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### Dear Reader,

**ALL DIGITAL Newsletter** 

Issue n.1 - February 2023

we have started the new year working on activities related to projects, events, webinars and one of the main European campaigns focusing on enhancing digital skills, education and inclusion.

The ALL DIGITAL activities for 2023 will be centered around two main events: All Digital Weeks 2023 and the All Digital Summit taking place in Zagreb on 25-27 September. They both will provide an opportunity for attendees to network, exchange ideas, and gain insights into the latest trends and best practices in the digital education and skills world.

We are happy to launch the new <u>All Digital Weeks 2023 campaign website</u>. The campaign will take place between 17 April - 7 May 2023. An international launch event organised in Brussels will officially open the campaign on 19th April from 14.00 to 17.00, involving policymakers, digital education stakeholders and ALL DIGITAL members. If you wish to participate check how to get involved in the campaign!

We have as usual many news from our **members** and from the **projects** implemented by ALL DIGITAL. Among these, we would like to highlight the **EDSC project** and if you are a digital competence certificate holder invite you to take part in the consultation on the feasibility study on the European Digital Skills Certificate (EDSC).

We keep working to reduce the #digitalskills gap!

Yours, ALL DIGITAL Team

# IN THIS ISSUE What's on at ALL DIGITAL

**ALL DIGITAL WEEKS: Main themes** 



ALL DIGITAL Weeks is our annual digital inclusion and empowerment campaign run at digital competence and community centres, libraries, schools and other venues across Europe. Check the key themes of AD Weeks 2023 on the new website!

The campaign is titled "Enhance your digital skills" to support the European Year of Skills and will take place from 17 April to 7 May 2023.

We will organise an International Launch event on the 19th of April in Brussels, where digital education stakeholders will be invited to discuss how to enhance digital skills among the European population.

Save the date! ALL DIGITAL Summit 2023 in Zagreb on 25-27 September!



The 15th ALL DIGITAL Summit titled "Skills for Digital Tomorrow" will be held in Zagreb on 25-27 September 2023 and hosted by our member Algebra University! The main themes covered will be:



**Events** 

Digital Skills Festival, 6-10 February 2023, Manchester

2023, Brussels

2023, Brussels

EdTech World Forum 2023, 17-18 May 2023, London

June 2023, Thessaloniki

Amsterdam

### Past Event

Social Hackathon: DAISSy-HOU boosts social entrepreneurship for the integration of migrants and refugees in the host societies 9-12 Oct 2022, Brussels



Apply for a EUR 100.000 Grants

Supporting innovative solutions -Fit for Life Foundation

Every year, the Fit for Life Foundation awards grants of

Civil Society Days, 1-3 March

Masters of Digital, 8-9 March

Third joint symposium on Apprenticeship and the digital transition by Cedefop, 15-16

European Women in Technology, 28-29 June,

- Education and Research;
- Digital talent and the digital brain drain: a loss for European economy;
- Digital skills in different sectors;
- Digital Policies.

Are you a digital competence certificate holder or would like to obtain one? Participate in the consultation process and have your say!



Gathering, analysing and valorising the opinions of those who have a digital competence certification or would like to acquire one is among the objectives pursued by the ongoing feasibility study on the European Digital Skills Certificate (EDSC).

Eager to contribute? Participation is open to all interested parties. Register here!

### EUR 100,000 each to 3 nonprofit organizations or social enterprises that are pioneering projects to promote life-long fitness, mobility, and health in



aging societies around the world.



### What do we mean by digital exclusion?

Digital exclusion means having unequal access and capacity to use digital technologies that are nowadays essential to fully participate in society and communicate. In other words, digital exclusion means social exclusion.

Take the challenge!

### **EU Policies on Digital Education**



### Structural indicators for monitoring education and training systems in Europe (2022 edition)

On 21 November 2022, the European Commission presented the NEB Compass, an evaluation tool that helps understand to what extent a given project is embodying the NEB approach. It explains what the three NEB values, sustainability, inclusion, and beauty, mean in specific contexts; how they can be integrated and combined with the working principles of participation and transdisciplinary. Based on this Compass, more detailed assessment tools will be developed, starting with the built environment.

The New European Bauhaus Compass is a guiding framework for decision and project makers wishing to apply the NEB principles and criteria to their activities. Read more here.

