ALL DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ANNUAL REPORT
2018

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FOREWORD

As our society continues to struggle to fully grasp the impact of the digital transformation, it becomes clearer that the process is not just about technology, but it is mostly cultural and social, and it is a lot about people, their mindsets, their attitudes and their skills. Against the backdrop of a society where digital literacy is now recognised as a key life competence, as essential as numeracy and literacy, almost half of Europeans still lack basic digital skills. We have therefore laid out in 2018 an ambitious multi-year strategy for the development of ALL DIGITAL, which has been approved unanimously and endorsed by members, as well as by our partners: ALL DIGITAL 2018 – 2020 Strategic Plan.

We have opted for a Strategic Plan that is focused but that allows the organisation to be inclusive, dynamic, transparent and adaptable to change. As this Plan has been developed with the support of our network, Board and Advisory Board members, we are confident that it addresses both the needs of our members and partners, as well as the larger societal challenges.

In 2018, we have started to witness the benefits of the rebranding of the organisation, in mid-2017, from Telecentre Europe into ALL DIGITAL. One of the tangible benefits brought by the new name is on our advocacy work. An easier understanding of ALL DIGITAL's messages and strengths led to an increased number of invitations to various events, working groups, steering committees, consultations, etc.

Our position as a European leader in the field of digital competences for inclusion, employability and citizenship, has been reinforced in 2018. As an example, ALL DIGITAL is widely recognised as a DIGCOMP expert, as well as one of the main contributors to the success of the Digital Skills and Jobs Coalition. Moreover, we are now better perceived as an organisation and as a community that brings together and connects the non-formal education sector with the topic of digital education.

Increased recognition had also generated new exciting partnerships with companies such as Google and JPMorgan Chase Foundation. Google supported our Annual Summit

as well as our Policy debate on Media Literacy, while by working together with JPMorgan Chase Foundation to getting unemployed trained and into jobs, ALL DIGITAL entered a whole new world of cooperation - with companies outside of the ICT sector.

Also, in 2018, we have started to work on DCDS - a Digital Competences Development System, a strategic project for the organisation, aiming to support low skilled adults into assessing, improving and validating their digital competences, based on the DIGCOMP framework. During the year, we have been involved in a total of 17 EU funded projects, of which 7 are new.

We have organised a series of events and campaigns to boost networking opportunities as well as to raise awareness on the impact of the digital competence centres. The ALL DIGITAL Summit in 2018 has been the largest ever annual event in the history of the organisation, bringing together 180 participants. ALL DIGITAL Week (organised for the first year under this name) was a major success with over 5,000 events organised in 32 countries and with over 125,000 participants.

This report includes further details on the above mentioned activities and results. Enjoy your reading!

Laurentiu Bunescu
CEO, ALL DIGITAL

Mara Jakobsone
Chair of the Board, ALL DIGITAL

2018 IN NUMBERS

59 member organisations form the ALL DIGITAL network

APPROX. **24,000** DIGITAL COMPETENCE CENTRES COVERED BY OUR MEMBER ORGANISATIONS

OVER **125,000** people involved in ALL DIGITAL Week's 5,445 events in 32 countries

2,900 FACEBOOK FANS

2,500 TWITTER FOLLOWERS

APPROX. **13,500,000** people reached by our network

1,075 members on our community networking platform Unite-IT

Approx. **1,500,000** Europeans trained by our network

National Coalitions for Digital Skills supported **15**

180 participants at ALL DIGITAL Summit

STRATEGIC OVERVIEW

Building on the new vision and mission statement, as well as the new identity launched in 2017, our network moved on to adopt a renewed strategy for the development of the organisation in 2018.

The purpose of the ALL DIGITAL 2018 – 2020 Strategic Plan is to consolidate our role and position as a thought leader in the area of digital competences, as an organisation that leads policy transformations, that is a partner of choice for EU institutions, organisations and industry and that is innovative and inspiring for its community and stakeholders.

The support and inspiration we have received from our community in developing this plan was hugely valuable. Our members were involved in a thorough consultation to define the thematic areas of interest, as well as the strategic services and actions that are needed to achieve our vision.

The Board of ALL DIGITAL has been pro-actively involved in the strategic planning process and has been instrumental in defining the strategic directions and priorities of the organisation, based on the inputs from members. The Advisory Board members have also been involved by offering an external perspective that has proved to be extremely useful.

Based on the strategic plan, five strategic priorities were defined for 2018, and each of them is supported by the actions and projects that are highlighted as follows:

1.

Promotion and exploitation of DigComp framework

- We have supported the EU Science Hub (JRC) in reviewing and piloting a self-assessment tool based on proficiency levels 1-4 (Foundation and Intermediate competences).

- We have worked on a Digital Competence Development System as a full implementation of the DigComp with low skilled adults for proficiency levels 1-2.

- We have co-created and tested a self-assessment tool aligned to DigComp for two worker profiles: entrepreneur and virtual office worker as part of Paths4Employ project.

2.

Digital competences for jobs

- We have started a new partnership with JPMorgan Chase Foundation in which DigComp will be used as a basis to create a training programme to prepare unemployed people for entry-level digital jobs.

- We have contributed to the Coalition for Digital Skills and Jobs, by completing our work as part of the Secretariat. As a result, 23 National Coalitions were formed.

- We have planned the organisation of a conference focused on digital competences for jobs, together with empirica and CEPIS.

3.

Build trust in technology

a.	Combating fake news, hate speech and social media abuse (digital media literacy)

b.	Cybersecurity awareness and literacy for citizens and organisations

- We have focused on media literacy as a long-term solution to tackle disinformation, hate speech and social media abuse. We have organised a debate in the European Parliament

in September and published a policy statement that was widely disseminated by our community and our partners.

- Our projects BRIGHTS and Huristo have used media literacy and digital storytelling intensively to support active citizenship and social inclusion of disadvantaged groups.

- Cybersecurity has been a focus theme of ALL DIGITAL Week. In the framework of the campaign, we have started an informal collaboration with Europol EC3 that provided our members with learning resources.

4.

