Dear Reader,

We hope you enjoyed a wonderful start to 2024 and that it can match the very successful 2023, which was an outstanding year for ALL DIGITAL: we passed the milestone of **100 members!** Thank you all for your valuable contribution!

We are kicking off the year by sharing the news on the ALL DIGITAL Weeks 2024 awareness-raising campaign set to run on 13-31 May 2024. It will be supported by the European Commission, and international and national partners across many European countries will endorse it. Soon we will share news about the international events planned and ways you can support the campaign focused on activities designed to "**enhance your digital skills**"

In October, the ALL DIGITAL Summit 2024, co-hosted by our member Fundacion Esplai, will take place in the vibrant city of **Madrid** for the 17th edition of our flagship event.

Discover **ALL DIGITAL members news,** exciting training opportunities, courses, upcoming events, policy news and project updates!

We keep working to reduce the **#digitalskills** gap!

Yours,
ALL DIGITAL Team

What's on at ALL DIGITAL

ALL DIGITAL Weeks 2024 - 13-31 May

This year the awareness raising campaign ALL DIGITAL Weeks 2024 **will run over 3 weeks from 13 May until 31 May 2024**. The campaign will be supported by the European Commission, involve international and national partners, and participating organisations in different European countries.
In March you will be able to join the campaign by [adding your event](#) on digital skills to the map of events.

ALL DIGITAL Summit 2024

The AD Summit is an opportunity to showcase **advancements in digital skills** and provide a platform to delve into the **latest developments in EU policies, projects, and initiatives on digital education**.
The 17th edition of our flagship event and annual conference will be hosted in October by Fundacion Esplai, in the beautiful capital of Spain, Madrid! Stay tuned!

Events

[European Digital & Media Literacy Conference Week](#), 26 Feb – 1 March 2024, Brussels

[EURASHE - International staff training week](#) on R&I at Vilnius UAS (VIKO) from 6-10 May. Programme [here](#).

[1st blended training on EU Proposal Writing in Europe](#), every year 2nd week of November (Dates TBC for 2024)

Competition

RARE REELS: Pegaso goes digital! Learn more [here](#) about the contest and prizes

Opportunities of specialized training courses

EASE's STEAM Education E-Trainer Certification Program: certifications required by EASE to conduct any training actions on the [EASE.me platform](#).

4 sessions on Saturday mornings, starting on February 3rd, 2024. [Register now](#)!

EU Policies Updates

DIGITAL WELL-BEING REPORT

In our digital age, **prioritizing digital well-being is paramount for healthy interactions online**. DigComp 2.2 identifies five dimensions of digital well-being, emphasizing its importance across all digital interactions.

ALL DIGITAL, with contributions from our Member organizations Maks vzw, CARDET, and Punt TIC Catalunya, presented a Policy Paper on key facets of digital well-being, fostering further discussion in a policy panel held in December.

We stress that **digital technologies' impact on well-being depends on responsible implementation**. Read the [ALL DIGITAL Well-Being Report](#).

Register now for the EURASHE 33rd Annual Conference 'Stronger Together'

We are delighted to announce the EURASHE 33rd Annual Conference "Stronger Together: Fostering Transnational Cooperation in Applied Universities", which will take place on **22-23 May 2024** at St. Pölten University of Applied Sciences in St. Pölten, Austria.

Every year, EURASHE gathers the Higher Education community to discuss and draft a shared path on relevant topics for the present and the future of education. Don't miss the chance to be a part of this event, save the date and join us!

Building inclusive pathways for better digital services - The New Belgian Presidency of the Council of the EU

Belgium, currently holding the Council of the European Union presidency, is organizing a European Conference on Digital Inclusion in Brussels on March 13-14, 2024. Themed **"Building inclusive pathways for better digital services"**, the event focuses on enhancing digital services by public and private organizations, strengthening citizens' (basic) skills, and leveraging artificial intelligence for improved services and rights protection.

The conference contributes to the Strategic Agenda for 2024-2029, reinforcing the European Pillars of Social Rights, the European Digital Compass, and the European Declaration on Digital Rights and Principles.

Visit Belgian Presidency website for more information.

## 3-8 JULY 2024: SHU2024 - Co-design digital solution to support the SDGs

The Social Hackathon Umbria (based in Italy and organised by EGInA) aims to **develop the digital skills of young people** through the co-creation of innovative digital solutions that can enhance individuals and Civil Society Organisations (CSOs) in achieving the Sustainable Development Goals (SDGs) of the United Nations 2030 Agenda.
Open to all types of mobility, including groups of school pupils and VET Skills competitions!
More informations [here](#).