### News from our members



### The DAISSy Research Group of the Hellenic Open University contributes to knowledge triangles in Tourism through the TOUR-X EU project

TOUR-X is a Center of Vocational Excellence (COVE) ERASMUS+ Project for the **Tourism Industry**. It aims to enhance the ability of the education providers to adapt the provision of skills to everchanging economic and social needs by setting up Knowledge Triangles of VET providers, representatives of the business sector, and public authorities to collaborate better and contribute to regional development in the Tourism sector. The DAISSy Research Group of the Hellenic Open University is one of the Greek partners to be highly involved in the global ecosystem for VET excellence in tourism and the development of sustainable tools.

Find out more here.

education

### **Digital Skills 21 Framework**









project MAMMOth, which had its kick-off meeting in Thessaloniki on 21 and 22/11/2022. MAMMOth is an Horizon CL-4 2021 project focusing on multi-discrimination mitigation for tabular, network, and multimodal data.

Digital storytelling for global citizenship

with a specific methodology to implement Global Citizenship

on vulnerabilities to mitigate Al biases

The course will be implemented in Foligno (Italy), from March 27th to April 2nd, 2023. The aim of the training course is to provide participants

**Education** using Digital Storytelling technique both in schools and in

Horizon MAMMOth incorporates IASIS expertise

**IASIS** is happy to announce that is a proud member of the Horizon

Through IASIS' solid expertise and access to underrepresented and vulnerable communities and stakeholders, a socially responsible AI can be developed to improve digital equality and social inclusion.

Read more about the project here.

non-formal educational contexts.

More information here.

Don't forget to follow and like the project Facebook Page to receive regular information on the outcomes!

### CybARverse: Digital literate in VET by cybersecurity training with immersive technologies

CybARverse is an Erasmus+ co-funded project which supports IT as well as non-IT teachers and trainers' digital skills development, through the use of immersive technologies.

InClass Transnational Project Meeting in Nicosia On 13th and 14th







December, CCS hosted the 3rd Transnational project meeting of the Erasmus+ InClass project at GC School of Careers. During the meeting, partners had the opportunity to observe our robot, Themistocles, in action! We also planned the upcoming training activity which will take place in May, in Odense, Denmark. So, stay tuned!.

### Young Lecturers: Seniors helped overcome fear of public speaking

In 2022 association "Langas į ateitį" implemented the project "Information Technologies Connect Generations" together with Vilnius M. Čobotas Third Age University and Kaunas Third Age University.

During the project young people shared their digital skills knowledge with over 100 seniors to be more confident with digital technologies and to behave safely online.

JOINclusion: a collaborative mobile application

JOINclusion: a collaborative mobile application for training empathy, "the ability to understand other people's emotions and point of view, and to care for and respond to other people's feelings", to promote the inclusion of primary and secondary school students (7-12 years

Erasmus+ JOINclusion project originates from the collaboration

Read more here.

old)

between

for training empathy



- Maastricht University UM (NL);
- Fondazione Mondo Digitale FMD (IT); • the University of West Attica - UniWA (GR);
- The Odyssea Academy (GR);

Launch of Code4Rural project @CCS

- the Natural and Artificial Cognition Lab of the Department of Humanistic Studies at University of Naples Federico II – UNINA
- (IT) and • United World College Maastricht - UWC (NL).

Read more here.

# loeland DUL Liechtenstein Active Norway citizens fund CODE4 STRENGTHENING DIGITAL SKILLS



Code4Rural is a project funded by Active Citizens Fund, which aims to strengthen digital skills in rural areas in both the Greek Cypriot (G/C) and Turkish Cypriot (T/C) communities.

Cyprus Computer Societyis leading this project and together with NOVATEX Solutions Ltd and Heron Mathisis, they are going to recruit, and train mentors related to technology, create educational material for educators and students, and implement an online educational platform in addition to physical training sessions, as well as a website that will be used to disseminate and sustain the project and its results.

Find out more:Code4rural | Nicosia | Facebook

### **ALL DIGITAL Projects: latest news**



### ALL DIGITAL ACADEMY: Participate in our questionnaire about future training offers on AI and IoT!

ALL DIGITAL ACADEMY (ADA) aims to upskill adult educators and trainers on key emerging digital technologies. It will also support the educators and their organisations in developing new training activities and programs for adult learners on these topics to facilitate digital and social inclusion across Europe.

We invite all stakeholders to have their say for the two ADA Massive Open Online Courses (MOOCs) to be developed on artificial intelligence (AI) and the internet of things (IoT). Please answer our questionnaire by registering on the ADA platform.