Digital social innovation

- ALL DIGITAL Awards 2018 have acknowledged the social innovation that is supporting the work of the digital competence centres. We have collected a large number of best practices and awarded *Digital Heroes* from our community.

5.

Contribute to the European Year of Cultural Heritage

- We have established a working group inside our network for those interested in the topic and we have organised a webinar to help our members get a better understanding of the European Digital Cultural Heritage landscape and of different initiatives. For this, we have partnered with Europeana, , as an expert organisation. We also developed a project on co-creation of digital culture by young people, which was selected for funding and started in January 2019.

INFLUENCING PUBLIC POLICY

ALL DIGITAL's policy and advocacy efforts aim at raising the profile of digital competence centres and making the case for digital competences obtained in non-formal educational settings. We advocate that digital competence centres are ideally suited to help fill the growing gap between the demand and supply of a digitally competent workforce and digital citizens in 21st century, where 90% of jobs will require digital skills of at least a basic level, and where public services, health, education and leisure opportunities are being increasingly digitised.

In 2018, ALL DIGITAL led or contributed to EU policy transformations in the fields of education, employment, digital technologies, citizenship and innovation in line with our strategic priorities listed above. We did this in different formal and informal ways:

▪ As an active stakeholder member of the ET2020 Working Group on digital skills and competences. In 2018 the group was renamed Digital Education: Learning, Teaching and Assessment (WG DELTA) and its mandate was extended to 2020.

The ET2020 working groups are a mechanism to exchange good practices between EU countries and provide input to the European Commission's initiatives in the field of education and training. Their main aim is to facilitate exchange of experience between education ministries, but stakeholders such as ALL DIGITAL, European Schoolnet, Lifelong learning platform, EDEN and others are also involved. The working group is a channel both to influence EU policy agenda, and to connect with policy experts at national level. ALL DIGITAL has been an active member of the group. We presented our projects and highlighted our members' role in bridging the digital skills gap.

■ Organising a policy debate on media literacy at the European Parliament

On 27 September 2018, ALL DIGITAL, with the support of with MEP Emilian Pavel and Google, organised a Breakfast policy debate on Media literacy and digital skills for active citizenship at the European Parliament. More than 40 stakeholders came to hear from four renown experts and exchange views. Participants agreed with ALL DIGITAL that media literacy should include skills for interacting with digital media in an active and creative way and that digital technologies should make life better, not disrupt it, and all groups of citizens should be media literate to make that happen.

■ Running two networking sessions during ICT2018, the largest research and innovation event organised by the EU:

— "Assessing the impact of extracurricular digital creativity activities"

40 participants exchanged views and identified at least seven projects, studies, resources and

frameworks relevant to our idea to develop a uniform framework for assessing the impact of participating in digital creativity activities on young people (our CODINC project being one of them). ALL DIGITAL aims to develop further a community of stakeholders that would eventually collaborate to create a uniform impact assessment framework.

— "Towards a European certification framework of digital skills"

Based on our DCDS project and on our efforts to promote DigComp, we organised this session to promote and discuss the concept of a European certification framework on digital skills with policy makers, certification providers, and other representatives of the civil society, researchers and education partners. A series of statements were presented and debated together with the 40+ participants. The feedback collected has been used to improve the statements that are going to be included in a Manifesto for digital competences that will be published by ALL DIGITAL in 2019.

■ Through policy statements on current policy initiatives and contributing to public consultations

— Statement on the launch of the Digital Education Action Plan. This statement supported the launch of DEAP and explained why it is relevant to our community of members and partners, and also how ALL DIGITAL can contribute to its implementation.

— Policy statement on Media literacy and digital skills for active citizenship. This statement was announced on 27 September during the policy debate at the European Parliament and explains our vision on media literacy and how to support it.

— Contribution to the Sofia Call for Action. This contribution was submitted through the official procedure to the draft document open for all stakeholders before the action was officially adopted at the Educate to Create conference in Sofia. Most of our suggestions, e.g. to include non-formal training providers, were taken on Board.

By representing our members and providing input at various key stakeholder events

Our CEO Laurentiu Bunescu has been elected a member of the Steering Committee of the LifeLong Learning Platform (LLLP). Our participation in LLLP facilitates cooperation with other European Associations and civil society organisations.

Moreover, Laurentiu Bunescu has accepted the invitation from Commissioner Mariya Gabriel to become an ambassador of the #SaferInternet4EU campaign, which gives us an opportunity to promote our cybersecurity related initiatives to a wider community.

Our work was presented at the European Parliament to 20 young people coming from various EU countries as part of the ALDE Young Visitors Programme organised by MEP Angelika Mlinar on 28th October. The topic was media literacy and disinformation in the context of the upcoming EP elections and how the right digital skills can help young people to use technologies for active citizenship.

Five members of ALL DIGITAL were speakers in various sessions and panels of the Educate to Create flagship conference on education of the Bulgarian presidency in Sofia, while two other members attended the event. ALL DIGITAL CEO presented

the network at the side event on Digital and Entrepreneurial skills at the European Parliament.

Six members participated in the Symposium "Connecting the dots: Young People, Social Inclusion and Digitalisation" organised by the council of Europe in Tallinn on 28th June, and got informed about European policies for young people, social inclusion and digitalisation. Our project BRIGHTS was also presented by project manager Barbara Quarta.

The input and know-how we have provided to policy makers, the results from consultations with our members, etc. are yet to be fully exploited, and we are yet to capitalise on the knowledge we have accumulated through our activities in 2018. Influencing policy-making is a long, gradual and iterative process, and the results are thanks to our accumulated efforts during the past 3-5 years.

We therefore believe that we have achieved an impact on concrete policies, e.g. digital competence centres role in DigComp implementation or their active involvement/ leadership in Digital Skills & Jobs Coalitions in member states. The importance of digital skills is widely recognised in policy initiatives, e.g. the 2018 revision of the Key Competences for Lifelong Learning, where digital literacy is confirmed as one of the 8 key competences, and better defined.

The role of non-formal training providers is also being increasingly recognised at the policy level, which was evident in the discussions on the priorities of the next EU framework for cooperation in the education and training field.

