

ALL
DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ANNUAL REPORT 2022



Co-funded by
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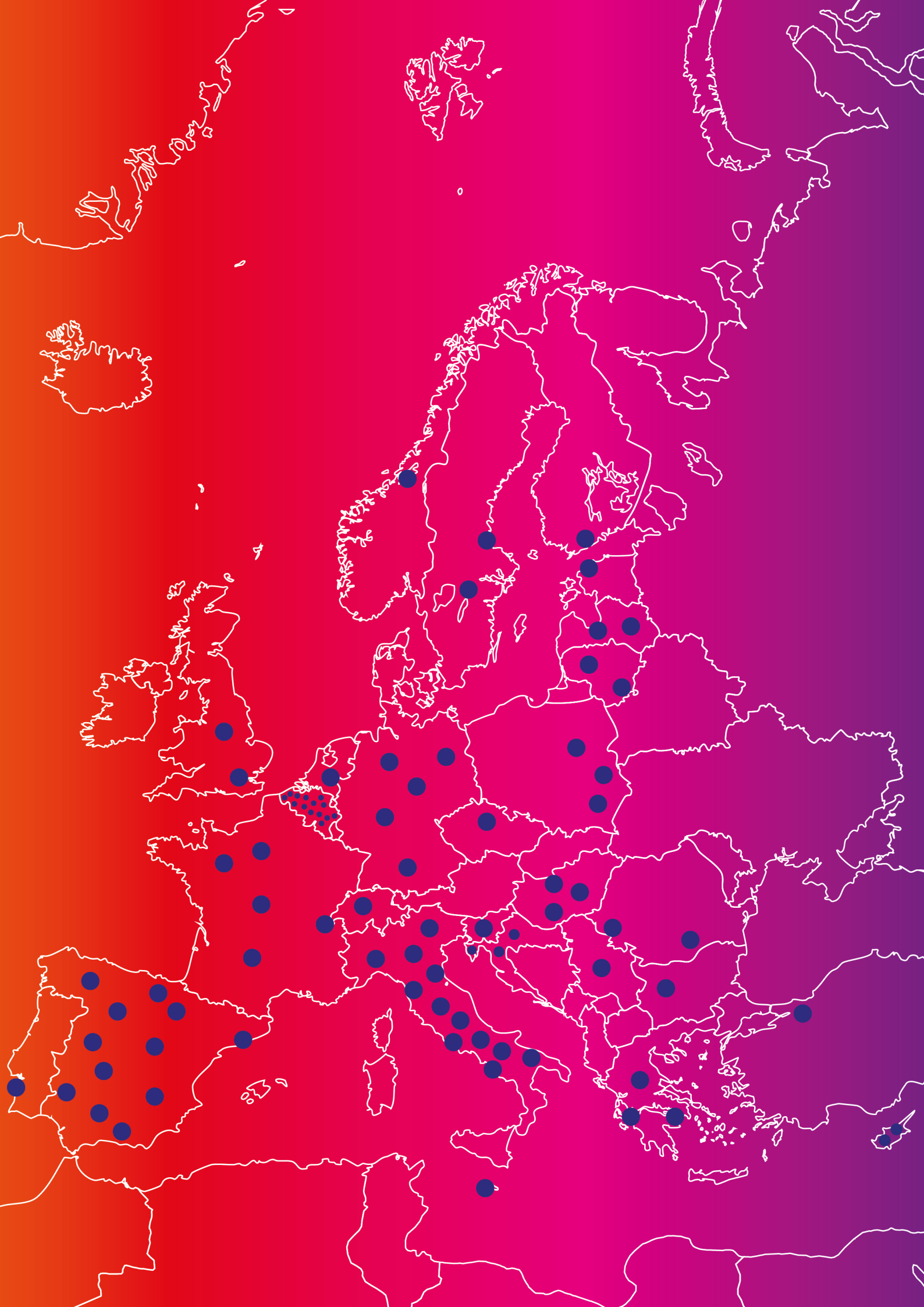


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FOREWORD



There is a moment in the growth of an organisation when you realise that you have laid the foundations to generate systemic changes in the way and scale through which you can achieve your strategic goals. With the confirmation of ALL DIGITAL as a major player in the field of digital education and the promotion of policies for the development of digital skills for all people living in Europe, the year 2022 clearly represented this moment of transformative growth.