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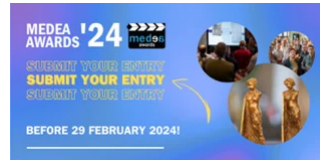
MEDEA AWARDS 24: Submit your entry!

The MEDEA Awards, hosted by the Media & Learning Association, seeks the finest educational media usage, showcasing outstanding multimedia application in learning from students, teachers, schools, production facilities, universities, and more. MEDEA Awards 2024 finalists will be featured at the [Media & Learning Conference – Back to the Future?](#) on **20-21 June 2024 in Leuven**, Belgium. The winner will be announced during the Awards Ceremony. The submission deadline is 29 February 2024, with free entry. For details and submissions, visit [here](#).
Explore more on the Media & Learning [website](#).

Cutting-edge Content at the 10th International ConFest Graphic Stories Anniversary Edition: 10 Years of Innovation in Visual Communication

Discover visual wonders at the **10th Graphic Stories ConFest, March 8-10, 2024**. Exciting lectures on AI in art, design's mechanization impact, and more. Engage in workshops, international poster exhibits, documentaries, live performances, and interactive installations **celebrating the festival's 10-year anniversary**. Don't miss this fusion of arts and technology at Nicosia's top venues!

Code 4 Rural project final event

The Code4Rural project final event was organised on Sunday, January 21st, at the Home for Cooperation in Nicosia, celebrating the digital empowerment in our communities. Code4Rural, **enhanced digital skills in rural areas of both the Greek Cypriot (G/C) and Turkish Cypriot (T/C) communities**, placed a strong emphasis on promoting innovative and improved learning methods. In 2023, the

project reached over 1100 students, with plans for more outreach until March 2024, when the funded activities of the project will conclude.

Digital competence and information literacy for librarians - NEDLib

Starting September 2023, the University of Library and Information Technology – Sofia, Bulgaria, along with partners in Latvia, Portugal, Greece, and Romania, is implementing the Erasmus+ funded project **NEDLib**. Focused on **digital competence and information literacy for librarians**, the project addresses unsafe content by developing an educational tool covering Information Literacy, Media Education, Disinformation, and Gamification in Libraries. The goal is to equip librarians with effective tools to navigate challenges in information handling. NEDLib creates e-learning content, training key librarians as multipliers, reaching teachers, citizens, students, journalists, and media professionals.

CARDET Announces TINKER Initiative is Officially in Motion

CARDET is thrilled to announce the launch of **TINKER**, a new initiative aimed at transforming informatics education in upper primary and lower secondary schools in collaboration with the European Schoolnet, The Cyprus Pedagogical Institute and 7 European partners. In **promoting a pedagogical framework that embraces authentic learning and contemporary gender-inclusive practices**, TINKER strives to harness the power of digital technology to transform education and offer equal opportunities to all. With plans to engage over 100 European schools, TINKER aims to **bridge the gap in informatics education**, fostering systemic change through a co-design approach involving teachers, students, policymakers, and education stakeholders.

New Frontiers of Communications in Science: The SCI-CO+ project magazine is on line

The magazine by European Project [SCI-CO+ High Professional Skills for Advanced Science Communication](#) is a resource for science museum employees, teachers, researchers, scientific technological experts, and young graduates who wish to undertake a career in this sector. The article of [Mirta Michilli](#), FMD Director General, and [Alfonso Molina](#), FMD Scientific Director, entitled [Makers and Scientists: The Innovation Gym as a Factory for Scientific Dissemination](#), presents the experiential learning experiences implemented at the the [Innovation Gym](#).
For further information: Annaleda Mazzucato Project Manager a.mazzucato@mondodigitale.org.
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The D-ChallengHE project

The D-ChallengHE project enhances Higher Education's digital fields by promoting online learning best practices and skills development. Focused on collaboration, it creates a HUB for universities, offers online teacher training, develops gamified environments, and ensures quality through assessments. The project, organized into work packages, fosters innovation and collaboration among European higher education institutions. We invite all members to join our [research groups](#).
More info about the D-ChallengHE project at https://d-challenghe.unilink.it/
E-mail: d-challenghe@unilink.it.

