintained a project-level partnership with JP-Morgan to support the re-skilling and up-skilling of unemployed people with low digital skills, with the involvement of three member organisations from Germany, Italy, and France. Our Advisory Board is composed of representatives from different sector areas including the business sector (e.g. Microsoft, Certiport). We started a collaboration on several initiatives with Microsoft and Huawei.

OVERVIEW OF ACTIVITIES

To ensure continuation, we kept our statutory and flagship activities - annual events, awareness-raising campaign, and awards - as they have proven to be successful and attract more and more participants every year. As in previous years, we also introduced exciting new topics such as re-skilling and up-skilling for digital transformation, supporting employability, use of open technologies in education, digital cultural heritage, social hackathons, fight against disinformation and fake news, and STE(A)M education.

Due to the continued travel restrictions and the consequent impossibility to hold an in-person assembly in Brussels in May, the Board of ALL DIGITAL decided to hold the **General Assembly** online in May, using the written procedure as described and in accordance with article 17.1 of our Statutes, to postpone the elections after the General Assembly. The voting and election took place through written procedure. Votes were collected by 30th May and the election procedure was launched on 1st June with the involvement of an external notary, who managed the process and ensured the anonymity of votes.

In 2021, 9 **Board meetings** were held, 7 of them took place online and 2 of them face-to-face. Each Board meeting were quorate. The Board governs and supervises activities, its members take responsibility for different strategic areas. A new Board was elected by the members in June 2021, with a new Chair of the Board Mr Altheo Valentini. The **Advisory Board** is composed of representatives of the ICT industry and academia; their role is to provide advice and support to the strategic directions. **Financial controllers** oversee the proper financial and legal management of ALL DIGITAL.

The three-day **ALL DIGITAL Summit** was titled **"Digital skills and tools for a better world: Solving real-world and societal problems through digital tools and approaches."**

■ Day 1 was dedicated to the key theme "**Digital skills and tools for a better world"**, covering institutional aspects with keynotes, panels and workshops organized around European strategies and policies on digital skills and education. A high-level panel discussed the key principles and recommendations of ALL DIGITAL's "Manifesto for enhancing digital competences in Europe'. Presentations included topics such as: gender equality in STEM disciplines, transversal skills, online hate speech issues, the future skillset of librarians, online disinformation, cybercrime and teenagers, the Smart Cities Body of Knowledge, update of the DigComp Framework to version 2.2.

■ Day 2: The event focused on three main aspects related to the field of **STE(A)M education**: 1) the results from STEAMonEdu project 2) the current innovations within STE(A)M and 3) the future challenges in the field.

■ Day 3: The day was dedicated to the **Social Hackademy** project, including a MiniHack session and the presentation of best examples from young participants in the project. A panel debate focused on the potential and critical elements of co-creation methodologies for solving various societal challenges and empowering young people.

ALL DIGITAL Week is our annual flagship campaign on digital inclusion and empowerment engaging Europeans to use ICT with confidence and skills that allow them to benefit from digital transformation. Overall thematic and awareness-raising activity were organised. On 22nd March 2021 ALL DIGITAL launched its annual All Digital Week campaign with a high-level online stakeholder event titled **"Digital Skills for a Stronger Europe"** highlighting and discussing a range of topics relating to the importance digital skills in a post-pandemic Europe. Another important event of the campaign was the launch of **MyDigiSkills** – a new tool to help users understand their digital competences.

ALL DIGITAL Weeks campaign was implemented with the involvement of 20 member organisations, who organised activities at local, regional, and national levels. 440 activities/events took place in 171 cities/towns, 24 countries for about 108.000 people.

ALL DIGITAL run **4 thematic working groups** on the following topics:

- Coding, STE(A)M and AI (51 members)

- Advanced Digital Skills (47 members)

- Basic Digital Skills and Media Literacy (57 members)

- Digital Cultural Heritage (36 members)

ALL DIGITAL managed **2 Communities of Practice** on the following subjects:

- Digital Competence Framework for Citizens (615 members)

- Digital Competences Certification (357 members)

In total 6 ALL DIGITAL **Members Talks** took place in 2021:

- Zoom into Zoom by Cyprus Computer Society

- EU policy and co-operation on digital competences, by William O'Keeffe Policy Officer

- Common European Framework for ICT Professionals (e-CF) by CEPIS

- European Skills, Competences, Qualifications and Occupations (ESCO) by Everis

- 3D Print by EU15 LIMITED

- Update on EU policy developments by Norman Rohner Policy Officer

During 2021, one hybrid **training course on EU proposal writing** supporting our member organisations took place in Foligno, Italy in November 2021 and online.

46 of our members have responded to the **Annual Membership Survey**. This annual activity is to collect evidence-base for advocacy and to improve our services. We collect information about our members, their outreach, services, training offers, needs of their learners, etc. We also collected data on how the COVID-19 pandemic and the consequent lockdown impacted the work of our member organisations.

We issued 7 **funding alerts** for member organisations in February, April, May, June, September, October, and November.

In 2021, **ALL DIGITAL Awards** recognised individuals and organisations in three categories:

- Best E-Facilitator (individual category)

- Best Digital Changemaker (individual category)

- Best Digital Resource (organisational category)

The finalists/winners were selected by a Jury; and promoted online with videos created by nominators. The three finalists in each category were featured during the online Award Ceremony.

In 2021, we continued to manage & facilitate the **UNITE-IT community** with relevant content and news regarding developments in teaching digital skills and related to them EU policies, enrich the database, stimulate dissemination of good practices. Unite-IT is a platform with 1235 professionals in the field of digital skills training (teachers, trainers, librarians, ICT specialists, public servants), many of them engaged with our member organisations.

INFLUENCING PUBLIC POLICY

ALL DIGITAL and its members – through policy recommendations, policy events and direct consultations – have greatly contributed to key policy developments such as the Digital Compass for EU's Digital Decade 2030, New European Skills Agenda, Digital Education Action Plan 2021-2027, European Education Area, and the European Pillar of Social Rights Action Plan.

Our most influential service to policy makers was the establishment and maintenance of two **Communities of Practice (CoPs)**.

■ The **DigComp CoP** has over 600 members and has supported the revision process of the Digital Competence Framework for Citizens into its 2.2 version, in collaboration with DG EMPL and DG JRC (contributing to Action 8 of the Digital Education Action Plan).

■ The **Digital Competence Certification CoP** has more than 350 members and has supported consultation processes towards a European Digital Skills Certificate, in collaboration with DG EMPL and DG JRC (contributing to Action 9 of Digital Education Action Plan).

We updated the **ALL DIGITAL Manifesto** for enhancing digital competences across Europe, which sets out key principles and recommendations on how to maximise the impact of education and training in digital competences for all European citizens. 80 endorsements have been collected from member organisations and supporters outside of the formal network.

We joined and actively participated in four **EU expert and working groups**:

■ Expert Group on Tackling Disinformation and Promoting Digital Literacy

■ Working Group on Digital Education Learning Teaching and Assessment (DELTA)

■ Working Group on Adult Education

■ Voice of Culture

We organised 15 policy and exploitation events with a strong policy focus and presented 5 policy recommendations. We published 2 position papers reflecting our opinion on current policy developments.

Policy and exploitation events

- [ICT SKILLS 4 ALL - Empowering Older People for the Digital World (10/02/2021)](#)

- [ALL DIGITAL Weeks launch event: Digital skills for a stronger Europe (22/03/2021)](#)

- [Digital SkillShift webinar on re-skilling and up-skilling for online working (22/03/2021)](#)

- [MyDigiSkills online digital competences self-assessment tool launch and presentation (23/03/2021)](#)

- [DevOps project webinar on skills for Smart City professionals (24/03/2021)](#)

- [CDDC project final event "CrowdDreaming: Youth co-create Digital Culture" (25/03/2021)](#)

- [STEAMonEdu project event on professional development of STE(A)M educators (26/03/2021)](#)

- [OPEN-AE project webinar on the free libre open source software culture: work, employment and adult education (30/03/2021)](#)

- [BIBLIO project event on boosting digital skills for librarians (31/03/2021)](#)

- [Launch of the new ALL DIGITAL Manifesto for enhancing digital competences across Europe (06/05/2021)](#)

- [eMedia project final event on media literacy and digital citizenship for all: the eMedia project experience and results (28/06/2021)](#)

- [ALL DIGITAL Summit Policy Debate (13/10/2021)](#)

- [ICT 4 the elderly event "How to enhance digital skills of older adults" (17/11/2021)](#)

- [DevOps project final conference "Smart Employees for Smart Cities" (25/11/2021)](#)

- [Social Hackademy webinar "How to close the gap between social and digital innovation?" (07/12/2021)](#)

Position papers

- [Policy statement on European Commission's Communication on "2030 Digital Compass: The European Way for the Digital Decade" published on 15/03/2021](#)

- [Policy statement on the European Commission's Roadmap to develop a "European Approach to Micro-Credentials" published on 19/03/2021 and submitted in the stakeholder consultation](#)

Policy recommendations

- [ICTSkills4All - basic digital skills and media literacy / elderly people (February 2021)](#)

- [Crowddreaming: Youth co-create Digital Culture - digital cultural heritage & social inclusion (March 2021)](#)

- [ICT for the Elderly - basic digital skills and media literacy / elderly people (May 2021)](#)

- [STEAMonEdu - STE(A)M Education (October 2021)](#)

- [Social Hackademy - STEM Education / social inclusion / advanced digital skills / Young people / SDGs (October 2021)](#)

Policy briefs

To keep our members up-to-date on policy developments and implementation, we published 2 policy briefs to member organisations on 29/10/2021 and 17/12/2021.

IMPACT AND SUSTAINABILITY

Our 2021 annual workplan included activities with mid/long term impact on our community and their beneficiaries. Below, we are providing information on both quantitative and qualitative indicators as well as explaining the achieved impact on the main target audiences.

1. Direct impact on members:

Target: members from all EU countries become part of our network
In November 2021, ALL DIGITAL had 74 members in 25 European countries. Italy has the highest number of members (14), followed by Spain (10) and Belgium (9). France (5), Germany (4) and Poland (4) are well represented, however, considering the large size of these countries, more members should be attracted. 7 countries have 2 or 3 members, and 12 countries have only one member. There are still 19 (mainly non-EU) European countries (Denmark, Iceland, Estonia, Ireland, Luxembourg, Austria, Slovakia, Armenia, Georgia, Moldova, Russia, Ukraine, Albania, Bosnia and Herzegovina, Kosovo, Montenegro, North Macedonia, Serbia, Turkey) that are not represented in ALL DIGITAL network.

At least 3 new transnational projects with ALL DIGITAL and its members
We were implementing 20 projects in 2021. 6 projects were newly awarded, 5 of which implemented with member organisations.

10+ events organised for members & stakeholders
We organised one online General Assembly and one hybrid Summit, 15 policy and multiplier events, a great number of project meetings, workshops and webinars for our members and other stakeholders.

Increase our members' participation in education & training policy, give them more visibility & opportunities to improve their services

We achieved this through capacity-building for members, policy monitoring and advocacy and European Affairs Service, measured by the Annual Membership Survey.