We are looking forward to reaping more concrete results from our policy advocacy efforts in 2019. We will closely follow the roll-out of the European Digital Education Action Plan, the priorities of the new European Commission, which will come into office in the second half of the year, the continuation of the Digital Skills and Jobs Coalition and the new programmes in the field of education and digital innovation. We will work to make sure that basic digital literacy for all is not forgotten, because it is THE prerequisite for a successful implementation of the Digital Single Market Strategy.

PARTNERSHIPS

ALL DIGITAL continues to believe that the European skills gap can only be addressed by working in multi-stakeholder partnerships. Both through leadership and active participation, we aspire to bring added value to existing partnerships and to create new partnerships with NGOs, public institutions and/or companies.

Industry partners

In 2018 we have started two new partnerships with Google Europe and JPMorgan Chase Foundation. Google Europe sponsored our ALL DIGITAL Summit and the policy debate on media literacy, while JPMorgan Chase Foundation provided us with a grant to train and place into jobs 150 unemployed adults in three countries: Germany, France and Italy.

We have continued our strategic partnerships with Cisco under the NetAcad framework and with Liberty Global, which remained a promotional supporter of the ALL DIGITAL Week campaign.

Civil society partners

Our CEO, Laurentiu Bunescu was elected a member of the Steering Committee of the LifeLong Learning Platform (LLLP). Our participation in LLLP facilitates cooperation with other European associations and civil society organisations.

Within the Coalition for Digital Skills and Jobs, we continued to work as part of the Secretariat together with Digital Europe and European Schoolnet. ALL DIGITAL supported the creation of five new National Coalitions, facilitating partnerships at national level and engaging stakeholders in articulating or implementing digital skills strategies and policies.

We have started to collaborate with the European Banking Federation in the context of ALL DIGITAL Week and their EU Money Week.

In partnership with the Australian Digital Inclusion Alliance and AD member Good Things Foundation (UK), ALL DIGITAL organised an online panel discussion within the International Digital Inclusion Week. The panel with speakers from US, Australia, and Europe highlighted our similarities, challenges and differences, and offered the opportunity for international information exchange. The European experience was represented by ALL DIGITAL's Deputy Chair of the Board, Achilles Kameas.

To contribute to the European Year of Cultural Heritage, we have partnered with Europeana and we have promoted the topic of digital cultural heritage to our members and partners.

Our Advisory Board now includes a new member - Alexa Joyce, who is a senior leader with deep expertise in education, technology and public affairs at Microsoft. Microsoft is thus joining five other organisations in our Advisory Board: Liberty Global, Certiport, European eSkills Association, CEPIS and the Technical University of Dortmund.

MEMBERSHIP IN 2018

Providing relevant services to our member organisations has always been our priority. The service offers are driven by members and are designed in consultation with members.
In 2018, we continued providing services in three main areas:
1. Capacity building,
2. Advocacy, and
3. Research & innovation.

We were delighted to welcome six new members in 2018:

- Bruxelles Formation, Belgium
- IASIS, Greece
- Lai-Momo, Italy
- Glasgow Caledonian University, UK
- Ànthropos | Technè, Italy
- Simplon.co, France

2018 services in highlight

- Based on participation in projects, campaigns or events, more than 80% of members were actively involved in activities organised by ALL DIGITAL in 2018

- Partners consider the opportunity to apply for funding with other members as one of the biggest assets of membership. Seven such transnational multi-stakeholder projects were selected for funding and started in 2018.

- Funding alerts, tailored to our members, highlight the main points of each selected funding call - so that members can quickly assess the opportunity without going through many pages of guidelines.

- ALL DIGITAL Awards mainly target our member organisations and their partners searching for and acknowledging best e-facilitators, digital changemakers, cooperation projects and resources or best practices.

- ALL DIGITAL organised 12 online and offline events for members and stakeholders:
  - ALL DIGITAL General Assembly
  - ALL DIGITAL SUMMIT
  - Policy debate on Media literacy
  - 2 networking/policy sessions at ICT2018 event in Vienna
  - LifeLong Learning Platform's Digital Learning WorkGroup workshop
  - 4 webinars: two on Erasmus+ KA1 mobility grants - for 2018 and 2019 for AD members; Using UMI technologies to support STEM education; Digital Cultural Heritage.

In addition to webinars on KA1, we put a lot of effort into a continuous "help desk" via Basecamp, providing space for members to ask questions and get support when preparing their KA1 applications.

To provide a snapshot of the ALL DIGITAL network identity and to analyse the relevance of our services, for the 5th time we conducted the Annual Membership Survey. In 2018, the membership survey was updated and improved in order to also identify important capacities and trends within the network. The new survey aims to record the assets and expectations of the members, identify areas of excellence, provide input for the design of new tools, services and practices and support plans for network development.

WHY IT'S GOOD TO BE PART OF ALL DIGITAL NETWORK?

Through ALL DIGITAL we get connected to other partners with very inspirational projects, that help us to improve ourselves.

Sara Van Damme, DIGIPOLIS, (Belgium)

ALL DIGITAL is an important movement in Europe. For us it's important to be part, because with the support of ALL DIGITAL we can bring our experience and work to the EU level.

Veronique de Leener, MAKS, (Belgium)

It's an opportunity to have access to relevant information and news that show us how to develop new training content and methodologies.

Antonio Roman, AUPEX (Spain)

Being part of ALL DIGITAL network is about collaboration - people and organisations in ALL DIGITAL work and create together but also offer motivation and solutions to others.

Thanasis Priftis, YNTERNET.ORG, (Switzerland)

Unite-IT community platform

Unite-IT, run by ALL DIGITAL, is an online community and informal network of digital inclusion professional and practitioners throughout Europe and beyond. It was established in 2008 and in 2014 got its current name. In 2017 it was re-designed thanks to the BRIGHTS project, based on the feedback from the platform members and project partners. In 2018, as part of the project, the new community on Global Citizenship Education with 111 members was formed on Unite-IT as one of the working groups.

It is an open platform first of all for the networks of our member organisations and at large – for everyone working on the topics of digital skills, non-formal education, adult education and digital empowerment. Unite-IT is a platform to exchange good practices and share stories on teaching a variety of digital skills and media literacy, improving the services of digital competence centres and developing innovative project ideas. This is also a place to showcase the work of our member organisations networks and other stakeholders.