I am glad and honoured to have witnessed this achievement as Chair of the ALL DIGITAL Board and would like to congratulate all those who contributed to the evolution of our network into a hub for innovation and exchange of good practices. In particular, I would like to highlight the fundamental support of all board members, who have voluntarily dedicated their time and expertise to the seven coordination committees for the strategic orientation of the association, the enhancement of the projects and services offered, as well as the renewal of the statutory and organisational framework.

Furthermore, no less important was the role of the staff coordinated with enthusiasm and foresight by the CEO Peter Palvolgyi, with whom we achieved the important goals presented hereafter in this report and are preparing to implement an ambitious and important work plan for 2023. Finally, it is with particular satisfaction that I welcome the many new member organisations, the five new advisory board members and the hundreds of digital education stakeholders who have joined the communities of practice on DigComp and the European Digital Skills Certificate (EDSC).

ALTHEO VALENTINI

Chair of the Board ALL DIGITAL

2022 IN NUMBERS

84
Members
organisations

1.6 MILLIONS
Trained by the network

20+
Projects

35.000
Training courses

11.600
Trainers

7.5 MILLIONS
People reached

2 + 2
CoPs

25.000
Digital competence
centres

470.000
Organisations
reached

500+
Summit
Participants

60.000+
All Digital Weeks
participants

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE
ALL
DIGITAL

f **4000**
Followers

in **1900**
Followers

3600+
Followers

VISION AND MISSION IN 2022

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

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

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

NEW STRATEGIC PLAN 2022-2027

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

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS IN 2022

1. Strengthen membership base

Diversified membership	Synergies with other skills	Geographical coverage
<p>Welcome different types of organisations (e.g., academia, government, industry, VET, social enterprises, third sector etc.) as members that are active in the field of both formal and non-formal digital education.</p> <p>Include new members working in the development of digital skills at any level of the spectrum of digital competences from basic to advanced levels.</p>	<p>Create and promote synergies between digital and other types of skills (e.g., green, transferrable, entrepreneurial etc.).</p> <p>Include members working in specific sectors where digital skills are related to other skills (e.g., education, culture, health, government, social economy etc.).</p> <p>Establish mutual membership with European associations representing other sectors.</p>	<p>Actively recruit new members from countries not covered in Europe, to ensure that all European countries are represented in the network.</p> <p>Engage new members from countries that are already covered but where a stronger presence is needed, to ensure greater national representation and influence.</p> <p>Identify and invite new members from “bordering countries”.</p>

2. Provide quality services to members

Knowledge capital	ALL DIGITAL Academy	Research
<p>Pool together and share the knowledge capital (e.g., project results, training content, platforms, tools, communities) produced by the network.</p> <p>Exploit the results achieved by the network and generate new knowledge capital through projects, services, and partnerships.</p>	<p>Establish the ALL DIGITAL Academy to deliver training and mentoring on key challenges in digital education (e.g., the use of emerging technologies).</p> <p>Offer learning opportunities on cutting-edge topics to empower both educators and organisations.</p> <p>Facilitate networking and knowledge sharing in the field of digital education.</p> <p>Inform on relevant policies, funding opportunities, and best practices through regular policy briefs, funding alerts and newsletters.</p>	<p>Anticipate the needs of Europeans in the field of digital education.</p> <p>Identify trends across the sector and collect and analyse good practices.</p> <p>Monitor the impact of digitalisation in all aspects of life, work, and education.</p>

3. Increase visibility and external relations

Increased visibility	ALL DIGITAL Weeks	ALL DIGITAL Summit
<ul style="list-style-type: none"> Produce and actively promote key reference publications in the sector. Organise and participate in high level events with key stakeholders from different sectors. Engage ALL DIGITAL Ambassadors and Advisory Board members to promote and support the network. Disseminate relevant information through the organisation's communication channels and the media. 	<ul style="list-style-type: none"> Directly organise a high-level launch event and several international events during the campaign. Amplify the impact of the campaign through the active involvement of key strategic partners such as European and national networks. Enhance outreach of the campaign through the engagement of more local partners across Europe. Get support from sponsors to organise and run the campaign. 	<ul style="list-style-type: none"> Ensure that the Summit becomes the reference event for everyone interested in digital competences and education. Enable exchange of best practices, experience, and expertise. Provide more services and networking opportunities during the event. Award excellence in the fields of digital inclusion and digital education with the annual ALL DIGITAL Awards. Get support from sponsors to organise the Summit.