50% members contribute to local achievement of EU policy goals & consultations on EU policies & implement EU-funded projects
We estimate that nearly 60% of our member organisations took an active part in consultations and discussions related to the objective.

Minimum 70% members (at least 1/country) participate in AD annual survey
Around 65% (46/74) of our members participated in the survey, partly because the survey period fell into the lockdown period.

2. Direct impact on partners:

Collaboration with at least 5 civil society partner organisations => different stakeholders work together for common goals at EU level.
We collaborated with Public Libraries 2030 (PL2030) and European Association of Institutes for Vocational Training (EVBB) on mutually promoting each other's initiatives and participating in joint project proposals. We worked with the Lifelong Learning Platform (LLLP) and the European Internet Forum as an active member of these organisations. In 2021 we established mutual membership with 5 European associations: Media & Learning Association iVZW (Belgium),

European Association of Institutes for Vocational Training (Belgium), Social Good Accelerator EU (France), Out of the Box International (Belgium), and DIESIS Network (Belgium). We have engaged in a joint EU-tender proposal led by Bantani Education.

■ **Collaboration with at least 3 industry partners**
We established a close collaboration with Huawei and Microsoft and renewed our relationships with Certiport. We have engaged in a joint EU-tender proposal led by Everis and VVA.

Direct impact on digital competence centres' staff & trainers:

■ **At least 100 persons trained in capacity building programmes (incl. as part of projects) => better training offers.**
We have trained over 200 trainers and educators of digital competence centres in our projects.

Indirect impact on end-users (through our members), esp. on digitally excluded groups:

■ **2,000,000+ reached by digital skills training & educational programmes => fewer Europeans with no or low digital skills.**
According to the annual membership survey and other data collected from our members, the number of citizens served by our network on an annual basis is around to 2 million people.

■ **At least 10,000,000 Europeans reached through awareness raising actions => Europeans better informed about opportunities & challenges of the digital world.**

Policy impact

ALL DIGITAL and its members – though policy recommendations, policy events and direct consultations – have greatly contributed to key policy developments such as the Digital Compass for EU's Digital Decade 2030, New European Skills Agenda, Digital Education Action Plan 2021-2027, European Education Area, and the European Pillar of Social Rights Action Plan. Through the Communities of Practice and collaboration with JRC, we have directly contributed to the update of DigComp to version 2.2 and the first consultation on European Digital Skills Certificate. We have actively promoted the EU's initiatives on Individual Learning Accounts and Micro-credentials.

The long-term qualitative impact of our annual work plan and its activities are difficult to evaluate within the year. Nevertheless, we can assume that our activities have increased the number of people with digital competences acquired through non-formal learning; have increased the digital literacy of Europeans, enhanced employability, smarter citizens; and have better prepared youth to take on new digital jobs and ICT careers.

Sustainability

ALL DIGITAL believes the digital skills are more important than ever, and we are experiencing a forced and accelerated digital transformation. The sustainability of the organisation is based on the following **strategic goals**, as defined by the Board in December 2021:

■ Strengthen membership base

■ Provide quality services to members

■ Increase visibility and external relations

■ Engage with policy implementation

■ Develop and sustain the organisation

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.

At the beginning of 2021, ALL DIGITAL had 65 member organisations. During the year, the network welcomed 14 new organisations. At the same time, one organization left the network to come back under a different name with the similar objective of empowering citizens to learn and improve their digitals skills.

Throughout 2021, ALL DIGITAL had **78 members**, including **14 new organisations**:

- A.RES.S scarl, Italy
- Casa do Conhecimento da Universidade do Minho, Portugal
- CERTIPASS Srl, Italy
- Diesis Network, Belgium
- European Association of Institutes for Vocational Training, Belgium
- Fundació Bofill, Spain
- Idcert srl,Italy
- Ikanos, Spain
- Interuniversitair Micro-Electronica Centrum vzw (IMEC), Belgium
- Jovesólides, Jovenes hacia la solidaridad y el Desarrollo, Spain
- Le Mans Université, France
- Out of the Box, Belgium
- Social Good Accelerator, France
- Tech.mt, Malta

65% of members responded to the Annual membership survey for 2020, which, among other questions, asked to provide feedback and input on the network work and services.

According to our members, the most useful services of the network in 2020 were learning about other members' activities and about relevant EU policy initiatives or opportunities. That was a change in preferences in comparison with all the previous years, when the most important benefits were seen in participating in the General Assembly and ALL DIGITAL Summit. Participating in the Summit was still ranked third by members, but apparently the online event could not beat the in-presence experience. Among other benefits that members underlined there were Funding Alerts, participating in the General Assembly and All Digital Week raising awareness campaign, and implementing projects together with other members.

2021 services in highlight

- Space for information exchange in the general Members area of Basecamp; promoting partners' activities through our newsletter and social media
- Clusters on Basecamp in four focus areas of ALL DIGITAL: Basic Digital Skills and Media Literacy; Advanced Digital Skills; Coding, STE(A)M, and AI; Digital Cultural Heritage
- Participation in the General Assembly and ALL DIGITAL Summit
- ALL DIGITAL Awards category Best Digital Resource targets our member organisations
- Funding alerts, tailored to our members, highlight the main points of each selected funding call, which allows members to quickly assess the opportunity without going into much detail
- The 'Training Opportunities' section on our website permits members to promote their courses and training events
- A webinar with experts on EU funding and a "help desk" via Basecamp, providing space for members to ask questions and get support when preparing their applications
- ALL DIGITAL Members Talks: It is a new service for our members to increase their knowledge of topics of their interest, raise their awareness about EU policy & facilitate potential new partnerships/projects

PARTNERSHIPS

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.

Five **mutual memberships** were confirmed or established during 2021, allowing to disseminate content and messages among diversified networks.

- Media & Learning Association iVZW (Belgium)

- European Association of Institutes for Vocational Training (Belgium)

- Social Good Accelerator EU (France)

- Out of the Box International (Belgium)

- DIESIS Network (Belgium)

We strengthened the collaboration and established new ones with the corporate sector such as Microsoft, Huawei and Certiport. We collaborated on joint tender proposals led by Everis, VVA and Bantani Education.

ALL DIGITAL Week 2021 was organised in partnership with: Europeana, Lifelong Learning Platform, Public Libraries 2030, and CEPIS.

COMMUNICATIONS

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 2021 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, 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 followings:

■ **ALL DIGITAL website** (5000+ monthly visits on average with peaks around key events)

■ Bi-monthly newsletter (1,500+ subscribers) (<u>February</u> | <u>April</u> | <u>June</u> | <u>September</u> | <u>November</u> |

■ **Unite-IT** community site of digital inclusion stakeholders and practitioners (1200+ members)

■ Social media: Facebook (4,000+ followers), Twitter (3,400+ followers), LinkedIn (1270 followers)

■ Basecamp members area (for internal communication with our members)

■ 2 Communities of Practice (DigComp w/ currently 614 members, Digital Competence Certification w/ currently 357 members)

■ 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, etc.

■ 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.
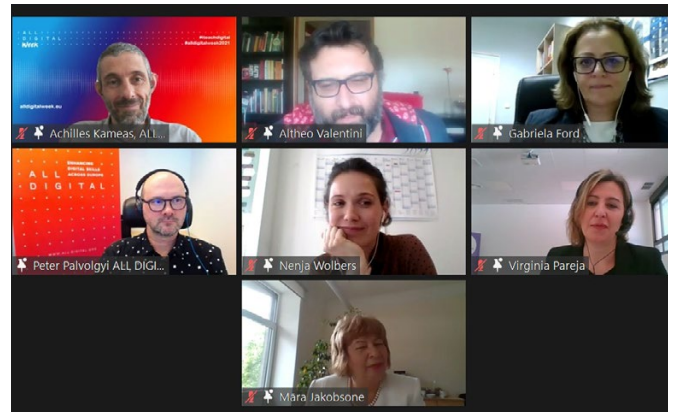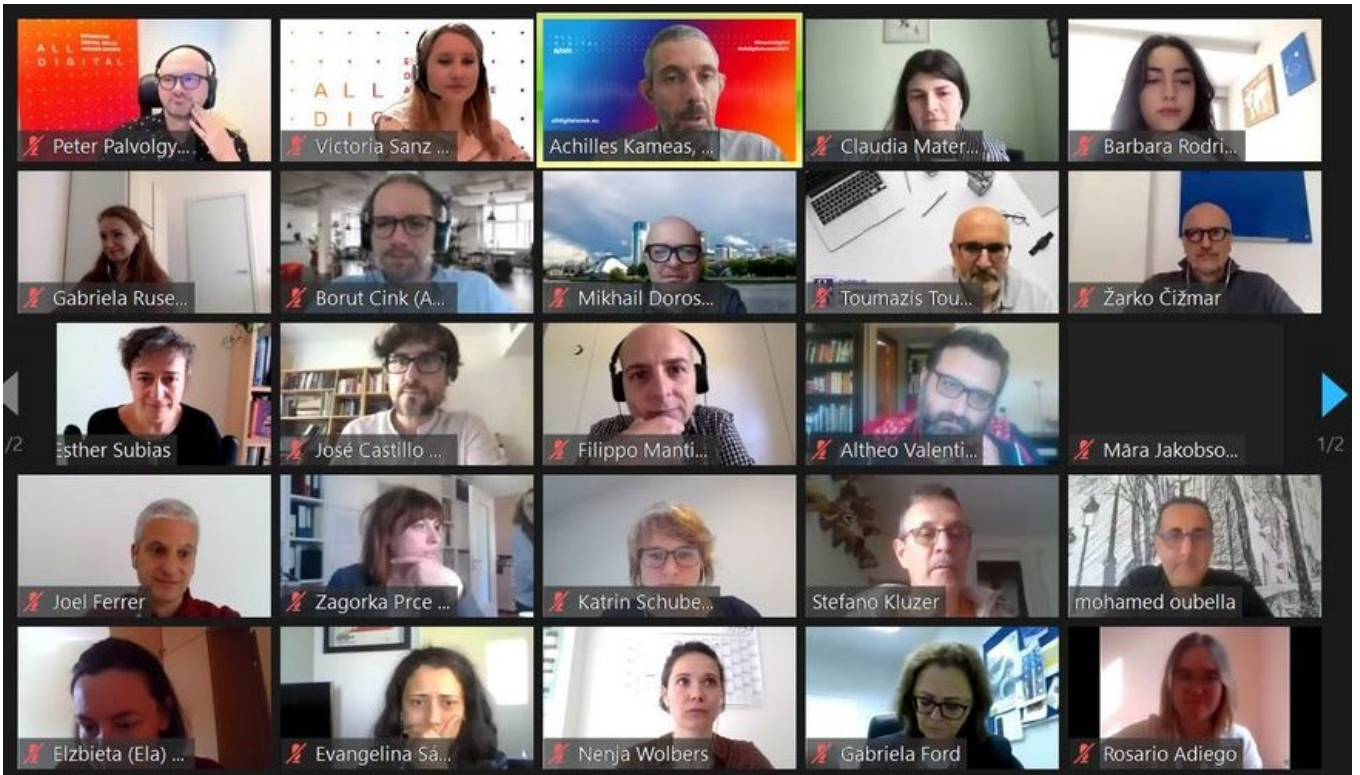
ALL DIGITAL SUMMIT

A L L
D I G I T A L
SUMMIT 2021

The ALL DIGITAL SUMMIT 2021 titled ''*Digital Skills and Tools for a Better World*'': **Solving real-world and societal problems through digital tools and approaches'' was the 14th edition of the European annual conference on digital skills, training and competencies.**

Due the pandemic restrictions, it was organised on a hybrid format on 13-15 October 2021. The L42 venue was the selected conference location in Brussels to welcome many speakers and stakeholders, awards winners and young participants to the HackAD competition.