Unite-IT was used as a stakeholder platform for ALL DIGITAL Week 2018, where partner organisations shared stories about their campaign activities. It is used for promoting ALL DIGITAL Awards finalists and collecting all the insights and reports from discussions and workshops at the ALL DIGITAL Summit. In turn, members are using the platform to share their own projects and initiatives. In total, in 2018 there were 120 blogposts and 51 events listed.

COMMUNICATIONS, EVENTS & CAMPAIGNS

Communicating our vision

As in previous years, our communication efforts in 2018 were aimed at supporting our advocacy messages, promoting projects and campaigns, building new and strengthening existing partnerships within the network and with other associations, and thereby raising the profile of ALL DIGITAL in Europe.

To disseminate the results of our activities we used a number of online and offline communication channels:

- Official website www.all-digital.org (2,000+ monthly visits on average with peaks around key events)
- Newsletter (1,200 subscribers)
- Individual project websites
- Partners' channels & other pan-European platforms (EPALE, Drop'pin, Open Education Europa) to share education resources, training offers, events & initiatives;
- EC newsletters and websites, e.g. the European Website on Integration for news related to digital inclusion of refugees, or DG CNECT website for news related to media literacy;
- Lifelong learning platform newsletter & members' Basecamp area;
- Our own and external events and campaigns
- Social Media including Twitter and Facebook

ALL DIGITAL 8th General Assembly

Social media impact

Social media activity is a cornerstone of our communications strategy. ALL DIGITAL's social media channels have been crucial for disseminating project results, engaging stakeholders both old and new, and informing others on key developments in digital skills policy and practice. In 2018, we have organically increased our fans on social media channels by 70% on Facebook (from 1,700 to 2,900), and by 30% on Twitter (from 1,915 to 2,500). The Unite-IT community grew by 21% or 227 people in 2018, reaching 1075 members.

Top tweet of the year
(16,458 impressions; 131 engagements)
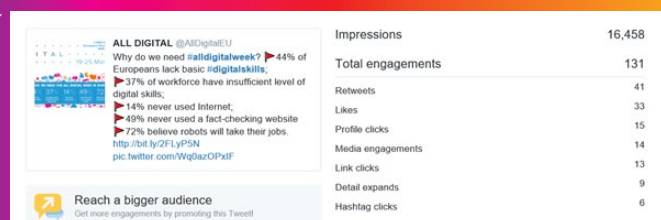
On 8-9 May 2018, representatives of 27 member organisations gathered in Brussels for the General Assembly, followed by an informal membership meeting.

The formal part served for presenting and adopting the new Strategic Plan 2018-2010; annual report, accounts, and financial controllers' report for 2017, as well as the action plan and budget for 2018. There were also elections for two new Board members for vacant positions, new deputy chair, and a financial controller. Six new member organisations were presented to participants.

The informal membership meeting allowed networking and exchanges of good practices, feedback from members on the network activities. It included, among others, results of the annual membership survey; training offers for members; strategic planning of the next ALL DIGITAL Week, and presentation of the Summit concept.

■   More information about the General Assemby 2018

ALL DIGITAL Summit

A L L
D I G I T A L
SUMMIT 2018

On 18-19 October 2018, 180 delegates from 120 organisations in 30 different countries across Europe attended the 11th ALL DIGITAL Summit 2018 titled 'DIGITAL JOURNEY: FROM INCLUSION TO EMPOWERMENT'. The event was organized at Hotel Bloom in Brussels by ALL DIGITAL with the local partner Maks vzw and it was supported by Google. The summit proposed and debated ideas and solutions that address the challenges of supporting citizens with their digital journeys in an ever-changing social and technology landscape.

ALL DIGITAL Summit 2018 was co-organised by two projects and hosted their final events: BRIGHTS "Boosting Global Citizenship Education using digital storytelling" and HURISTO: Human Rights Storytelling.

This was the largest event so far - 180 representatives from various non-profit organisations, libraries and digital competence centre networks, as well as policy makers, representatives from government bodies and private companies attended the summit. During the 1.5 interactive days participants joined 14 plenary and interactive sessions with 39 speakers and moderators to explore the role of digital skills to improve media literacy, integration of migrants and refugees, human rights protection, as well as global citizenship education and addressing societal issues in a smart and inclusive way. 48 projects were presented during the event in sessions and in a project marketplace.

In parallel group discussions, summit participants explored one of the five topics – certain "stops" on the digital journey.

- Global citizenship education in digital competence centres
- IT skills for young refugees and migrants
- Adult education on basic digital skills
- Youth work with digital tools
- Digital storytelling with illiterate adults

The following How-to workshops were designed to give delegates a practical understanding of how to carry out a specific activity

1. How to coach youngsters to share their opinions on Global Citizenship issues through digital stories
2. How to create a mini MOOC
3. How to introduce human rights issues and enhance digital skills of low-skilled adults, using digital storytelling
4. How to promote STEM education and training with mobile and Internet of Things technologies
5. How to inspire learners with digital culture - Europeana

- Online Summit report
- ALL DIGITAL Summit 2018 video
- How can we support citizens in their digital journeys? Ideas from speakers video
- Photos from the event

ALL DIGITAL Awards

**ALL
DIGITAL
AWARDS 2018**

On the evening of 18 October, the ALL DIGITAL Awards 2018 Ceremony celebrated the finalists and winners of the annual contest run by ALL DIGITAL to recognize achievements of individuals and organisations supporting people on their digital journeys across Europe.

The winners of ALL DIGITAL Awards 18 were selected in five different categories:

- Best E-Facilitator — Mercedes Olea Rodríguez — e-facilitator at Guadalinfo, Albaida del Aljarafe / Sevilla

- Best Digital Changemaker — Linda Mannila – founder of Make It Finland and Digismart, researcher at Linköping University; Finland

- Best Cooperation Project — "Connect Seniors to the Digital World"

- Best Digital Resource — BRIGHTS MOOC "Addressing Global Citizenship Education Through Digital Storytelling"

- Special BRIGHTS Awards: Best Digital Story on Global Citizenship topics among young people in four project countries — Wannes Hendriks, Belgium, supported by trainer and national tutor Jochem Devens from MAKS

ALL DIGITAL Week

- Build trust in technology by developing critical thinking and media literacy (including being aware of and combating fake news, hate speech and social media abuse).