ALL DIGITAL runs the Erasmus+ funded ADA project in partnership with Hellenic Open University and Università di Napoli Federico II.

### AI4AL: Artificial Intelligence for Adult Education



AI4AL will develop a methodology and a tool for direct involvement of adult educators in the process of adopting Al-based technologies. The project will also offer training to adult educators on the use of the AI4AL tool and the application of AI technologies in ALE.

Check out our new website and follow us on Linkedin!

### **TRANSVAL-EU:** Registrations Open for the **Research Conference!**

The TRANSVAL-EU project is approaching its completion in August 2023 and the project partners are preparing for a number of events to disseminate the project results on the validation of transversal skills.

Registrations are now open for the TRANSVAL-EU Research Conference: Transversal Skills for Work and Life - Strengthening Guidance and Validation to take place on 18-19 April 2023, Paris-France.

Check out more details on the TRANSVAL-EU website.



The ACTIon Project, aims to train young people on using digital technologies to participate actively in their community, and in the entire society. The project partners developed tailor-made training programmes (DigiPAC and MOLA) for youth role models from disadvantaged groups that can be used with the youth in both formal and non-formal education.

Read more about the piloting phases run by the project partners in Bulgaria, Germany, Greece and North Macedonia on the latest project newsletter.

### CYANOTYPES at the ALL DIGITAL Weeks 2023 -Stay tuned!

Cyanotypes project is coming to life. Want to know more about it, its relevance for policymakers, stakeholders, and the creative industry community? We will organise an event taking place during the ALL DIGITAL Weeks between the 17th of April and the 5th of May. The date will be scheduled soon. Stay tuned. Cyanotypes will be a beautiful experience!

If you are curious to know more about the project. Read more here.





Artificial Intelligence 4 Adult Learning

**REGISTER NOW!** 





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### **EQUALS-EU:** Europe's Regional Partnership for Gender Equality in the Digital Age

The EQUALS-EU project completed its first two years. During this period, project partners analysed the existing social innovation ecosystems and gender-inclusive innovations. They organised hackathons and innovation camps to generate new ideas for eliminating barriers to sustainable gender equity in the ICT sector and to develop new ICT solutions for digital inclusion.

During 2023, EQUALS-EU will offer mentoring to the winners of its hackathons and innovation camps to lead them towards the creation of women-led start-ups. The project will further support the professional development of future leaders and advocates in gender equity and digital inclusion by promoting knowledge exchange and technology transfer with a three-week summer school in Riga (Latvia), Geneva (Switzerland) and Valencia (Spain).













As the BIBLIO project is coming to an end, we take a chance to celebrate the real impact this project had: providing library professionals with new skills and tools to face the challenges brought by digital transformation.

We asked our trainees to tell us how their experience was, and you can read all about is across all BIBLIO's channels: Facebook | Twitter | Youtube

### **Digital for EntreComp: 3rd Community Challenge**

The third Entrecomp for Digital Community Challenge has begun. This time we are taking a look at how the EntreComp competences can benefit from digital applications. Take a look here.

Find the EntreComp for Digital Community of Practice on the EntreComp Platform

EntreComp Synergies - EntreComp for Digital - Community Challenge 3.



### The MEGASKILLS project kicks-off in Bilbao

On the 7th February the MEGASKILLS project consortium held its kickoff meeting in Bilbao, Spain. The group, composed by six partners and one associated partner, was hosted by TECNALIA (the project coordinator), in their offices.

**MEGASKILLS** - **ME**thodology of Psycho-pedagogical, Big Data and Commercial VideoGAmes procedures for the European SKILLS Agenda Implementation, is a Horizon Europe project, operating from 2023 to 2026. Our goal is to contribute to the Pact for Skills in its soft skills chapter ("transversal skills" in the European Skills Agenda).

Read more here.



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### CLIP: A report on Visual Media Literacy is the works!

to track visual misinformation.

Click here to follow this process.

Make sure to follow our journey here

**BIBLIO: 2 months of WBL stories!** 

The CLIP project has recently stared, and the consortium is currently

working on the Report on Visual Media Literacy in European Higher Education. Besides explaining what Visual Literacy is, it will analyze good practices on how to teach such a topic and tools that can be used

The RAYUELA project has just landed on TikTok!

Thanks to the help of 3 young artists, ALL DIGITAL is currently implementing a new awareness raising campaign tackling cybercrimes through music. For five months we will publish 15 brand new songs portraying the effect that cybercrimes have on young people's lives.