The technical support of the platform was managed in Brussels with the support of Impact Media platform who recorded the Summit activities taking place in L42 venue and online. The conference was partly available on livestream. A series of high-level guests, including the Commissioner for Social Affairs Nicolas Schmit, broadcast the speeches from their offices thanks to the main platform channel. The Covid-19 situation was still present and affected the organisation of the event while at the same time reinforcing the idea that it was an accelerator of change, in particular boosting digital transformation and the need for digital skills among all society sector and age groups.

The Summit looked at how digital skills and digital tools unlock and amplify the subjects of STE(A)M Education and Digital Social Innovation, how they solve real world problems and add value to the beneficiaries. The Summit explored ''Digital Skills and Tools for a Better World'' and focused on the three digital empowerment themes: citizens and competence centres; STE(A)M educators; and young people. The event tackled policy issues on digital skills and highlighted the experience of two Erasmus+ projects: STEAM on Edu on day 2 and Social Hackademy on day 3. See programme.

Day 1

It was dedicated to the key theme ''**Digital skills and tools for a better world**'', covering institutional aspects with keynotes speeches delivered by the EC Commissioner for Jobs and Social Rights Nicolas Schmit, Director for Innovation, Digital Education and International Cooperation in DG EAC's Antoaneta Angelova-Krasteva and Prof. Giannoumis of the University of Oslo. The speakers expressed the relevance of digital skills in the ongoing and future challenges of the twin transition, presenting the initiatives and approaches put forward by policymakers and academia. Besides, panel discussions and workshops were organized around European strategies and policies on digital skills and education, as well covered the key principles and recommendations of ALL DIGITAL's "Manifesto for enhancing digital competences in Europe'. Presentations included topics such as: gender equality in STEM disciplines, transversal skills, online hate speech issues, the future skillset of librarians, online disinformation, cybercrime and teenagers, the Smart Cities Body of Knowledge, update of the DigComp Framework to version 2.2. Watch the recording.

Day 2

Increasing the adoption and impact of STE(A)M education by the professional development of STE(A)M educators conference. The event focused on three main aspects related to the field of STE(A)M education: 1) the results from **STEAMonEdu** project 2) the current innovations within STE(A)M and 3) the future challenges in the field. Participants to the event gained knowledge on the latest achievements, EU positions and action plans to support and facilitate broader adoption of integrated STE(A)M within the educational system. Watch the recording.

Day 3

Co-creation, digital skills development and innovation were the core topics discussed on the third day of ALL DIGITAL Summit which hosted the Social Hackademy International Conference. The day was dedicated to the **Social Hackademy** project, including keynote speeches, a MiniHack and the Social Hackademy Award ceremony where the best examples of young digital experts who developed their digital innovative projects were presented. A panel debate focused on the potential and critical elements of co-creation methodologies for solving various societal challenges and empowering young people, in particular from disadvantaged backgrounds. Watch the recording.

In 2021 the Summit hosted 500 registered participants over the 3 days, more than 50 speakers, ranging from renowned EU policymakers, stakeholders involved in digital inclusion, academics, and young hackers. We enjoyed the networking possibilities on the digital marketplace, and more than 250 online meetings were scheduled.

ALL DIGITAL AWARDS

ALL
DIGITAL
AWARDS 2021

The annual ALL DIGITAL Awards recognise the achievements of individuals and organisations across Europe that enable people to exploit the benefits and opportunities created by digital transformation.

2021, ALL DIGITAL Awards recognised individuals and organisations in three categories:

- **Best E-Facilitators**: Gabija Ščiukauskaitė, Kaunas District Municipality Public Library Lithuania

- **Best Digital Changemaker**: Tobias Marczinzik, Founder of PIKSL, Germany

- **Best Digital Resource**: Somos SIA AUPEX team and funded by the Regional Government of Extremadura Spain

The finalists/winners were selected by a Jury, and promoted online with videos created by nominators. The three finalists in each category were featured during the online Award Ceremony on 13 October 2021.

Prizes were shipped beforehand and given to winners right at the announcement by their colleagues.

ALL DIGITAL WEEK

ALL DIGITAL Week is our annual flagship campaign on digital inclusion and empowerment engaging Europeans to use ICT with confidence and skills that allow them to benefit from digital transformation. Overall thematic and awareness-raising activity on digital skills training and EU policy topics in this area, such as digital skills gap.

The campaign focuses on

- **The campaign focuses on** overall thematic and awareness-raising activiti**es** on digital skills, training and EU policy topics in this area, such as **the** digital skills gap.

- STE(A) M education - The word **STE(A)M** cannot be separated, should stay all together

Achilles Kameas, Chair of the Board

Stefano Scarpetta
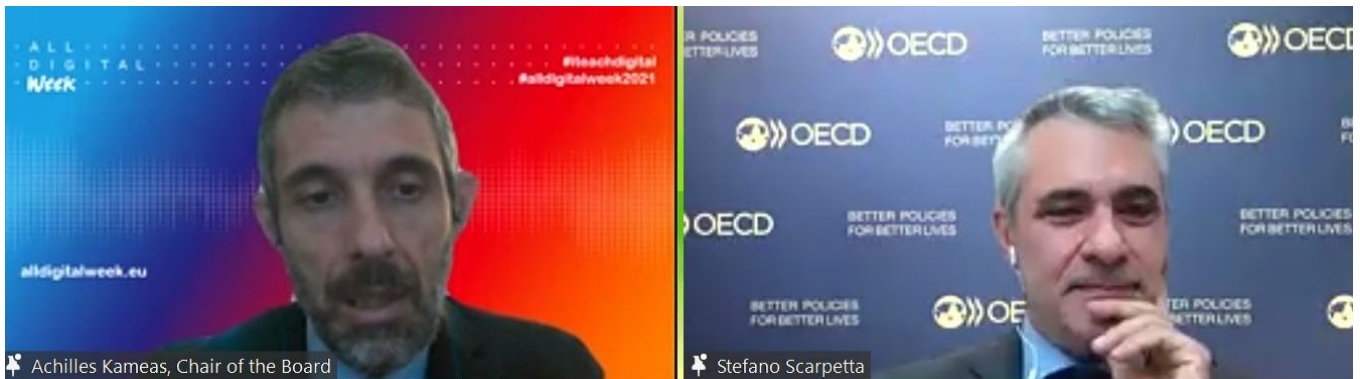
2021 marked the 12th year of the Europe-wide campaign, which was more important than ever: **Europe needs better digital skills to go beyond the pandemic**.

The Covid-19 pandemic has presented humanity with a huge challenge to our known infrastructures – education systems, healthcare provision, social support, businesses and community cohesion. Society is tired of it all, and misinformation is one of the few things flourishing. At the same time, we have all been forced to learn new digital skills. New skills to continue learning, teaching, working, running a business, communicating with loved ones, and even discerning what information we can trust. According to Digital Economy and Society Index DESI, 42% of EU Population do not possess even basic digital skills, and with All Digital Week, we wanted to help them start their digital journeys and improve their digital competences and confidence to do it.

Hundreds of events across Europe supported educators to 'be a digital hero', boosting citizens' employability, helping them to access healthcare and government services, increase their social connections, and counter disinformation. Events also helped businesses to become more resilient focusing on social media and efficient homeworking and showed schoolchildren and students the importance of digital skills, media literacy, and STE(A)M education, as well as opportunities presented by ICT-related professions.

On Monday 22 March 2021 ALL DIGITAL launched its annual **ALL DIGITAL Week** campaign with a high-level

online event titled "Digital Skills for a Stronger Europe". Stakeholders and policymakers highlighted and discussed a range of topics relating to the importance of digital skills in a post-pandemic Europe. View the Video-Recordings.

Another important event of the campaign was the launch of MyDigiSkills – **a new tool** to help users understand their digital competences. It was launched on 23 March and over **100 people** attended the special webinar. During the campaign days, **1,400 people** took the tests to check their digital competences through this new tool.

Other **events** from ALL DIGITAL and our partners included:

- **22 March** – Digital SkillShift webinar on re-skilling and up-skilling for online working

- **24 March** – Smart-DevOps project webinar on developing skills for Smart City professionals

- **25 March** – CDDC conference "Crowddreaming: Youth co-create Digital Culture"

- **26 March** – STEAMonEdu webinar "Competence needs and professional development of STE(A)M educators"

- **30 March** – Open-AE webinar on promoting open source technologies in non-formal adult education

- **31 March** – Biblio webinar "Boosting digital skills and competences for librarians"

> In this time of crisis and social disruption, digital skills and competencies have become more important than ever. Basic digital skills are not just good to have, they have become a necessity.

Mariya Gabriel
European Commissioner for Innovation, Research, Culture, Education and Youth

#iteachdigital
#alldigitalweek2021

alldigitalweek.eu

In 2021, despite happening during the pandemic emergency due to COVID-19, the ALL DIGITAL Secretariat, members and partners managed to organise 440 activities/events in 171 cities/towns, 24 countries (Armenia, Belarus, Belgium, Bulgaria, Czechia, Croatia, Cyprus, Estonia, Germany, Greece, Hungary, Italy, Latvia, Lithuania, Poland, Portugal, Romania, Russia, Spain, Sweden, Turkey, Ukraine, UK, and even India) for about 108.000 people. The activities rolled out at national/regional/local level included media literacy events, training on effective telework; helpdesks for teachers moving their work online, helplines for citizens teaching them how to make video calls.

ALL DIGITAL Week 2021 was organised with the involvement of 20 members organisations, who organised activities at local, regional, and national levels, and in partnership with strong European partners in the field of digital education, skills and heritage: Europeana, Lifelong Learning Platform, Public Libraries 2030, and CEPIS.

In 2021 ALL DIGITAL organised a series of its own online events for over 850 people highlighting various aspects of digital skills training and presenting the projects that ALL DIGITAL implements with partners

Relevant Information:

- All Digital Week 2021 online report

- Launch Event Report

- Why do we need digital skills? Promo video - All Digital Week 2021

- Videos with partners on working remotely and supporting communities during the pandemic

MYDIGISKILLS

MyDigiSkills is a tool designed to help people better understand their level of digital skills based on knowledge, skills, and attitude in each of the five areas of the European Digital Competence Framework for Citizens, known as DigComp. The MyDigiSkills system was created under a Creative Commons Licence by ALL DIGITAL from the DigCompSAT project of the Joint Research Council of the European Commission.

The test consists of 82 items which require users to answer simple statements with responses such as "I have a good understanding of this" or "I can do it with help" for example. Questions are related to skills, knowledge, and attitude to digital technology. At the end of the test, users receive a report on their digital competence level.