4. Engage with policy implementation

Policy influence	Policy implementation	DigComp & EDSC
<ul style="list-style-type: none"> Disseminate widely the Manifesto for digital competences in its upgraded versions. Actively participate in EC working groups (e.g., Adult Learning, Digital Literacy, DELTA, Voices of Culture). Establish and maintain relationship with relevant European Commission DGs, cabinet members, directors, heads of units and file managers. Identify and connect with members of the European Parliament and the European Economic and Social Committee. Build connection with think-tanks, policy organisations, and Digital Skills and Jobs Coalitions. Lead conversations through organising high level policy events, produce policy papers and recommendations, and contribute to stakeholder and public consultations. 	<ul style="list-style-type: none"> Inform members about EU policies and involve them in contributing to the development of policies. Provide grassroots support to the EU on the implementation of EU policies and initiatives. Support member organisations on how to promote and advocate for the implementation of EU policies at national/regional level. 	<ul style="list-style-type: none"> Establish and maintain a DigComp Hub (including DigComp Community of Practice, services, resources) to support the wide adoption and use of the DigComp Framework. Provide educators with training and mentoring on how to use the DigComp Framework. Organise an awareness-raising campaign to promote the DigComp Framework. Support the European Commission in the governance and further improvements of the DigComp Framework. Engage in the European Digital Skills Certificate (EDSC) feasibility study and participate in piloting of the operational model. Nurture and manage the Digital Skills Certification Community of Practice.

5. Develop and sustain the organisation

Efficiency

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

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

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

Obtain quality labels to guarantee highly organised and transparent management of projects and activities.

Funding

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

Increase income from corporate and other private funding sources.

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

Sustainability

Ensure receiving an annual operating grant from the European Commission.

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



OVERVIEW OF ACTIVITIES

■ New Strategic Plan 2022-2027

Shaping digital transformation with digital education - We are just at the beginning of an epochal transformation of our society, whose digital component has already proven to be transversally relevant in all its sectors. ALL DIGITAL aspires to take advantage of such a unique opportunity by shaping digital transformation with impactful digital education interventions towards a greener, more inclusive and cohesive Europe.

Indeed, our new Strategic Plan is the result of a two years-long process that has witnessed the launch of a new programming period of the European Commission, the extraordinary prevention and reaction measures towards the COVID-19 global pandemic and their impact at social and economic level, together with the environmental and migratory crises of the contemporary society.

Therefore, being strongly convinced of the importance that digital skills have in coping with all these challenges in a long-term perspective, the AD Board has agreed to produce, for the first time in the history of the association, a six years-long Strategic Plan.

A forward-looking approach, aimed not only at listing the actions to be undertaken at short and mid-term, but also putting in place a consultation and monitoring mechanism with the capacity to anticipate the needs of EU citizens in the field of digital education.

In our new Strategic Plan 2022-2027, digital inclusion is understood as the ability to provide capacity building, advocacy and networking services to timely and effectively adapt to the needs and demands of the civil and private sectors, starting from all those organisations

and practitioners that deliver digital education programmes in formal, non-formal and informal settings.

■ Board Meetings



ALL DIGITAL's Board is composed of 9 members, elected by the General Assembly for a two-year period in 2021. The Board met four times in 2022, following one online meeting in March the Board conveyed face-to-face in May, October and in November. In addition to the Board meetings, the Board had established 7 committees and did the majority of work at committee level:

- Strategy, development and policy
- Finances
- Members services and development
- Staff, infrastructure and resources
- Projects, services and exploitation
- AD Summit
- AD Weeks



■ General Assembly (GA)



Following the General Assembly, an online voting process was launched on 9 June 2022 with the deadline on 20 June. The voting was quorate: by deadline 49 out of 78 members (62.8%) were submitting their votes. The General Assembly approved ALL DIGITAL Annual Report and Annual Accounts for 2021, the ALL DIGITAL Annual Budget and Workplan for 2022, as well as the new ALL DIGITAL Strategic Plan for 2022-2027.

After two years of pandemic and online general assemblies, ALL DIGITAL members gathered in Barcelona on 27 May 2022. President Altheo Valentini welcomed the participants and briefly presented the work of the Board and the Board Committees. He said, “Today is a first stone to a new approach in the development of digital competences, and I am really glad that we can work together”.