- Develop a lifelong learning approach to enhancing digital skills in an ever changing and increasingly digital-oriented economy.

Underpinning these themes there were diverse events and activities covering a variety of topics from basic digital skills (30.7%), digital media literacy (23.9%) to online safety and cybersecurity (12.6%), STEAM (10.9%) and coding (5%). The figures show the relevance of the original idea of the campaign – to bring people online and help them with basic digital skills.

The new twist was the online map of events - any event organiser could put their event on the map and tell us how it went, even if there were no national partners involved. Over 800 events were added to the map, and we were happy to know that the activities were held in more countries and more communities beyond the ones covered by national partners. Event organisers received certificates of appreciation, and all the events on the map entered the contest for the best event. The jury chose the 10 finalists and 3 best events of ALL DIGITAL Week 2018 – 'All digital ring' workshop from Spain, Introduction to Cybersecurity from Romania, and the campaign launch event from Finland. Best events were awarded at the ALL DIGITAL Summit in Brussels on 18 October.

- Online report
- Best Events of ALL DIGITAl Week 2018
- Infographics

ALL DIGITAL Week 2018 followed in the footsteps of Get Online Week that ran between 2010-2017. The new name showed the evolution of the campaign - from basic digital inclusion to digital empowerment.

ALL DIGITAL Week turned out to be one of the most successful campaigns ever – it united 4,070 partners from 32 countries to offer 5,445 events to over 125,000 participants.

The digital empowerment campaign was organised by ALL DIGITAL for the 9th time and was run in digital competence centres, libraries, schools, community centres, etc. across Europe in partnership with by local authorities, companies, academia and volunteers from various sectors. The campaign was supported by Certiport, a Pearson VUE business – the leading provider of certification exam development, delivery, and program management services. Fiona Fanning, Director of European Affairs, commented, "We are thrilled to support the important mission of ALL DIGITAL Week in facilitating a truly pan-European digital transformation."

ALL DIGITAL Week 2018 had two main themes:

PROJECTS

Ongoing projects

DCDS "Digital Competences Development System"

DIGITAL
COMPETENCES
DEVELOPMENT
SYSTEM

PERIOD: January 2018 — December 2019
**SOURCE OF FUNDING:** ERASMUS+ KA3 Forward-Looking Cooperation Projects
COORDINATOR: ALL DIGITAL
WEBSITE: http://www.dcds-project.eu/

The DCDS project will empower citizens, training providers and policy makers to address one of the key challenges that Europe is currently facing - the lack of basic digital skills. DCDS will support the assessment of adult citizens' learning needs and existing skills, and design and deliver training opportunities adapted to individual learning needs.

To set the basis for a more contextualized development of the DCDS System, project partners carried out a desk and a field research in five countries (GR, IT, LV, RO, ES). This lead to the production of the comparative Analysis Report, which analysed existing adult education and e-inclusion policies, good practices on the adoption of DigComp. The Report provided the necessary bases to produce the contents of the self-assessment tool, the Digital Competence Development Methodology and digital training contents, as well as to design and develop the online Digital Competences Development Environment (DCDE) in the project languages. Within the framework of the DCDS peer-review activities, a total of 48 policy makers and experts are engaged in the review of key project outputs.

UMI-Sci-Ed
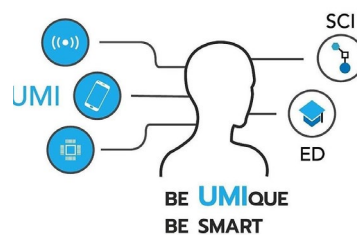
PERIOD: June 2016 — May 2019
SOURCE OF FUNDING: Horizon 2020
COORDINATOR: Computer Technology Institute and Press "Diophantus"
WEBSITE: www.umi-sci-ed.eu

The UMI-Sci-Ed project enhances the attractiveness and inclusiveness of science education and science careers for young people through the use of the latest technologies. It puts Ubiquitous and Mobile Computing and the Internet of Things (UMI) into practice in learning environments and creates innovative science education programmes. The approach fits multi-disciplinary projects, triggers different competences and skills and motivates differently oriented people, even those that would otherwise not be interested in technology.

The exploitable results of the project so far are the following:

- UDOO-EDU: a low-cost modular hardware kit: an Arduino-powered Android / Linux single board computer enriched with sensors, Bluetooth 4.0 and a Wi-Fi module.
- Programming framework: a series of software tools that allow the user to program a behaviour into the UDOO-EDU kit.
- Teaching methodology, tools and learning scenarios: the pedagogical methodology and tools for promoting STEM via UMI, and a number of educational scenarios
- Communities of Practice (COPs): that use UMI technologies to support and enhance STEM learning, where teachers are able to access educational scenarios, learning materials and resources and where students can share their projects.

Ongoing projects

Digital Welcome

PERIOD: October 2017 — June 2019
SOURCE OF FUNDING: AMIF
COORDINATOR: ALL DIGITAL
WEBSITE: http://digitalwelcome.eu

The aim of the project is to exchange best practices between organisations specialised in digital inclusion of disadvantaged groups and, based on this exchange, develop an innovative programme for social inclusion of third country nationals consisting of creative IT modules. Two main documents have been produced: a methodology document containing the underlying principles of the digital welcome methods and the programme contents and guidelines (coming soon on the website) presenting the four modules on which the programme is based: coding, digital journalism, digital storytelling and soft skills.

Around 120 young newcomers have been trained as IT mentors. They have then worked as volunteers and organised IT workshops for their peers and for local people. Thus, they shared their skills and showed their potential to serve the community. As part of the programme, the young mentors produced digital stories to reflect on the programme experience. They will share them with their peers to motivate them to volunteer or participate in educational, social and cultural activities, as well as to raise awareness about the need to make activities more inclusive for third country nationals.