MyDigiSkills is a useful self-reflection tool to raise awareness about one's own assessment of digital skills. The tool was developed in the first half of 2021 and launched during ALL DIGITAL week 2021, while during the second half important new features were introduced such as the possibility to take the test more than once, and to save and compare test results.

The possibility for organisations to use the test with a cohort of users and access their anonymised results via a test code, was added. The platform is available in a total of 11 languages as of the time of reporting.

During 2021 the tool has registered 11263 unique users with completed tests, who are from 102 different countries.

UNITE-IT

Unite-IT is an online community and platform with 1235 professionals registered in the field of digital skills training (teachers, trainers, librarians, ICT specialists, public servants), many of them engaged with our member organisations. It is an open platform for everyone working on the topics of digital skills, non-formal education, adult education, digital empowerment. Most of the publications are coming from member organisations and their networks.

Unite-IT serves also as a stakeholder platform for All Digital Week, where partner organisations share stories about their campaign activities. It is used for promoting ALL DIGITAL Awards finalists, for collecting the reports from discussions and workshops at the ALL DIGITAL Summit, and for promoting partners' events.

In 2021, 4 blogposts and 20 events were posted on the platform, curated and edited by ALL DIGITAL staff.

OVERVIEW OF PROJECTS

ALL DIGITAL was implementing 20 projects in 2021 with the main aims of
- Promoting inclusive education for all
- Enhancing the acquisition by all citizens of a wide set of (key) competences
- Supporting teachers, staff and leaders of education and training institutions
- Promoting excellence and innovation

Promoting active citizenship through civic education and youth role models (ACTIon)
Coordinated by Nexus Institute, Germany, we were a partner in this Erasmus KA3 project aimed at promoting active citizenship through civic education and active e-participation of youth role models from socially disadvantaged groups.

Advanced Media Literacy Education to counter online hate-speech (AMeLIE)
Coordinated by AD member EGInA, Italy, we were a partner in this Erasmus+ KA2 project designed for training teachers and representatives of school communities on advanced media literacy skills and the issue of online hate-speech.

Boosting digital skills and competences for librarians in Europe (BIBLIO)
Coordinated by Università degli studi di Bari Aldo Moro, Italy, we were a partner in this Erasmus+ Sector Skills Alliance project that addresses the skills gap in the library sector due to the digital transformation that is changing the role of libraries and library professionals.

CrowdDreaming: youths co-Create Digital Culture (CDDC)
We were the coordinator of this Erasmus+ KA3 project to scale-up at European level a good practice in the field of the valorisation of digital cultural heritage for inclusive education and promotion of European values among youngsters.

Creative Audio-visual Lab for critical thinking and media literacy (CrAL)
We were the coordinator of this Erasmus+ KA3 project to improve media literacy and critical thinking among young people by scaling up a good practice "Creative audiovisual writing and reading" and preparing educators on reinterpreting and producing audiovisual contents.

DIGital INVasions for the promotion of Cultural Heritage (DIGINV)
Coordinated by the Municipality of Bevagna, Italy, we were a partner in this Erasmus+ KA2 project aimed at valorising cultural interest and practices by engaging citizens, cultural institutions and using technology as a catalyst.

Digital SkillShift
We were the coordinator of this project funded by JP Morgan Foundation supporting the reskilling and upskilling for digital transformation of disadvantaged citizens with digital competences, by developing new skills and attitudes required for today's labour market.

Enhancing skills intelligence and integration (DocEnhance)
Coordinated by The Arctic University of Norway, we were a partner in this H2020 project aimed at enhancing transferable skills intelligence (including digital skills) and integration into existing PhD programmes.

Digital Education Among Roma Minorities in Schools (DREAMS)

Coordinated by AD member MAKS, Belgium, we were a partner in this Erasmus+ KA2 project fostering the social, civic and intercultural competences of Roma parents through digital education in order to promote their social inclusion and tackle discrimination.

Media Literacy and Digital Citizenship for All (eMEDIA)

Coordinated by La Ligue D'enseignment, France, we were a partner in this Erasmus+ KA2 project aimed at promoting digital education by training educators on robotics and coding, digital media literacy and digital content creation.

EU Regional Partnership for Gender Equality in the Digital Age (EQUALS-EU)

Coordinated by Oslo Metropolitan University, Norway, we were a partner the communication, dissemination and exploitation partner in this H2020 project aimed at building capacity in gender-inclusive innovation in Europe and partner countries worldwide.

ICT Skills for the Elderly (ICT 4 ELDERLY)

Coordinated by AD member Tech.mt, Malta, we are a partner in this Erasmus+ KA2 project aimed at facilitating a pathway for up-skilling the digital competences of individuals between 55 and 75 years old through a training manual and an online academy.

Empowering old citizens for a digital world (ICT SKILLS 4 ALL)

Coordinated by University of Porto, Portugal, we were a partner in this Erasmus+ KA2 project aimed at fostering digital skills, self-confidence and online safety of older adults aged 55 years and over who have minimal or no engagement with digital technology.

Empowering and educating young people for the internet (RAYUELA)

Coordinated by Universidad Pontificia Comillas, Spain, we were a partner in this H2020 project empowering and educating young people to a more conscious and aware use of the Internet through gaming, in a preventive and mitigating action to reduce cybercriminal behaviour.

ReWrite your story (Re-STORY)

Coordinated by University of Peloponnese, Greece, we are a partner in this Erasmus+ KA2 project to develop a methodology based on storytelling practices for professional care givers and e-facilitators working with elderly people.

DevOps competences for Smart Cities (DEVOPS)

Coordinated by University of Thessaly, we were a partner in this Erasmus+ Sector Skills Alliance project that addresses the shortage of digital and transferable skills in the municipalities' smart cities sector and supports this sector's employees in their professional development.

Social Hackademy (#hackAD)

We were the coordinator of this Erasmus+ KA3 project fostering digital skills and competences of young people from disadvantaged background by implementing collaborative educational activities based on the Social Hackademy co-creation methodology.

Competence development of STE(A)M educators (STEAMOnEdu)

Coordinated by AD member Computer Technology Institute and Press "Diophantus", Greece, we were a partner in this Erasmus+ KA3 project to increase the adoption and impact of STE(A)M education by the professional development of STE(A)M educators.

THREE-D-PRINT (3D-Print)

Coordinated by EU15 LIMITED, UK, we were a partner in this Erasmus+ KA2 project providing support for the educational and training challenges related to equipping the future workforce with relevant and needed skills to participate in the 3D printing revolution.

Validation of transversal skills across Europe (TRANSVAL-EU)

Coordinated by Federal Ministry of Education, Science and Research, Austria, this Erasmus+ KA3 project intends to be one of the largest European policy experiments on validation of transversal skills acquired through non-formal and informal learning.

PROJECTS IN DEPTH

ACTIon
"Promoting active citizenship trough civic education and active online participation of youth role models"

Promoting active citizenship through civic education and active online participation of youth role models

PERIOD: 15/01/2021 — 14/01/2024
FUNDING: Erasmus+, Support for Policy Reform, KA3 Social Inclusion through Education, training and youth
COORDINATOR: Nexus Institute for Cooperation Management and Interdisciplinary Researc
WEBSITE: http://www.erasmus-action.eu;
HASHTAG #ACTIonEUProject

ACTIon is an Erasmus+ KA3 Social inclusion project which started at the beginning of 2021 and will roll out over the next three years.

The purpose of the ACTIon project is to promote active citizenship through civic education and active online participation of youth role models from socially disadvantaged groups in both formal and non-formal/community-based education settings.

To this end, ACTIon adapts two innovative on- and offline training models and tools – Popular Opinion Leader and OPIN platform. They will be piloted in formal and non-formal, community-based education settings in four of the partner countries.

The project's main target groups are:

■   adolescents and young people (aged 14-25)

■   youth activists, volunteers and informal peer leaders in non-formal education and community settings like youth organisations and community education centres.

ACTIon brings together six partners from five countries (Belgium, Bulgaria, Germany, Greece, North Macedonia) with complementary expertise in education, (digital) participation, and network cooperation.

In 2021, partners conducted research on training needs and existing frameworks and methodologies and adapted the good practices, which resulted in developing two training programmes:

■   MOLA - Model for Opinion Leaders' Online Activation

■   DigiPAC - Digital Participation and Active Citizenship

A sound theoretical framework and training handbooks and supporting materials on the two programmes are available to teachers, trainers, and youth workers. In the next year, a capacity-building workshop for trainers will be organised, after which the training handbooks will be tested in formal and non-formal educational settings in the 4 countries, and the results will be evaluated.

AMeLIE
"Advanced Media Literacy Education to counter online hate-speech"

PERIOD: 01/09/2020 — 28/02/2023
FUNDING: Erasmus+ KA2 - Strategic Partnerships for school education
COORDINATOR: EGInA srl
WEBSITE: https://www.amelieproject.eu;
Facebook: @AMeLiE.EU
Instagram: amelieprojecteu

The AMeLiE project addresses the issue of online hate speech. The aim is to train teachers and representatives of school communities (school managers, digital facilitators, but also representatives of families) on a specific methodology, which goes beyond basic computer skills and focuses on the formation of advanced media literacy skills for those in educational roles. The methodology is based on an Italian project, Parole Ostili, promoting kind speech and supporting educators.

The project foresees the creation of three Intellectual Outputs:

- Blended training course for educators

- Virtual Network of schools for countering online hate-speech

- Policy Recommendations for policy makers and educational institutions

2021 was dedicated mainly to the development of the blended training. Partners organised meetings with selected teachers to discuss their needs and refine the scope of the training programme. Then, they selected learning contents and collected didactic materials. At the same time, they started developing the online platform, discussing the functionalities, and uploading the materials. 12 trainers of the partner organizations with expertise in media literacy were trained on the specific methodology of AMeLiE and on innovative techniques for training and teaching during a 5-day face-to-face training course which took place in November 2021 in Foligno. ALL DIGITAL offered this opportunity to trainers from its member organisations, and through an open call selected two trainers – Petar Veljačić from MAKS vzw and Justine Toms from Global Libraries Bulgaria Foundation. In the next phase, the trainers will work with a group of 25 teachers and representatives of the school communities (chosen from the schools participating in the project as associated partners and beyond), who will test the methodology thanks to the blended course and the interactive platform. The blended course will start in January 2022 with teachers from the partnership countries – Italy, Belgium, Greece, Romania, Germany – but also other countries thanks to the ALL DIGITAL network.

Biblio
"Boosting digital skills and competences for librarians in Europe"

PERIOD: 01/11/2019 — 30/04/2023
FUNDING: ERASMUS+ KA2 Sector Skills Alliances
COORDINATOR: University of Bari Aldo Moro, Italy
WEBSITE: https://www.biblio-project.eu
FACEBOOK: @DigitalBiblio
TWITTER: @digital_biblio

The BIBLIO project addresses the skills gap in the library sector due to digital transformation that is changing the role of libraries and library professionals. The project targets library professionals and unemployed people in the library sector by enabling them to offer innovative services for users. It facilitates the acquisition of digital and transversal skills for library professionals by setting up a system for skills assessment, learning offer, validation, and recognition.