On the day of the GA, the total number of members with voting right was 78, out of which 26 members were present and represented. For quorum at least 40 members had to be present or represented, therefore the GA did not achieve the required quorum to make valid decisions. Decisions were therefore taken via a written procedure after the General Assembly. The total number of attendees (including staff members and other participants without voting right) was 39 people. The following topics were included in the agenda:

The General Assembly was hosted by Fundacion Esplai, a Spanish member organisation of ALL DIGITAL. Participants had the opportunity to attend the Digital Rights Forum on 25-26 May with a rich programme of

- Welcome from the Chair
- Status of ALL DIGITAL membership
- Introduction of new ALL DIGITAL members
- Presentation of ALL DIGITAL Strategic Plan 2022-2027
- Annual Report and Annual Accounts 2021
- Annual Workplan and Annual Budget 2022
- ALL DIGITAL Weeks 2022 Report
- ALL DIGITAL Summit 2022 Plan
- Policy review
- Presentation of the new membership platform
- 1st Coding Challenge by Huawei in Cyprus

- **speeches and roundtables** with social agents involved in the defense of Digital Rights and representatives of digital transformation policies,
- **workshops** on various topics related to digital divides and the most affected groups in order to propose solutions and joint initiatives,
- **marketplace** to promote networking and the presentation of projects that contribute to the implementation of initiatives to promote the Digital Rights of citizens, and
- **shared debates** on digital divides between professionals on each of the platforms and networks involved.

■ AD Weeks 2022



The ALL DIGITAL Weeks is our **annual digital inclusion and empowerment campaign** run at digital competence centres, libraries, community centres, schools and other venues across Europe. In 2022 the campaign took place for the 13th year and its motto is a call to action for all Europeans to take an active part for a better future: **“Enhance your digital skills”**.

The ALL DIGITAL Weeks 2022 campaign supported the implementation of specific actions of the **Digital Education Action Plan 2021-27** of the European Commission, with the main objective of enhancing digital skills and competences for the digital transformation. The campaign also contributed to the promotion of the **European Year of Youth** promoted by the European Commission. The campaign was launched during an **International online event** on the 14th of March, which was rich of insightful speeches delivered by many of our supporters and representatives from European Institutions, such as the European Commissioner for Innovation, Research, Culture, Education and Youth Mariya Gabriel, policymakers, IT industry and digital education representatives.

The campaign took place **over 5 weeks** (14 March-14 April 2022) both at European/International level and at local/regional level. On the broader dimension 15 international events were organised involving policymakers, the European Commission and key stakeholders in the digital education area. At grassroots

level the campaign reached more than **60.000 participants** thanks to the contribution of **133 local partners** who organised more than **600 events**, in about **200 cities**, spreading over **24 countries**.

■ AD Summit 2022



On 28-30 September, the 15th ALL DIGITAL Summit titled **“Shaping DIGITAL transformation with and for ALL”** was held in Prague in Vzlet Center. The event focused on the effects of digital transformation in different sectors and groups of society, its impact on culture, innovation, and education, and how digital (and other) skills can help people, with a key focus on the next generations. The Summit gathered **more than 150 in-person participants**, including policymakers, digital education stakeholders, trainers and educators, civic society and industry representatives, and many more online. The **ALL DIGITAL Summit 2022 three-day event** included a variety of activities, ranging from high-level keynote speeches, policy panels, and workshops, to informative sessions on European projects related to digital skills, education and upskilling/reskilling – giving opportunity to ALL DIGITAL’s partners and members to showcase the latest insights on policy actions, innovation and projects.

ALL DIGITAL managed **2 Communities of Practice** on the following subjects: Digital Competence Framework for Citizens (750+ members) Digital Competences Certification (600+ members). Within ALL DIGITAL Academy, 2 additional CoPs

were launched in September on the topics of Artificial Intelligence (AI) and Internet of Things (IoT).

- One-week face-to-face study visit in Brussels for Romania Library association ANBPR (19-23/09/2022)



In total **6 ALL DIGITAL Members Talks** took place in 2022:

- Citizens Digital Support model and development in the City of Helsinki (20.01.2022)
- New opportunities for Erasmus+ KA1 mobility for educators and learners in adult education by EGINA (01.02.2022)
- Diesis Lunchbreak meets All Digital Talks! (15.02.2022)
- Presentation of the new ALL DIGITAL Strategic Plan 2022-2027 (31.03.2022)
- The European Semester cycle (27.07.2022)
- New AD Members platform introduction and recap of annual activities (16.12.2022)

ALL DIGITAL Members Chats was introduced in 2022 with the aim of having bilateral meetings between ALL DIGITAL's managers and member organisations. Eight AD Members Chats were held towards the end of the year and this format of meeting with member organisations will continue in 2023.