CODINC

PERIOD: 15 January 2018 — 14 February 2020
SOURCE OF FUNDING: ERASMUS+ KA3 Social Inclusion through Education, Training and Youth
COORDINATOR: ALL DIGITAL
WEBSITE: http://codinc.fun/

CODINC - Coding for Inclusion will foster STEM education of disadvantaged youth through an inclusive educational approach based on a peer-learning pedagogical method for formal and non-formal educational contexts in Europe. The project adapts, disseminates and scales up an inclusive learning good practice based on the Capital Digital project which was developed by project partner and ALL DIGITAL Member MAKS vzw in Belgium. The main project's outputs are:

- a Methodology document which addresses teachers in secondary and primary schools and explains how to engage secondary school students to teach basic coding and STEAM education to their younger peers.

- a Training toolkit based on the training materials developed by Capital Digital.

The project effectively supports young people to develop critical thinking, creativity, digital and collaborative skills, and science capital. Most importantly, the CODINC peer-learning pedagogical method has a strong inclusive potential and fosters the STEM education and the inclusion of disadvantaged students both inside and outside the classroom.

Ongoing projects

Open-AE

PERIOD: 01/11/2018 — 31/10/2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for adult education
COORDINATOR: ALL DIGITAL
WEBSITE: http://open-ae.eu/

The Open-AE project will improve teaching and digital skills of e-facilitators through a modular blended course on open source technologies, so they can better empower their end users underemployed or unemployed adults with low digital skills. The project consortium will achieve this by promoting open source technologies in non-formal adult education to support the digital upskilling of both educators and learners. The Open-AE modular course will utilise the Digital Competence Framework for Educators (DigCompEdu) by mapping the open education resources developed into the Open-AE course curriculum.

Sustainable communities of practices around open source technologies will be created during the piloting phase by training 10 e-facilitators in each project country (leading to a total of 40 trained e-facilitators) on open source technologies. This will support exploitation of the course modules and open source resources in digital competency centres.

eMedia

PERIOD: 15/09/2018 — 14/09/2021
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for school education
COORDINATOR: La ligue d'enseignment

The e-Media project will promote education for all in order to educate active and responsible citizens by producing ready to use educational booklets related to digital practice. These booklets will train teachers on how to enhance digital skills and competences of both of the educational community and of the pupils (age range targeted in this project: 12 - 18 year olds). The booklets and the training will be made available via online training, and a moodle platform will be created to deliver training to accompany the three booklets which cover:

1. Robotics and coding

2. Digital media literacy and

3. Digital content creation.

Ongoing projects

ASK4JOB

PERIOD: September 2017 — August 2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for adult education
COORDINATOR: E.RI.FO. Ente per la ricerca e formazione, Italy
WEBSITE: https://erasmuspro.wixsite.com/ask4job

ASK4JOB will strengthen and upskill low skilled unemployed adults to enable them.to manage information technology for work, leisure time, and communication. ASK4JOB will produce an informative kit, which comprises a set of tools to assess educational pathways and value digital literacy competencies. ASK4JOB adapts the Digital Competence Framework for Citizens 2.1. to this specific target. During the project, 200 low skilled unemployed adults will benefit as testers and they will contribute, through their experience, to validate the final set of tools.

ICTskills4All

PERIOD: September 2018 — August 2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for adult education
COORDINATOR: University of Porto, Portugal
WEBSITE: https://up.pt/ictskills4all/

ICTSkills4All — Empowering old citizens for a digital world will foster digital skills, self-confidence and online safety of adults aged 55 years and over who have minimal or no engagement with digital technology. The ICTSkills4All project will develop an ICT Learning Programme, which includes:

■ A dedicated online platform with information, training tools and resources addressed to those who have low digital skills;

■ Face-to-face support using the inter-generational and peer-to-peer approach addressed for those who have no digital skills. This phase will provide these people with the basic digital skills that allow them to access the platform.

Ongoing projects

ICT4Elderly

PERIOD: September 2018 — November 2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnership for adult education
COORDINATOR: Malta Communication Authority, Malta

The ICT 4 the Elderly project will create a pathway for up-skilling 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. In order to do so, project partners have first collected best practices from other successful projects to develop a training manual and an online academy. Once the training materials are ready, individuals will be selected through a call for applicants and will take part in the piloting as ambassadors of the project. Two pilot trainings will take place in Malta and in Berlin. To assess the project results, ALL DIGITAL will produce policy recommendations to reach policy makers and training providers.

DIGINV

Digital Invasions
for the promotion of cultural heritage

PERIOD: 01/09/2018 — 01/08/2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for adult education
COORDINATOR: Municipality of Bevagna
WEBSITE: http://www.digitalinvasions.eu/

The concept of the DIGINV (DIGigital INVasions for the Promotion of Cultural Heritage) project promotes cultural interest and practices by engaging citizens and cultural institutions, using technology as the catalyst. The project challenges the idea of sterile visits to museums, places where photography, social media and the internet are often not allowed, by developing a training curriculum that encourages the user to "invade" cultural places like museums, take photos, share and tell the stories of their homes and community.

By doing so, the visitors are not only training in digital skills but also increasing their cultural participation and engage and experience local cultural heritage in a new way. This project scales up the Digital Invasion methodology which was originally developed in Italy, and that improves the digital and communication skills of cultural heritage operators.

Projects completed in 2018

BRIGHTS

PERIOD: December 2016 — December 2018
SOURCE OF FUNDING: ERASMUS+ KA3 Social Inclusion through Education, training and youth
COORDINATOR: ALL DIGITAL
WEBSITE: http://www.brights-project.eu

BRIGHTS "Boosting Global Citizenship Education using digital storytelling" promoted Global Citizenship Education (GCE) in formal and non-formal Educational contexts with the help of digital storytelling (DS) techniques, leading to more socially inclusive education and training policies and practices in Europe. The BRIGHTS Course Curriculum comprised the blended course "Addressing Global Citizenship Education through Digital Storytelling", which was produced at the beginning of the project in all project languages. In the first pilot phase, more than 1200 secondary school teachers and youth workers from the participating countries enrolled in the BRIGHTS MOOC with 500 completions.