2021 was a very intensive year for the project, with the development of the modular VET curriculum in the first half of the year and the launch of first Massive Open Online Course (MOOC) on digital skills especially designed for library professionals, which started in the second half of the year. The course ran during October and November and attracted more than 1200 registered participants from all over Europe, with the highest number of learners coming from the four piloting countries – Italy, Bulgaria, Latvia, and Greece. ALL DIGITAL disseminated the course widely at European level. A webinar was organised during the ALL DIGITAL week 2021 in March to present the VET curriculum, while the MOOC was promoted on the main European platforms – EPALE, the Digital Skills and Jobs Platform and the Digital Skills Map. The course ran over eight weeks and included weekly live webinars with renowned experts in the field covered by the course modules. In the last months of 2021 partners already started preparing for the next phase

– the specialization training course, which will include face-to-face and online learning, project-based learning, and work-based learning.

While the MOOC took place online and could be accessed from all over the world, the specialisation course will take place in the four piloting countries: Bulgaria, Greece, Italy, Latvia.

CDDC
"Youth Co-Create Digital Culture"

PERIOD: 15/01/2019 — 14/04/2021
FUNDING: ERASMUS+ KA3 Social Inclusion
COORDINATOR: ALL DIGITAL
WEBSITE: http://www.crowddreaming.eu
FACEBOOK: @CrowddreamingEU

The 'Crowddreaming: Youth co-create digital culture (CDDC)' project is based on a best practice of the same name developed by Stati Generali dell'Innovazione (SGI) as a cooperative contest. The purpose of the contest is to have young people co-create a digital monument embedded in 'the Europa Square' - a physical square augmented with digital scenes. The digital scene is the scene of thanksgiving which is based on a story created by a school where they thank another country or culture for a contribution it made to Europe or their homeland. The Crowddreaming methodology utilises digital cultural heritage as means for inclusive education and promotion of European values among youngsters.

The CDDC scales up the best practices by creating a formalised methodology used by teachers in schools. This process entailed analysing teachers' needs and developing a curriculum that enables teachers to learn about digital cultural heritage and get skills to guide and lead the workshops with young people to create the digital scenes. In 2020 the project consortium developed and delivered the MOOC, which 137 teachers completed. Teacher's training was followed by piloting of the Crowddreaming methodology in Croatia, Greece, Italy Latvia. 1631 students (13-19 years old) participated in 210 workshops and created 236 digital thanksgiving scenes. The 80 best digital scenes were uploaded to the Europa Square digital monument.

Europa Square exists in two formats: (1) Augmented Reality format, which was installed at the premises of all participating schools and (2) Virtual Reality format. This action was taken to address the challenge of presenting the digital scenes in an online environment because any public gatherings and events were not allowed due to COVID-19 restriction measures. Europa Square was inaugurated at the ALL DIGITAL Summit 2020.

CrAL
"Creative audiovisuals for the promotion of critical thinking and media literacy"

Creative Audiovisual Lab for the promotion of critical thinking and media literacy
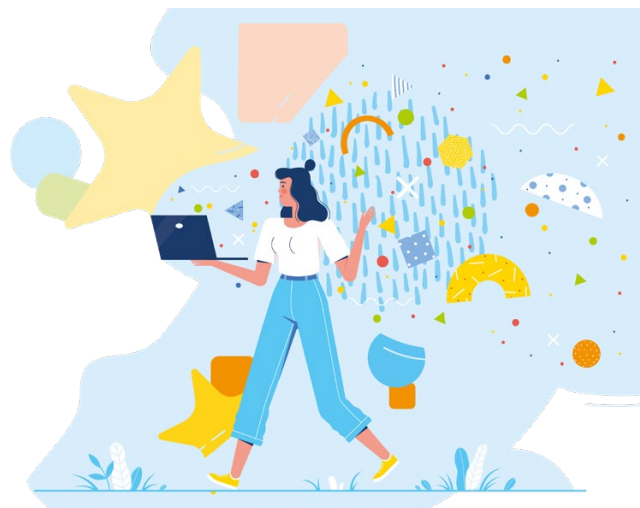
PERIOD: 15/01/2021 — 14/01/2024
FUNDING: Erasmus+ EACEA/34/2019: Social inclusion and common values: the contribution in the field of education and training
COORDINATOR: ALL DIGITAL
WEBSITE: https://www.cral-lab.eu/
FACEBOOK: hashtag #CrALProject

The aim of the project is to enhance critical thinking and media literacy among young people between 14-19 years, parents, and educational staff. This will provide 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 will apply and scale up the Italian good practice "Creative audio-visual writing and reading" to five different education systems and contexts – Croatia, Greece, Italy, Lithuania, and Spain.

During 2021, partners worked hard to adapt the good practice "Creative audio-visual writing and reading" and to create a methodology which will help them set up Creative Audiovisual Labs in each country. An instructional document has been created, describing the methodology and its theoretical background, and identifying the modules and learning objectives of the Creative Auidovisual Lab training programme.

To implement the methodology in the different countries, partners will need to train educators (teachers and trainers). This will happen through a blended course following the programme and covering technical, digital, and creative skills. For this purpose, in 2021 partners started developing video lessons and accompanying educational packs for the teachers.

During the next year, the video lessons and educational packs will be translated in all partners' languages and partners will train teachers and trainers in their countries. Then, the latter will set up Creative Audiovisual Labs and work with their students. Students will produce films on selected topics such as migration, tolerance and other topics that are interesting for them and important in todays' society.

DIGINV
"DIGigital INVasions for the Promotion of Cultural Heritage"

PERIOD: 01/09/2018 — 31/08/2021
FUNDING: ERASMUS+ KA2 Strategic Partnerships
COORDINATOR: Municipality of Bevagna, Italy
WEBSITE: www.digitalinvasions.eu
FACEBOOK: @diginv

The main objective of the project was to valorise cultural interest and practices by engaging citizens, cultural institutions and using technology as a catalyst. This project scaled up the Digital Invasion methodology, which was originally developed in Italy and which improves the digital and communication skills of cultural heritage operators.

The project challenged the idea of sterile visits to museums and other cultural places where photography, social media and the internet, are often not allowed, by developing a training curriculum that encouraged the user to "invade" cultural places, by taking photos, sharing and telling the stories of their homes and community. By doing so, the visitors not only trained their digital skills but also increased their cultural participation and experience local cultural heritage in a new way. DIGINV project organised training activities for Cultural Operators in Italy and "Digital Invasion" events in Cyprus, Hungary, Italy, and Malta. Due to the COVID-19 pandemic, the training activities took place in Italy, in June 2021. The closing event of the project took place in Bevagna in person.

Digital SkillShift

DIGITAL SKILL SHIFT

PERIOD: 01/12/2018 — 31/03/2021
FUNDING: J.P. Morgan Chase Foundation
COORDINATOR: ALL DIGITAL
WEBSITE: https://digitalskillshift.eu/
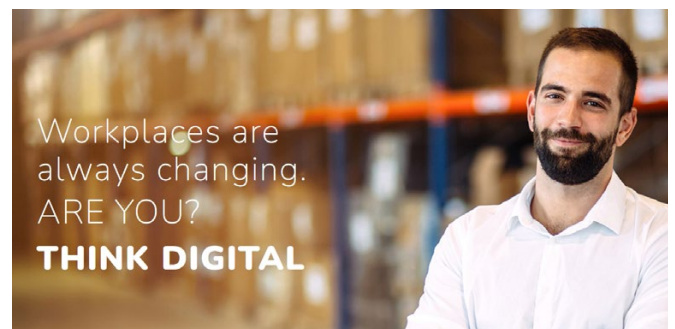
Digital SkillShift aimed to reskill and upskill citizens facing the challenges of digital transformation to the labour market. It aimed to create new work-related opportunities for the beneficiaries of a specially-tailored training programme, by developing new skills and attitudes required for today's labour market. It aimed to create a scalable model and curriculum for citizens and a new digital transformation approach for employers.

Digital SkillShift is a flexible learning programme focused on a specific job role, a Digital Assistant. It upskills citizens facing the challenges that new digital technology is creating within the labour market.

The project addressed short-term unemployed, low-skilled adults aged 20 to 40. We expected at least 300 unemployed people to benefit from the training in Berlin, Rome and Paris, with approximately 50% or 150 trainees finding a placement with companies as a result. The learning programme was planned to be piloted in the three target countries until the Summer of 2020. The project was to be continuously evaluated and would look to create a successful and scalable model and curriculum.

The project promoted the idea of employers' ongoing engagement in the process of preparing their (existing and future) employees for digital transformation through tailor-made training programmes. The project focused on a range of sectors that are highly disrupted by digital transformation (such as retail, service, etc, but excluding the ICT sector), and on the new, entry level "digital jobs" that are available across these sectors.

Work is changing.
THINK DIGITAL

Upskilling?
THINK DIGITAL

Workplaces are always changing.
ARE YOU?
THINK DIGITAL

DocEnhance – "Enhancing skills intelligence and integration into PhD programmes"

DocEnhance

PERIOD: 01/01/2020 — 31/12/2022
FUNDING: Horizon 2020
COORDINATOR: The Arctic University of Norway
WEBSITE: https://docenhance.eu
NEWSLETTER: https://docenhance.eu/newsletter/
TWITTER @DocEnhance, **LINKEDIN** @docenhance

DocEnhance aims to enhance transferable skills intelligence and integration into existing PhD programmes by involving the non-academic sector in developing a more employment and innovation-oriented curriculum for PhD programmes, facilitating work-based learning and business-education partnerships through developing PhD courses, and tracking of PhD graduate career paths.

During the second year of the project, a Policy Brief on transferable skills training in Doctoral Education have been issued. A short promotional video provides a general overview of the project's objectives and main activities.

A main achievement has been setting up and running a career tracking survey of PhD graduates among nine partner universities. The results from the DocEnhance career-tracking survey was promoted through a campaign on social media, attracting interest from a large number of new contacts. The survey report provides an overview of the careers pursued by the PhD graduated after their studies, and the structure of doctoral training, including transferable skills. The report underlines the PhD holders' motivations for undertaking a doctorate programme, and their satisfaction with their training and subsequent careers. Individual reports were also produced for the institutions taking part in the survey.

The launch of a small-scale survey among employers on the added value of a PhD created an opportunity to specifically promote the project among a specific target group. A report from this survey will be prepared in early 2022.

DocEnhance's three courses on Supervision, Data Management, and Career Management and Entrepreneurship were piloted within partners' universities existing PhD programmes for proof-of-concept during the first semester of 2021. The first pilot round was a successful test that ran smoothly and was very well accepted and rated by the participating doctoral candidates.

During a Stakeholder Evaluation Workshop in September 2021, representants from higher education institutions and potential employers also provided feedback on the courses and their contents, as well as for the first prototype of the DocEnhance platform. A second run of pilots will take place in the first half of 2022.

DocEnhance was presented at the PRIDE and EuroDoc annual conferences. DocEnhance representatives have also participated in panel discussions such as "Doctors of a thousand career paths", a national high-reach webinar in Finland, as well as in Knowledge ecosystems in the new ERA, the presentation of the EU competence framework for researchers.