ALL DIGITAL hosted three **study visits** in 2022:

- Virtual study visit for Eastern Partnership countries to present ALL DIGITAL, EU-level policies and initiatives as well as Belgian best practices (28/03/2022)
- EntreComp for Digital virtual study visit (20/09/2022)

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

We issued 6 **funding alerts** for member organisations January, February, April, July, October and December, presenting and analysing relevant EU and private funding opportunities in the field of Education and Training as well as Youth. The funding alerts increased ALL DIGITAL members' knowledge and capacity to successfully apply for EU funding.

We published 6 **policy briefs** for members in February, April, June, November, December as well as an annual review, including news feeds on policy developments, e.g. Skills Agenda, DEAP, new MFF, focusing on aspects relevant to members and presenting calls for actions for members to contribute to EU policies through consultations etc.

In 2022, **ALL DIGITAL Awards** recognised excellent work put forward by individuals and organisations fostering digital skills and education in three categories:

- Best E-Facilitator (individual category)
- Best Digital Changemaker (individual category)
- Best Digital Resource (organisational category)

The finalists/winners were selected by a Jury and the three finalists in each category were featured during the Award Ceremony which took place in the context of the AD Summit 2022.

INFLUENCING PUBLIC POLICY

In addition to the contributions to **projects with policy relevance**, notably the EDSC feasibility study, but also a number of others, and the policy sections of the flagship events, Weeks and Summit, in 2022, ALL DIGITAL's public policy activities have contributed to the publication and adoption of Council Recommendations on Individual Learning Accounts and on a European approach to micro-credentials, shared input to and co-hosted consultation events for the anticipated Council Recommendations on enabling factors for digital education and on the provision of digital skills in education and training.



WG, Adult Learning Group, and the Expert Group on combatting disinformation and promoting media literacy in education and training, leading to the completion and publication of Guidelines for Teachers.

Throughout the year, the ALL DIGITAL team took part in numerous events organised by the European Commission, Council and Parliament, as well as Civil Society partners and other organisations, either as invited speaker or as an active participant shaping discussions and promoting inclusive digital competence development.

In 2022 we published or contributed to the following **policy and position papers**:

- White Paper on Digital Skills published with Huawei and EY in February
- Listed collaborator in published Guidelines for Teachers on combatting disinformation
- Position paper published on Individual Learning Accounts (10/03/2022)
- Position paper published on Micro-credentials (10/03/2022)
- Contributed to Call of Evidence for two proposals for Council Recommendations (16/09/2022)

On 23 February, ALL DIGITAL hosted a **policy event** on the European Commission proposals for Council Recommendations on Individual Learning Accounts and Micro-credentials. The two proposals for Recommendations were adopted by the European Commission on 10 December 2021. The event was held online and counted over 80 participants.

The ALL DIGITAL Manifesto for enhancing digital competence development in Europe is in the process of being updated to include the latest policy developments. We participated in several **high-level Working and Expert Groups** operated by the European Commission, namely the DELTA



Supported by



MEMBERSHIP

ALL DIGITAL represents non-formal education providers to support millions of Europeans to succeed in the digital transformation by providing them with training and advice.

The ALL DIGITAL network keeps growing and evolving. Our members are diverse in their structures, audiences, products, and skills, but they all share a common purpose of supporting communities in digital transformation. At the beginning of 2022, ALL DIGITAL had 65 member organisations. During the year, the network welcomed 14 new organisations.

Throughout 2022, ALL DIGITAL had 84 members, including 14 new organisations:

1. MyGatekeeper gUg, Germany (31/01/2022)
2. Consortium Materahub Cultural and Creative Industries, Italy (31/01/2022)
3. Media Education Centre, Serbia (15/02/2022)
4. CARDET - Center for the Advancement of Research and Development in Educational Technology, Cyprus (28/02/2022)
5. Learningdigital, Italy (31/03/2022)
6. iDrops vzw, Belgium (31/03/2022)
7. Zagreb's Association of Disabled Workers, Croatia (06/05/2022)
8. District09 – Digitaal.Talent@Gent, Belgium (12/07/2022)
9. Digital Skills21 Institution, Turkey (22/09/2022)
10. Algebra University College, Croatia (10/10/2022)
11. WeTechCare, France (02/11/2022)
12. Accion Contra el Hambre, Spain (15/02/2022)
13. The National Association of Public Librarians and Libraries in Romania, Romania (18/11/2022)
14. Certiport, Belgium (24/11/2022)

During 2022 ALL DIGITAL Secretariat conducted a **membership survey** to understand the evolution of key figures that are used in our advocacy messages. 35% of members (28 out of 80) responded to the Annual membership survey for 2021, which, among other questions, asked to provide feedback and input on the network work and services.