In the second pilot phase, more than 100 teachers and youth workers were trained through face-to-face workshops. Afterwards, they applied the BRIGHTS methodology with young people (aged 13-19) in schools and in non-formal educational contexts of disadvantaged areas. More than 1200 young people were empowered to challenge radicalization and social exclusion and developed digital, social, civic, and intercultural competences through the creation of 473 digital stories. ALL DIGITAL produced the BRIGHTS Informative Kit on Global Citizenship Education for policy makers and policy recommendations based on the pilot evaluation results to raise awareness on the BRIGHTS values, objectives and activities among policy-makers and civil society.

Smart Women

PERIOD: December 2016 — December 2018
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for vocational education and training
COORDINATOR: Malta Communications Authority
WEBSITE: http://smartwomenproject.eu

The Smart Women project developed an innovative European training model, focused on women, aiming to encourage entrepreneurship and put business ideas into practice. The Smart Women Model combines online learning and face to face training on project collaboration, peer-learning, coaching and counselling. The partners developed a curriculum of five modules that were delivered over a 40-hour course.

Each partner piloted the course in their respective community to a minimum of 25 women. The course was delivered to women who already have a business or a business idea and a basic level of digital skills.

Projects completed in 2018

Huristo

HURISTO
HUMAN RIGHTS
STORYTELLING

PERIOD: October 2017 — December 2018
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic
Partnerships for adult education
COORDINATOR: MAKS
WEBSITE: http://www.huristo.eu/

The aim of the project was to develop a methodology for awareness raising and advocacy about the European human rights charter as a part of global citizenship education with low skilled adult learners (refugees and migrants living in the city and natives living in rural places).

Two principal documents have been produced: the project methodology based on digital storytelling technique and the 'photolanguage' set for students and for educators which contains a 30 flashcards created as a tool to start up conversations about Human Rights during the training and identify situations in which these rights may be at risk. The main results for the adult learners are increased digital skills, reading and writing skills, awareness raising about the European Human Rights Charter and European citizenship. The work on the charter and the personal narratives also improved participants' analytic media literacy, interpersonal and intercultural skills, but also core skills for employability like teamwork, problem solving, learning to learn and communication.

Digital Skills and Jobs Coalition

Digital Skills and
Jobs Coalition

European
Commission

PERIOD: 20/07/2016 — 20/07/2018
SOURCE OF FUNDING: Tender, DG Connect, European
Commission
COORDINATOR: Digital Europe
WEBSITE: https://ec.europa.eu/digital-single-market/en/digital-skills-jobs-coalition

The Digital Skills and Jobs Coalition (DSJC) is one of the ten key initiatives proposed by the European Commission under the New Skills Agenda for Europe. The DSJC works to bridge the digital skills gap in Europe through concrete pledges by stakeholders and strategic actions developed by national coalitions. The DSJC grew in mandate, governance and impact in 2018.

Five new National Coalitions were formed (in Greece, Croatia, Sweden, the Netherlands and Denmark), meaning there were 23 coalitions in Europe. Key areas of work included supporting digital opportunity traineeships. These used the Erasmus + traineeship programme for employers in Horizon 2020 countries to hire students or recent graduates to be a trainee and learn advanced digital skills needed for today's workplace. Actions made through pledges and national coalitions saw over 7 million Europeans trained and reached.

Projects completed in 2018

Piloting of an assessment instrument for digital competences

PERIOD: November 2017 — June 2018
SOURCE OF FUNDING: Tender, European Commission's Joint Research Centre
COORDINATOR: ALL DIGITAL
WEBSITE: http://all-digital.org/projects/piloting-assessment-instrument-digital-competence-foundation-intermediate-levels/

In the frame of this project, a DigComp assessment instrument was piloted and refined, for levels 1 to 4 according to the DigComp 2.1 Framework, targeting the population with no and low level of digital skills across Europe.

The project created a sound and valid assessment instrument for individuals with the lowest levels of digital skills and competences, based on a item bank with 126 questions, developed and provided by JRC-B4. As a result, we reduced the bank to 63 items, covering all the five competence areas and the 21 competences. It measures digital skills in social context, by employing scenarios in 6 different life areas. It can be accomplished in 45 minutes and widely used, regardless of socio-demographic variables like age, gender, educational background or country. A final Methodological Report was prepared for JRC summarizing the results and lessons learned from the project.
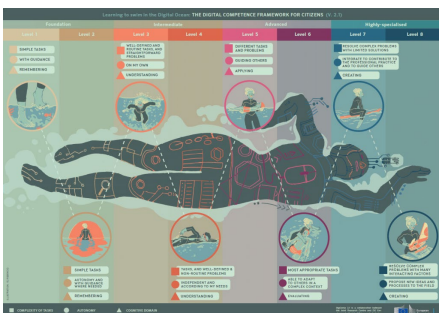
Pathways4employ

PERIOD: September 2016 — June 2018
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic Partnerships for adult education
COORDINATOR: Tecnalia
WEBSITE: http://pathwaysforemploy.eu

Pathways4employ is another project where we used the European Digital Competence Framework (DigComp) to help us define and assess the digital competences needed in the 21st century workplace, and more specifically, those needed by entrepreneurs and virtual workers (i.e. people working remotely for at least 20% of their time). We consider these two profiles particularly interesting because they require more autonomy, while the flexibility renders them very attractive.

The self-assessment tool allows anyone who wants to become (or already is) an entrepreneur or virtual worker, to check if they have the necessary digital competences, to get a badge for their existing competences (per competence area as defined in DigComp) and identify gaps. And since the test is based on real-life situations and scenarios, testers also learn by doing, discover that they can do some of their daily tasks better and more efficiently with different digital tools.