DREAMS "Digital Education Among Roma Minorities in Schools"

PERIOD: 01/09/2019 — 31/03/2021
FUNDING: ERASMUS+ KA2 Strategic Partnerships
COORDINATOR: MAKS vzw, Belgium
WEBSITE: https://all-digital.org/projects/dreams/
FACEBOOK: Dreams

The DREAMS project aimed at fostering the social, civic and intercultural competences of Roma parents through digital education in order to promote their social inclusion and tackle discrimination in schools, segregation, racism, bullying or violence. The idea was to strengthen the collaboration between schools and families to help Roma parents understand the problems their children face in schools, to learn and talk about their rights as parents in the school, to be listened to and involved in school activities. This was achieved through digital storytelling technique with low-skilled Roma parents. Digital storytelling was used to highlight a societal problem, the drop out of Roma children from schools, discrimination, segregation, lack of opportunities.

DREAMS was implemented in Romania, Bulgaria, and Belgium. The project was based on exchange of adult education methodologies of involved countries. Roma parents learnt how to tell and edit digital personal narratives based on their personal life experience as a digital illustration. Digital stories aimed to create empathy from the educational environment towards Roma children and would be call for action to think about changes and pathways that help resolve the problems that Roma children and parents face.

Video summing up the project

eMedia
"Media literacy and Digital citizenship for All"

PERIOD: 01/09/2018 — 31/08/2021
FUNDING: rasmus + **KA2 Strategic Partnerships**
COORDINATOR: La ligue d'enseignment, France
WEBSITE: https://all-digital.org/projects/emedia
FACEBOOK: @emedialiteracyproject
**MOOCs:** https://formation.laligue.org/course/

eMedia: Media Literacy and Digital Citizenship for All was an Erasmus+ KA2 Strategic Partnerships for Adults Education project. The focus of the project was to promote education by educating active and responsible citizens in the digital world. This was done through the production of educational booklets teaching digital practices, that were used for the training of the educators in non-formal and formal education centres.

The eMedia project developed three educational booklets to support the training of teachers and educators in media literacy and digital citizenship for all:

- on robotics and coding
- on digital media literacy
- on online expression

Each of these booklets provides a minimum of ten hours of activities, and two of the (on digital media literacy and robotics) have a complementary Moodle/MOOC to facilitate the training. To take part in the MOOCs, please create a user at https://formation.laligue.org/ and request the access to the e-Media Project MOOC on Digital Media Literacy and Robotics.

The project ended in August 2021, watch the project closure event here.
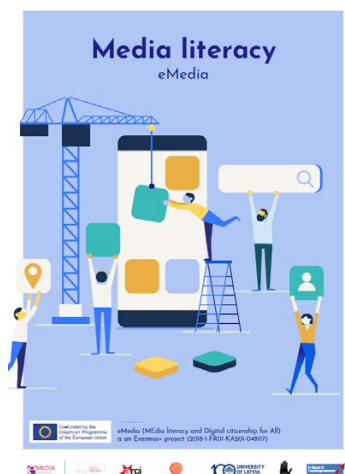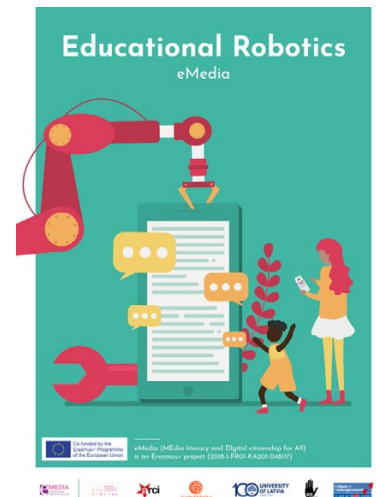
EQUALS-EU
"Europe's regional partnership for gender equality in the digital age"

PERIOD: 01/01/2021 — 31/12/2023
FUNDING: Horizon 2020 (Science with and for Society)
COORDINATOR: OSLOMET – Storbyuniversitetet (OsloMet), Norway
WEBSITE: https://equals-eu.org/

Progress towards gender equality in Europe is moving slowly, and key dimensions have worsened. With the EU's Gender Equality Strategy 2020-2025 the EU has committed to improving the structural inequality between men and women, and empowering and promoting the social, economic and political inclusion of women and girls. However, a conclusive strategy for eliminating gender inequality and reshaping institutionalized stereotypes and discriminatory practices has yet to emerge.

EQUALS-EU project (Europe's Regional Partnership for Gender Equality in the Digital Age) aims to **promote gender equity in social innovation** by:

■ **Building capacity** through multilateral partnerships that strengthen existing and formalize new networks for in social innovation and entrepreneurship;

■ **Creating smart, sustainable, and inclusive social innovation ecosystems** in local communities and cities in Europe and in non-European countries in the Global North and South.

The full scope of EQUALS-EU network activities cover 29 EU Members States and Associated Countries and 9 non-European countries in both the Global North and Global South.

During the 1st year of the project, the partnership produced a methodological and scientific approach to measure gender equity and launched a survey to collect data needed to understand where the EU stands with regards to gender equity in digital and social innovation. The Compendium aimed to provide advice on how to support and make gender equality and digital inclusion real. ALL DIGITAL supported the Swedish Program for ICT in Developing Regions in looking for respondents to fill in the survey distributed online in 10 European countries. The results of the case studies will be showcased in June 2022.

The partners of the consortium also produced a repository of event planning materials and design of the events in order to have a consistent visual identity for all future hackathons and innovations camps organised by each partner. It serves as a basis for launching, implementing and carrying out all partner events in a harmonized and coordinated fashion.

The impacts of the messages and practices spread during the first year of the project were included in the Colloquium report, which is the result of the 1st public EQUALS-EU debate carried out by a panel of over 100 experts coming from several fields (mobile industry, academia, civil society and international organisations), discussing the current state of the digital leadership gap in Europe and across the Eastern partnership, the challenges and solutions to bridging the gap, and key traits and skills needed to empower women in the digital age. This handbook was drafted with the intention of providing guidelines and strategic communication skills to promote gender equity objectives and foster a gender inclusive innovation ecosystem.

ALL DIGITAL is responsible of the WP5 - Communication and Dissemination Plan and results. In 2021 ALL DIGITAL delivered the Communications and Dissemination plan (CDP). ALL DIGITAL coordinated the development of the project logo and visual identity, of a usable and accessible website and of the social media profiles (Twitter, Facebook, LinkedIn and Instagram) based on the visual identity. It also worked on the production and dissemination of content to promote the project and supporting events.

The project has steadily progressed during the first year and many activities envisaged by the analysed work packages have been carried out and implemented accordingly to the plan.

ICT4Elderly

PERIOD: 01/09/2018 — 30/11/2021
FUNDING: ERASMUS+ KA2 Strategic "Strategic Partnership for adult education"
COORDINATOR: Malta Communication Authority, Malta
WEBSITE: https://ict4theelderly.com
FACEBOOK: @ICT4theElderly

The ICT 4 the Elderly project aims to create a pathway for improving the digital competences of individuals between the age of 55 and 75 and to make them aware of some of the many opportunities that the Internet offers. Project partners collected underline best practices from other successful projects and developed a training manual and an online academy (repository of selected resources and contents). Then, they selected individuals through a call for applicants to take part in the pilot training sessions as ambassadors. Two pilot training sessions were planned – in Malta and in Berlin in April and May 2020 involving 24 older adults in total as ambassadors. However, as partners were preparing for the two trips, COVID-19 pandemic hit, and the training sessions were postponed. They kept being postponed throughout 2020, while partners used this time to improve the curriculum and run local activities. Partners kept contact with selected participants through webinars and face-to-face training sessions. The project got first a six-months extension, and a second extension until the end of November 2021

In 2021 one international training session was finally possible, one year and a half after the initial launch and promotion of the training programme. The training took place in September 2021 in Malta. Travel restrictions resulted in fewer participants (9 instead of 12) as some seniors were not allowed to travel. One partner was not able to participate face-to-face and another partner was able to bring only one participant.

Nevertheless, the programme was implemented at both

national and international level, and valuable conclusions were drawn, translated into two sets of recommendations – for training providers and policy makers – on how to promote and support digital skills training among older adults. Recommendations are based on project results and experience and expertise of project partners in the field. Even though the project ended, partners will continue to promote the outcomes and support the elderly ambassadors in the coming year.

ICT Skills 4 All
"Empowering old citizens for a digital world"

PERIOD: 01/09/2018 — 28/02/2021
FUNDING: ERASMUS+ KA2 "Strategic Partnership for adults"
COORDINATOR: University of Porto, Portugal
WEBSITE: https://up.pt/ictskills4all/
FACEBOOK: @ICTskills4All

ICT Skills 4 All project aimed at fostering digital skills, self-confidence and online safety of older people aged 55 years and over who have minimal or no engagement with digital technology.

ICT Skills 4 All was coordinated by the University of Porto and involved five partners from five countries (Portugal, Poland, Latvia, UK, and Belgium).

The project developed and piloted an intergenerational and peer-to-peer ICT Learning Programme to improve confidence, digital skills, and online safety of older people with no or basic digital skills in four of the project countries. The key project results are summarised below:

- Report on existing online resources to improve digital skills in older adults, including type of information and content;

- Report on intergenerational and peer-to-peer educational programs to improve digital skills in older adults

- ICT Skills 4 All Learning Programme

- Project Recommendations based on the results of training activities, for further transferability and upscaling of the project results

The ICT Skills 4 All Learning Programme includes a dedicated online platform with information, training tools and resources addressed to older people with low digital skills, and face-to-face support using the intergenerational and peer-to-peer approaches addressed to those who have no digital skills. The platform is available in project languages: English, Latvian, Polish, and Portuguese.

Re-STORY
"ReWrite your story"

PERIOD: 01/09/2020 — 31/08/2022
FUNDING: KA202 - Strategic Partnerships for vocational education and training
COORDINATOR: University of Peloponnese (UOP), Greece
WEBSITE: https://restorytocare.eu/
FACEBOOK: @erasmusrestory

Re-Story project aims to develop a methodology based on storytelling practices for professional caregivers and e-facilitators working with elderly people. The aim of this methodology is to equip caregivers with the necessary skills to empower elderly people to have an active role in society by producing cultural products, such as digital storytelling dance and physical theatre performances, stop motion video, video dance, and literature. The direct target group is professional caregivers and e-facilitators working with elderly people, while the end-beneficiaries are elderly people.

In the first half of 2021, Re-Story partners analysed the results from the focus groups and desk research and identified the needs of the caregivers. In the second half of the year, partners worked on the training curriculum, training handbook and toolkit with exercises. They defined eight modules covering artistic techniques, soft and digital skills. In 2022, they will continue working on the handbook and toolkit, and will test the curriculum. During piloting, 160 professionals and trainers are expected to take part in the programme and improve their skills. After the training, caregivers will have the opportunity to use a handy tool that will help them assist their beneficiaries (end users of the project), the seniors, to create their own stories and recreate them by working together through the techniques of artistic means.