BIBLIOTECH

BiblioTech is a project to transform school libraries into contemporary and vibrant spaces, where the promotion of a taste for reading converges with the development of learning and new digital and media literacies. Read more [here](#).
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ALL DIGITAL Projects: latest news
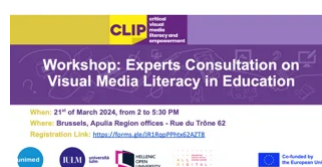
CLIP

Join the "Experts Consultation on Visual Media Literacy in Education" event!
Are you an expert in visual media literacy, media literacy, HE, or education? Join us in Brussels on the 21st of March 2024, from 2 to 5:30 PM at the Apulia Region

offices in Rue du Trône 62. The event will consist of presentations on the CLIP project and the Guidelines and Recommendations, followed by a set of Roundtables to discuss the main features of this document among experts like yourself.

If you can't make it on-site, stay tuned – an online session will be organized soon!

Registration Link

SMARTageACARE

The SMARTageCARE project is recruiting Ambassadors!

The consortium aims at developing all activities through a participatory and human-centered design methodology, and to reach local communities. That's where the Ambassadors will come in handy!

Furthermore, an Advisory Board, made up of 54 personalities recognized for their work in the care and education of older people, will be set up. This Board will support the project's team to develop the Sustainability and scaling-up strategy of the SMARTageCARE Ecosystem.

If interested in taking part in this initiative, please contact maddalena.buonamico@all-digital.org

To know more about the project, visit here.

CHAMELEON project: Skills at Work Questionnaire

The CHAMELEON project is an Erasmus+ project that aims to contribute to the digital transformation of the school-to-work transition for promoting a new approach to future work for students.

The consortium is currently working on a career guidance roadmap, and would like to carry out an analysis of what kind of skills are most relevant in the labour market.

Please click on this link, where you will find a questionnaire where we ask your opinion. It will take approximately 5 minutes.

To know more about the project visit our website
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CrAL: Project finale and Policy Recommendations!

After an intensive 36-month journey, the CrAL project has reached its conclusion. In the project's final months, the partners worked on the policy recommendations which are built on the overall work and experience of the CrAL project: **adaption of the good practice "Creative audio-visual writing and reading" into the contexts of partner countries.**
These policy recommendations aim to create a comprehensive framework for fostering critical audiovisual literacy skills among young individuals, empowering them to navigate the complex world of media with the needed skills and confidence. The Policy Recommendation will soon be on the [project website](#).


Our Digital Village at ALDA Podcast

In the fifth episode of the ALDA Podcast "**Shades of Democracy**" we discussed digitalization, transformation and education, focusing on the project "**Our Digital Village**" that aims to involve rural communities and political actors in a bottom-up participation approach.

Together with Dea Kralj - Project Officer at ALL DIGITAL - Aladdin AlRifai - ALDA Project Manager and member of ALDA's Digital and Innovation Thematic HUB, the episode provides enlightening insight on digital educational practices and the role of EU projects in shaping a more inclusive educational landscape. Check out the podcast [here](#).

To stay up to date with the project news, follow the project [here](#).
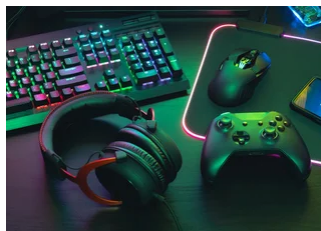
Nugamers - Creative activities for gender inclusive gaming education

This Erasmus+ project, ongoing until December 2025, aims at innovating the way **VET providers** in the gaming sector organise and implement their orientation activities and their curricula so that they are more gender-inclusive and effective in engaging women. Its specific objectives are; **to increase the knowledge and awareness on gender biases** in gaming education; to enhance the **capacity of VET staff** to think and act in a more gender inclusive way; and to equip VET staff with **gender-inclusive tools** to be used in orientation activities.

TWIN4RESILIENCE

The T4R project aims to increase resilience and innovation capacity of public authorities, higher education and research organizations, SMEs, and NGOs, by jointly developing and **implementing a Strategy and Action Plan for wise, affordable, sustainable development and use of Local Digital Twins** (LDTs) – 2D/3D representations of a territory (e.g. city), created with modelling and simulation technology from (realtime) datasets of different stakeholders – in support of more inclusive and democratic **territorial planning**.

Social Economy Transition Skills

The Social Economy Transition Skills Horizon Europe project aims at developing, testing and disseminating suitable skills development programmes and training modules, to foster the Green and Digital transition of Social Economy Organisations (SEOs). The project activities will also prepare, through a specific ICT driven impact assessment & management methodology, future scale-up of the project outcomes through other funds (Cohesion Funds, EIT, Interprofessional funds) and leverage its potential among private and public stakeholders.