THE MEMBER ORGANISATIONS

List of members A-Z by country

ALBANIA
- ALBANIAN INSTITUTE OF SCIENCE

BELGIUM
- BRUXELLES FORMATION
- DIGIPOLIS – DIGITAAL.TALENT@GENT
- INTERFACE3
- MEDEA: MEDIA & LEARNING IVZW
- MEDIA ACTION KUREGHEM CITY (MAKS)

BULGARIA
- GLOBAL LIBRARIES – BULGARIA FOUNDATION

CROATIA
- CENTRE OF TECHNICAL CULTURE RIJEKA
- TELECENTAR

CYPRUS
- CYPRUS COMPUTER SOCIETY

CZECHIA
- NATIONAL SAFER INTERNET CENTRE

DENMARK
- TELECENTRE-DENMARK

ESTONIA
- SMART WORK ASSOCIATION
- VAATA MAAILMA SA – LOOK@WORLD FOUNDATION

FRANCE
- EMMAÜS CONNECT
- SIMPLON.CO

GERMANY
- 21ST CENTURY COMPETENCE CENTER
- DIGITAL OPPORTUNITIES FOUNDATION

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

HUNGARY
- FOUNDATION FOR COMMUNITY NETWORK

IRELAND
- FAST TRACK INTO IT LTD

ITALY
- ÀNTHROPOS | TECHNE
- ASSOCIATION STUDY CENTER CITY OF FOLIGNO
- ERVET
- FONDAZIONE MONDO DIGITALE – DIGITAL WORLD FOUNDATION
- LAI-MOMO SOCIETÀ COOPERATIVA SOCIALE
- OPEN GROUP SOCIETA' COOPERATIVA SOCIALE ONLUS

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)

MACEDONIA
- iVOTE FOUNDATION
- OPEN THE WINDOWS

MALTA
- MALTA COMMUNICATIONS AUTHORITY (MCA)

NETHERLANDS
- ECP

NORWAY
- SENIORNETT NORGE

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

PORTUGAL
- ACM IP GESTOR DO PROGRAMA ESCOLHAS – THE CHOICES PROGRAMME –
- FOUNDATION FOR SCIENCE AND TECHNOLOGY

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

RUSSIA
- PROJECT HARMONY, INC.

SERBIA
- INTERNATIONAL AID NETWORK (IAN)

SLOVENIA
- SIMBIOZA GENESIS SOCIAL ENTREPRENEURSHIP

SPAIN
- ASSOCIATION OF TELECENTRE NETWORKS
- AUPEX: FOLK-HIGH-SCHOOL ASSOCIATION OF EXTREMADURA
- BASQUE COUNTRY'S NETWORK OF FREE PUBLIC TELECENTERS – KZGUNEA
- COLECTIC (formerly EL TEB ASSOCIATION)
- CONSORCIO FERNANDO DE LOS RIOS
- DEDALO FOUNDATION FOR THE DEVELOPMENT OF THE INFORMATION SOCIETY
- NETWORK PUNT TIC
- SOCIAL ACTION, EDUCATION AND FREE TIME FOUNDATION (ESPLAI)

SWEDEN
- ENTER SWEDEN IT-GUIDE
- SAMBRUK

SWITZERLAND
- YNTERNET.ORG FOUNDATION (YORG)

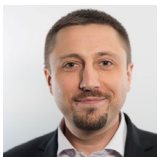**UK**
- GLASGOW CALEDONIAN UNIVERSITY
- GOOD THINGS FOUNDATION

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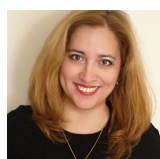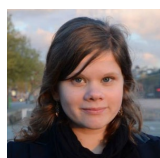the Council of European Professional Informatics Societies (CEPIS)

ALL DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

Our Team

Interns supporting ALL DIGITAL in 2018

ALESSANDRA ACCOGLI
Project Assistant

PATRICIA GOUVEIA

LAURENTIU BUNESCU
Chief Executive Officer

ROCCO ROLLO

EKATERINA CLIFFORD
Communication and Campaigns
Manager

VICTORIA SANZ

PIA GROENEWOLT
Project Officer

PETER PALVOLGYI
Chief Operating Officer

BARBARA QUARTA
Fundraising Manager

GABRIELA RUSEVA
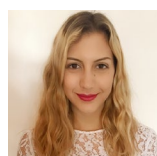Policy and Project Officer

IVA WALTEROVA
Project Officer

FINANCIAL OVERVIEW

INCOMES - EXPENSES STATEMENT 2018

OPERATING INCOME	**783.058,28**
Membership fees	**22.717,18**
Corporate support	**23.208,36**
EU tenders	**226.311,05**
EU projects	**486.584,01**
EU-funded projects	361.584,01
Operating Grant	125.000,00
Other operating income	**24.237,68**
Sponsorship of Annual Summit	21.000,00
Sponsorship ALL DIGITAL Week	3.000,00
Reimbursement of expenses	237,68
OPERATING CHARGES	**777.522,12**
Remuneration, social security, taxes	349.248,23
Services and other goods	249.533,03
Supporting of the National Coalitions	124.233,25
Annual Summit	48.705,73
Other operating charges	4.127,42
Depreciation charges	1.674,46
FINANCIAL INCOMES AND CHARGES	**1.046,76**
Other financial incomes	2,00
Other financial charges	1.048,76
RESULT OF ORDINARY ACTIVITIES	**4.489,40**
EXTRAORDINARY CHARGES	**1.723,66**
Adjustement of grants of previous years	1.723,66
BALANCE OF THE FINANCIAL YEAR	**2.765,74**

BALANCE SHEET 2018

ASSETS	
FIXED ASSETS	**5.217,54**
Tangible assets	1.228,64
Financial assets	3.988,90
CURRENT ASSETS	**819.283,16**
Customers	45.143,49
Grants to receive	199.797,71
Liquidity reserves at bank	74.985,00
Cash at bank and in hand	493.393,55
Deferred charges	5.963,41
TOTAL ASSETS	**824.500,70**
LIABILITIES	
SOCIAL FUNDS	**143.255,11**
Reserves	75.000,00
Accumulated profit/loss	65.489,37
Profit/loss of the financial year	2.765,74
AMOUNTS PAYABLE	**681.245,59**
Suppliers	91.177,72
Taxes, remunerations, social security	50.418,91
Grants to be transferred to project partners	223.041,38
Accrued charges and deferred income	316.607,58
TOTAL LIABILITIES	**824.500,70**

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