RAYUELA "Empowering and educating young people for the internet by playing"

PERIOD: 01/10/2020 — 30/09/2023
FUNDING: Horizon 2020
COORDINATOR: Universidad Pontificia Comillas, Spain
WEBSITE: https://www.rayuela-h2020.eu/
FACEBOOK: @RayuelaH2020
TWITTER: @rayuela_h2020
LINKEDIN: @rayuela-h2020

RAYUELA's main goal is to better understand the drivers and human factors affecting cyber-criminality, thus empowering and educating young target groups to a more conscious and aware use of the Internet through gaming, in a preventive and mitigating action to reduce cybercriminal behaviour.

RAYUELA proposes a series of solutions to help the EU in the prevention, investigation and mitigation of cybercrime related to online grooming, cyberbullying and human trafficking, while incorporating the perspective of gender and cultural diversity. RAYUELA will develop a serious game environment to act as an enabler and amplifier of the project's research methodology, which will allow modelling, in a friendly and non-invasive manner, online habits and user profiles related to cybersecurity and cyber criminality based on a large and diverse sample covering the most representative geographical areas in Europe.

The project's research methodology together with the analysis of the massive data gathered through the serious game will provide law enforcement agencies (LEAs) with scientifically sound foundations to define appropriate policies and measures. RAYUELA's serious game will have an educational purpose and will pay special attention to drivers for new forms of cyber criminality, such as the ever-increasing number of internet-connected devices (IoT) or the dissemination of 'cybercrime-as-a-service' (CaaS) business models.

In 2021, it has been carried out the first phase of the project on elaborate a theoretical framework on cybercrimes activities, including case studies analysis and interviews with offenders from selected countries, and report on misinformation and deception. Analysis of the results has informed the victim and offender profile description report and the design of the videogame (to be developed and tested in 2022). At the same time, an analysis of Security and Privacy of connected devices has been carried out including a focus on the methodology, tools, and results of testing the security and privacy risks of connected devices. These studies have identified the protocols, weaknesses and overall assessment of connected devices such as smartwatches, and smart toys quite popular nowadays among youngsters. Additionally, an overview of the technological threats associated with the cybercrimes considered and the design of the videogame has been developed with the data protection handbook, ethical roadmap and an Ethical code for social research dealing with minors using the videogame and they will all be further developed in 2022. A provisional plan for pilots to be run during 2022 has also been developed as a guideline for the second phase of the project.

Within Communication activities, main target communities have been identified to develop impact-effective activities such as raising awareness campaign for our young generation across Europe, educators and international policymakers. The aim of designed communication tools and channels are trying to target them in a sensitive and non-offensive way. The Rayuela Introduction Video (Youtube), is aimed at promoting the risks of cybercrime, showing concrete case studies and situations in which young people may fall into, and how with the help of RAYUELA, they can secure their identities, and fight back against these aggressor's; infographics, easy to decode and appealing to the audience; educational quizzes to help them know more about potential threats in the online world. A *RAYUELA Workshops Series* have been organised: *SERIOUS GAMES: APPLICATIONS AND LESSONS LEARNED*, focused on illustrating the opportunities offered by serious games; *TECHNOLOGY AND CYBERCRIME: DIFFERENT PERSPECTIVES* focused on the role that technology (e.g., online social networks, messaging applications, etc.) plays in the cybercrimes considered in the project (online grooming, cyberbullying, and human trafficking); *HUMAN BEHAVIOUR MODELLING* to discuss the similarities and differences on how they model human behaviour and explore cross-domain learning and possible synergies. RAYUELA has been presented, thanks to Valencia Local Police, in the *Cybertech Global UAE-Dubai* conference; together with its sister project CC-DRIVER, in the "Smart Building, Smart Cities, Smart Nations" session; *Spanish Cybersecurity Conference 2021*; Addressing cybersafe through game (workshop): RAYUELA organized and delivered a session in the Open Schooling Summer School 2021; *CYBERCRIMES AND TEENAGERS. RISKS AND THREATS ON DIGITAL ENVIRONMENTS* during the ALL DIGITAL Summit on 13th October 2021; *Open classroom conference*: The *EDEN Open Classroom Conference 2021*; *ISS World Europe*, the world's largest gathering of Regional Law Enforcement, Intelligence and Homeland Security Analysts, Telecoms as well as Financial Crime Investigators responsible for Cyber Crime Investigation, Electronic Surveillance and Intelligence Gathering.

Smart DevOps
"DevOps Competences for Smart Cities"

PERIOD: 01/01/2019 — 31/12/2021
FUNDING: ERASMUS+ KA2 "Sector Skills Alliances"
COORDINATOR: University of Thessaly, Greece
WEBSITE: http://devops.teilar.gr
FACEBOOK: @SmartDevOpsEU
TWITTER: @devops_smart
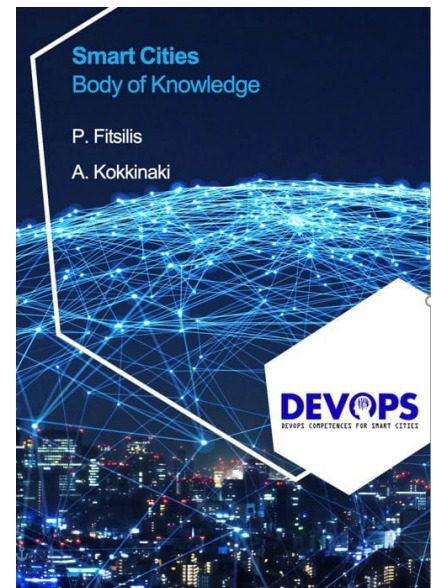
The Smart-DevOps project addresses the shortage of digital and transferable skills in the municipalities' smart cities sector and aims to support this sector's employees in their competence development. ALL DIGITAL leads communication and dissemination work package.

In the first year of the project, the consortium conducted needs analysis to identify competences needed for Smart City (SC) / municipal professionals. In 2020, **three emerging job profiles** were identified: SC Planner, SC IT Manager and SC IT Officer. The Consortium prepared a VET curriculum and educational programme combining digital and transferable skills for each profile, corresponding to their roles and tasks. The educational programme consists of: (1) Smart DevOps MOOC and (2) three specialisation courses. The MOOC was conducted between October 2020 and January 2021. 938 professionals and students from 58 countries participated and 234 completed it.

ALL DIGITAL managed the project website, social media channels and prepared the **project's final conference** titled ''Smart Employees for Smart Cities'' which was organized on **25 November 2021**.

The Smart-DevOps website has been created in ENG, DE, IT, EL. By the end of 2021 a total of 86 news items have been published including presentation of project results, invitations to project activities, announcements of events,

reports from events organised by the partners or 3rd party events attended by the partners, where they represented the projects.

The partners established **Smart DevOps Community of Practice** in beginning of June 2021. In few weeks the CoP grew to over 100 members and has started to shape into a vibrant and knowledgeable community active on daily level. It is hosted in the framework of Smart DevOps Facebook page which makes it easily accessible and familiar in terms of how to use the platform.

Throughout the duration of the project, the **consortium** organised **45 events** in Belgium, Cyprus, Greece, Germany, Italy and Turkey with a total of more than 10.000 participants.

The project has been presented at the ALL DIGITAL Summit on 13 October 2021. Besides, one of the main exploitation activities was the **project's final conference** titled ''Smart Employees for Smart Cities'' which was organized on 25 November 2021 by ALL DIGITAL and University of Thessaly.

Project **publication activities** included several scientific papers that were published and presented at national and international conferences. Lastly, the Smart DevOps Book encompassing the findings and guidelines resulting from the project was published in the fall of 2021.

HackAd
"Social Hackademy"

PERIOD: 15/01/2020 — 14/01/2022
FUNDING: Erasmus+ KA3 Social Inclusion
COORDINATOR: ALL DIGITAL
WEBSITE: https://socialhackademy.eu/
FACEBOOK: @hackadeu

The #hackAD project fosters digital skills and competences of young people's (age 16-29) from disadvantaged backgrounds by implementing collaborative educational activities based on the Social Hackademy co-creation methodology. The methodology empowers young people by helping them acquire and develop digital skills to find digital solutions to social challenges and improves trainers' capacity to foster digital skills of youth at risk of social and digital exclusion.

This is done through Social Hackademy Labs, which combine training courses on Visual Design, Web Design and Native Mobile App Development, and Social Hackathons, which utilise a co-creation and multidisciplinary approach for solving real societal challenges.

In 2021, the project consortium piloted the developed curricula for all three training courses following the Social Hackademy methodology. The piloting phase started with a Training of Trainers during January-March, while at the same time partners announced the calls for young participants and civil society organisations. Once the trainers learned the methodology, the training courses with young people were organised, in an online mode due to covid-19 restrictions. 196 young people from the four countries completed the training in Graphic design, Web design and mobile app development from March to June 2021. Partners organised the social hackatons in the four countries from June till September — all of them took place in presence taking advantage of the easing of covid19 restrictions over the summer months. 140 young people and 25 CSOs took part in the four hackatons, leading to the creation of more than 20 digital solutions to societal problems. The project was a great success confirmed by the testimonies from participants during the final event in Brussels. The training material, including the selected Open Educational Resources are available on the Social Hackademy platform and partners already confirmed that they will continue to organise hackatons, and spin-off social hackademies are already a fact, for example the social hackademy in Bari.

STEAMonEdu
"Competence development of STE(A)M educators"

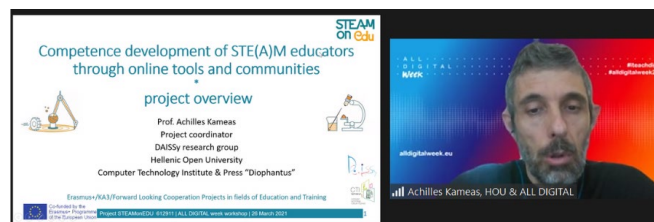**PERIOD:** Period: 01/01/2020 — 31/12/2021
FUNDING: ERASMUS+ KA3 Support for Policy Reform, Forward Looking Cooperation Projects (FLCPs)
COORDINATOR: Computer Technology Institute and Press "Diophantus" (CTI), Greece
WEBSITE: https://steamonedu.eu/
FACEBOOK: @STEAMonEdu
TWITTER: @STEAMonEdu

STEAMonEDU project aimed at increasing the adoption and impact of STE(A)M education by investing in the community of stakeholders and the professional development of educators through the identification of the necessary STE(A)M competences and the skills required for teaching STE(A)M and by providing targeted training of educators supported by a set of instruments. The training has been delivered through a blended course, including a MOOC.

In 2021, the project Consortium achieved the following key results:

■ STE(A)M competence framework and educator profiles

■ MOOC and a blended course targeting STE(A)M educators

■ STE(A)M readiness self-assessment online tools for educational organizations and educators

■ Reached at least 20,000 registered participants through events; at least 25,000 through websites and newsletters; 340,000 through social media.

■ Final event during the ALL DIGITAL Summit on 14 October 2021 with a total of 90 participants registered for the first part of the live event and 48 during the second part

■ Local events have been developed by partners. A total of 7 events in 4 countries in November and December 2021 with a total of 1100+ participants in presence and online plus 400+ streamed visualisation on YouTube

■ The Panhellenic and International Conference on "STE(A)M Educators & Education" with more than 6000 registrations has been organised by Greek partners

■ ALL DIGITAL organised a workshop with a total of 153 participants titled "Competence Needs and Professional Development of STE(A)M Educators"

THREE-D-Print

PERIOD: 01/09/2020 — 31/08/2022
FUNDING: Erasmus+ Strategic Partnerships for Adult Education
COORDINATOR: EU15, UK
WEBSITE: https://www.3dprint-training.com/

The aim of the THREE-D-Print project is to provide support for the educational and training challenges related to equipping the future workforce with relevant and needed skills to participate in the 3D printing revolution.