The EAGLE project has just started!

The project aims to create an #educationalmethodology for #adulteducators that incorporates the principles of #andragogy. Educators will be trained to create learner-centered educational content using #game-based simulations, to support adult learners in discovering their own learning process and achieving their goals. Stay tuned!
Learn more [here](#).
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ACTIon Project Concludes with Case Studies from the Piloting Countries

The [ACTIon project](#) worked for three years to train young people on using digital technologies to participate actively in their community, and in the entire society. ACTIon partners developed tailor-made training programmes (DigiPAC and MOLA) for youth role models that can be used in both formal and non-formal education

settings, especially with participants from disadvantaged youth groups. The project is now happy to share Case Studies from the piloting of these two training programmes in Bulgaria, Germany, Greece and North Macedonia to inspire others working in formal and non-formal education environments. As the project concludes, ACTIon partners are committed to continue working together for fostering digital and democratic skills of young people and supporting them to be active citizens and positive opinion leaders in their communities.

EQUALS-EU Project: Check out the Final Results!

EQUALS-EU: Europe's Regional Partnership for Gender Equality in the Digital Age shares its final outcomes after three-year of intensive work to promote gender equity and digital inclusion across Europe and beyond. One of the main objectives of the project was to generate two EQUALS-EU Gender Equity Tools for businesses and organisations: Sustainable Social Impact Model and Value Creation Model Canvas which are now available for the use of everyone as prototypes. The project also compiled impressions, testimonials and teaching materials from its Summer School to inspire a wider group of women innovators to become champions of gender equity and digital inclusion. The data collected during the project highlighted a problematic use of gender-associated terminologies and therefore, the project compiled its learnings as the EQUALS-EU Lexicon of Gender-Related Words in 15 languages.

DIGITAL FIRST - Digital tech as the first language: Informatics for digital natives

The DIGITAL FIRST project, launched its activities at the kick-off meeting hosted by Algebra University in Zagreb, Croatia on 22-23 January 2024. ALL DIGITAL is delighted to be a part of this dynamic project consortium. DIGITAL FIRST partners are committed to work towards a transformation in informatics education to match the needs of today's children, the digital natives, born in a digital world and arriving at school education already with certain level of digital skills. The project calls for a move from traditional approach in informatics education based on programming languages and technical knowledge to an innovative pedagogical approach focusing on computational thinking to help students learn how to address real-life challenges. Read more here.

AI4AL Methodological Guide, Training Toolkit and Matching Tool

The AI4AL project partners are working with adult educators to facilitate the mindful adoption of AI technologies in the Adult Learning and Education (ALE) sector. 60 educators from around Europe took part in the first steps of the project to help the AI4AL team identify the **most prominent experiences, fears and opportunities of AI and adult learning**. The project publicly shared the following outcomes so far:
- [Methodological Guide](#) and an [Online Scenarios Repository](#).
- [Training Toolkit](#).

AI4AL Matching Tool, which is currently being tested by adult educators, will offer an AI-based solution to link the basic digital skills assessment to the offer of micro-credentials and facilitate the construction of highly personalised training offers by adult educators.

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INFINITE: artIficial intelligence for professional and pedagogIcal practices in Higher Education

The INFINITE project launched its exciting journey towards innovation in higher education by leveraging the potential of artificial intelligence for both professional and pedagogical practices with a kick-off meeting on 23-24 January 2024 in Nicosia, Cyprus. During this meeting, University of Groningen provided a comprehensive overview of the INFINITE project's goals and aspirations as the project coordinator, while EDEX, University College Dublin, University of Aegean, ALL DIGITAL, and CARDET shared their leadership roles in various aspects of the project, outlining their strategies and commitments to ensure its success. [Read more here](#).

Green at you: New website and podcast online!

Green at you aims to **empower groups at risk of social exclusion by equipping them with the essential skills for green and digital jobs** focusing on five sub-sectors: renewable energies, sustainable construction and building rehabilitation, agriculture and food production, circular economy, and forestry. The project partners are currently running a research and analysis phase to identify the needs and laying the foundations of a training programme by identifying the most relevant competences from GreenComp, DigComp and EntreComp frameworks. ALL DIGITAL will be organizing an info session to present the project to a wider group of stakeholders, a good practices exchange, a workshop with its network and a consultation process with DigComp COP in the coming months. Listen to a recent podcast conversation by Out of the Box International and ALL DIGITAL on how you can get involved in the project [here](#) and stay tuned for project activities on the new [project website](#).

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