During 2021, the consortium has published a guide on how to introduce 3D printing in adult education, a report on the Pedagogic approaches on teaching 3D printing. A survey on the needs perceived by educators for 3D training delivery has been carried out and the results analysed and taken into account for the training programme design and development.

A training programme in project languages (English, Greek, Italian and Portuguese) on 3D printing for adult trainers was piloted during the last month of the year. The pilots have been engaged by trainers and educators across Europe providing feedback on the structure of the programme, the contents, the technological infrastructure, graphics and satisfaction with the evaluation methodologies. It will lead partners in reviewing the training programme and finally publish and open it to the wider public of adult educators.

3D Print project

Erasmus+ Strategic Partnership

Start Date: 01/09/2020

End Date: 31/08/2022

Training Programme for adults to start on Monday 22nd of November

TRANSVAL-EU
"Validation of transversal skills across Europe"

PERIOD: Period: 01/01/2020 — 31/12/2021
FUNDING: Erasmus+ KA3 Policy Reform – Policy Experimentations
COORDINATOR: Federal Ministry of Education, Science and Research through Austria´s Agency for Education and Internationalisation, Austria
WEBSITE: https://www.transvalproject.eu

The TRANSVAL-EU project addresses the complex issue of validation of transversal skills. On one hand, employers place an increasing importance on transversal skills. On the other hand, transversal skills are only an implicit part of the existing validation and guidance processes. TRANSVAL-EU proposes to experiment innovative approaches for the validation of transversal skills acquired through non-formal and informal learning (VNFIL) in five pilot countries – Austria, Italy, Lithuania, Poland, and Belgium. TRANSVAL-EU addresses the insufficient knowledge and awareness of counsellors and practitioners on innovative VNFIL methods and transversal competences; the limited professionalization and experience of VNFIL staff in the field of validation of transversal competences. The project aims to build the capacity of practitioners and counsellors, as well as, when relevant, of other stakeholders on innovative VNFIL and transversal competences; and strengthen cross-sector cooperation between practitioners, policy-makers and other stakeholders in order to build coherent VNFIL systems. TRANSVAL-EU intends to be one of the largest European policy experiments on VNFIL. The project has 16 partners from 7 countries.

In 2021, a massive research exercise was performed to map the state-of-the-art of validation of transversal skills in national and European policies and practice. Case studies have been collected in a data base of tools and methods, reviewed and strategies mapped to extract the most innovative and relevant, analyse them and use them as a basis for the design of the training programme for validation practitioners. The first ever European Transversal Competence Framework was jointly created. The upcoming year will be dedicated to testing the framework and training validation and guidance professionals, who will then use it with the end users – adults aspiring to validate their transversal skills.

THE MEMBER ORGANISATIONS

List of members A-Z by country

BELGIUM
- BECODE
- BRUXELLES FORMATION
- DIGIPOLIS – DIGITAAL.TALENT@GENT
- EDUCENTRUM
- EUROPEAN ASSOCIATION OF INSTITUTES FOR VOCATIONAL TRAINING
- ICDL EUROPE
- INTERFACE3
- MEDEA: MEDIA & LEARNING IVZW
- MEDIA ACTION CUREGHEM CITY (MAKS)
- OUT OF THE BOX INTERNATIONAL

BULGARIA
- GLOBAL LIBRARIES – BULGARIA FOUNDATION

CROATIA
- CENTRE OF TECHNICAL CULTURE RIJEKA
- TELECENTAR

CYPRUS
- CYPRUS COMPUTER SOCIETY

CZECHIA
- EUROPEAN PROJECTS & MANAGEMENT AGENCY (EPMA)

ESTONIA
- BALTIC INTERNET POLICY INITIATIVE

FINLAND
- TIEKE – FINNISH INFORMATION SOCIETY DEVELOPMENT CENTRE

FRANCE
- EMMAÜS CONNECT
- KONEXIO
- LE MANS UNIVERSITE
- SOCIAL GOOD ACCELERATOR

GERMANY
- DIGITAL OPPORTUNITIES FOUNDATION
- HELLIWOOD MEDIA & EDUCATION AT FJS E.V (21st CCC)
- IRIGHTS.LAB
- JOBLINGE

GREECE
- DAISSY RESEARCH GROUP – COMPUTER TECHNOLOGY INSTITUTE PRESS 'DIOPHANTUS'
- HELLENIC PROFESSIONAL INFORMATICS SOCIETY (HEPIS)
- IASIS

HUNGARY
- FOUNDATION FOR COMMUNITY NETWORK
- REGIONAL TELECOTTAGES PUBLIC ASSOCIATION OF SOUTH HUNGARIAN PLAIN (DTE)
- NEXT STEP HUNGARY ASSOCIATION

ITALY
- ÀNTHROPOS | TECHNE
- ART-ER
- ASSOCIATION 'INVASIONI DIGITALI'
- CUBIT - CONSORTIUM UBIQUITOUS TECHNOLOGIES
- CERTIPASS SRL
- DATANINJA
- EGINA – EUROPEAN GRANTS INTERNATIONAL ACADEMY
- FONDAZIONE MONDO DIGITALE – DIGITAL WORLD FOUNDATION
- IDCERT SRL
- GUGLIELMO MARCONI UNIVERSITY
- LAI-MOMO SOCIETÀ COOPERATIVA SOCIALE
- OPEN GROUP SOCIETA' COOPERATIVA SOCIALE ONLUS
- STATI GENERALI DELL'INNOVAZIONE (GENERAL STATES OF INNOVATION, SGI)

LATVIA
- CULTURE INFORMATION SYSTEMS CENTRE
- LATVIAN INFORMATION AND COMMUNICATION TECHNOLOGY ASSOCIATION (LIKTA)

LITHUANIA
- ASSOCIATION "LANGAS Į ATEITĮ" (WINDOW TO THE FUTURE)
- ASSOCIATION RURAL INTERNET ACCESS POINTS (RIAP ASSOCIATION)

MALTA
- TECH.MT

NETHERLANDS
- HAN UNIVERSITY OF APPLIED SCIENCES

NORWAY
- EXCITED - NORWEGIAN CENTER FOR EXCELLENCE IN IT EDUCATION

POLAND
- ECCC FOUNDATION
- DIGITAL EUROPE FOUNDATION
- GIRLS CODE FUN FOUNDATION
- INFORMATION SOCIETY DEVELOPMENT FOUNDATION (FRSI)

PORTUGAL
- CASA DO CONHECIMENTO – UNIVERSITY OF MINHO
- FOUNDATION FOR SCIENCE AND TECHNOLOGY

ROMANIA
- EDUCATING FOR AN OPEN SOCIETY ROMANIA FOUNDATION (EOS)

SLOVENIA
- SIMBIOZA GENESIS SOCIAL ENTREPRENEURSHIP

SPAIN
- ASSOCIATION "WE ARE DIGITAL" - ASOCIACION SOMOS DIGITAL
- AUPEX: FOLK-HIGH-SCHOOL ASSOCIATION OF EXTREMADURA
- COLECTIC
- CONSORCIO FERNANDO DE LOS RIOS
- CYLDIGITAL
- DEDALO FOUNDATION FOR THE DEVELOPMENT OF THE INFORMATION SOCIETY
- ESPLAI FOUNDATION COMMITTED CITIZENSHIP
- FUNDACIO BOFILL
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- ENTER SWEDEN IT-GUIDE
- SAMBRUK

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UK
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- GOOD THINGS FOUNDATION
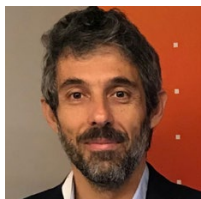- UPSKILL DIGITAL

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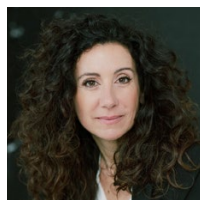**JOEL FERRER**
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CLAUDIA MATERA
Project and Fundraising Officer
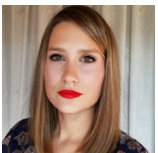*(from March 2021)*

EKATERINA CLIFFORD
Communication and Membership
Manager
(until September 2021)

GABRIELA RUSEVA
Project Officer

NORMAN RÖHNER
Policy Officer
(from September 2021)

VICTORIA SANZ
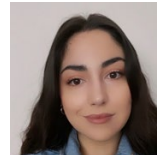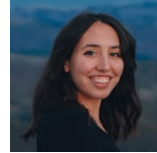Events, Communication and
Administration Officer

Our Interns
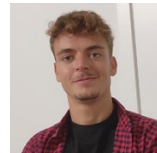
ÁLVARO LOMBARDO

ANA REBECA FERNÁNDEZ

BARBARA RODRIGUES

CHIARA GRILLI

EMANUELA LICCIARDELLO

PABLO SANCHEZ

ROSARIO ADIEGO

FINANCIAL OVERVIEW

INCOMES - EXPENSES STATEMENT 2021

OPERATING INCOME	**705.380,17**
Membership fees	**35.000,00**
Corporate support	**30.627,59**
EU tenders	**0,00**
EU projects	**635.762,46**
EU-funded projects	510.762,46
Operating Grant	125.000,00
Other operating income	**3.990,12**
Consultancy services and fees	3.990,12
OPERATING CHARGES	**668.807,80**
Services and other goods	232.811,40
Remuneration, social security, taxes	430.824,69
Depreciation costs	1.283,52
Other operating charges	3.888,19
FINANCIAL INCOMES AND CHARGES	**6.084,53**
Financial incomes	0,00
Financial charges	6.084,53
RESULT OF ORDINARY ACTIVITIES	**30.487,84**
CORRECTION OF PREVIOUS YEARS	**-1.014,81**
Extraordinary income	1.429,31
Extraordinary charges	2.444,12
BALANCE OF THE FINANCIAL YEAR	**29.473,03**

BALANCE SHEET 2021

ASSETS	**476.251,12**
FIXED ASSETS	**8.106,33**
Equipment	2.567,43
Deposits	5.538,90
CURRENT ASSETS	**468.144,79**
Customers	3.000,00
Grants receivable	122.946,61
Liquidity reserves at bank	74.246,21
Cash at bank and in hand	267.056,02
Deferred charges	895,95
LIABILITIES	**476.251,12**
SOCIAL FUNDS	**205.987,77**
Reserves	105.000,00
Accumulated profit/loss	71.514,74
Profit/loss of the financial year	29.473,03
AMOUNTS PAYABLE	**270.263,35**
Suppliers	21.843,36
Taxes	24.606,87
Remunerations, social security	25.598,26
Holiday pay provisions	47.185,10
Grants to be transferred to project partners	37.485,25
Deferred income	113.544,51

NEW STRATEGIC PLAN 2022-2027

VISION

Our vision is that everyone can benefit from digital transformation.

MISSION

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.

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MORE INFORMATION ON
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