According to our members, **the most useful services of the network** are: learning about relevant EU policy initiatives or opportunities, getting informed about other members' activities, and the possibility to implement a project together with another network member. That was a change in preferences in comparison with all the previous years, when the most important benefits were seen in participating in the General Assembly and ALL DIGITAL Summit. Though, participating in the Summit was still considered useful and appreciated in overall terms but lowered in the ranking, very likely because the online nature of AD Summit 2021 could not beat the in-presence experience.

Among other benefits that members underlined there were the participation in the General Assembly, the possibility to promote projects through the ALL DIGITAL channels, the opportunity to apply for funding together with other members, the ALL DIGITAL Funding Alerts, and the direct involvement in the All Digital Weeks raising awareness campaign.

IMPACT AND SUSTAINABILITY

Strengthen membership base

- 14 new member organisations.
- More diversity of member organisations compared to 2021.
- Increased number and diversity of final beneficiaries compared to 2021.
- Promotional materials are in place.
- Database of potential members includes at least 100 organisations.
- At least 3 new member organisations provide advanced digital skills education.
- Built synergies between entrepreneurial and digital skills.
- Increased representation of other sectors compared to 2021.
- 6 mutual memberships established with other sector associations.
- 2 mutual presentations organised with other European associations.
- 2 new countries are covered in the network.
- 5 new members joined the network from countries where representation was low.

Provide quality services to members

- More than 20 key project results are collected from members to be shared on the AD platform.
- New activities based on or scaling up existing results generated by the network.
- ALL DIGITAL Academy was launched with ongoing development of the platform.
- Ongoing collection and sharing of educational resources via the Academy.
- 6 ALL DIGITAL Members Talks and 8 ALL DIGITAL Members Chats were organised.
- The annual membership survey collected key data from members.
- 6 funding alerts, 6 policy briefs and 6 newsletters were published.
- 3 study visits were organised.

Increase visibility and external relations

- 4 policy events were organised.
- More than 30 events attended with a speaking role or active participation.
- Enlarged the Advisory Board with new members.
- Increased online and social media outreach.

- ALL DIGITAL Weeks annual awareness raising campaign organised with 13 international events and 600+ other events on the map.
- ALL DIGITAL Summit organised in Prague with over 150 on-site participants.
- Three ALL DIGITAL Awards and more projects awards were presented.

Engage with policy implementation

- ALL DIGITAL Manifesto was updated.
- Active participation and contribution to the work of EC working groups.
- EC representatives and MEPs were widely engaged in ALL DIGITAL events and activities.
- Established connections with think-tanks and policy organisations.
- 3 policy & position papers were published.
- Maintained 2 Communities of Practice to support policy development and implementation.
- Greatly contributed to the update of Digital Competence Framework for Citizens (DigComp).
- The European Digital Skills Certificate (EDSC) feasibility study implemented with a prominent role of ALL DIGITAL.

Develop and sustain the organisation

- By the end of 2022, the staff composition was adequate to perform activities.
- 7 interns joined the organisation.
- The Labour Regulation and Operations Manual were revised and improved.
- The Statutes were reviewed to be updated by 2023.
- ALL DIGITAL Weeks and ALL DIGITAL Summit engages sponsors and supporters.
- Over 20 EU-funded projects contributed to the annual budget.
- Final report approved for Operating Grant 2021 and grant received for the Operating Grant 2022.
- Funding proposal was submitted for the Operating Grant 2023-2025 period.
- Increased number of requests were targeted at core activities and services of ALL DIGITAL.

2022 IN HIGHLIGHT

- Space for information exchange in the general Members area of Basecamp; promoting partners' activities through our newsletter and social media channels
- Contribution to the ALL DIGITAL Weeks awareness raising campaign offering visibility to the members of the network
- Participation in the General Assembly and ALL DIGITAL Summit
- ALL DIGITAL Awards category Best Digital Resource targets in particular our member organisations
- Funding alerts, tailored to our members, highlight the main points of each selected funding call, which allows members to quickly assess the opportunity without going into much detail
- Policy briefs inform members on the latest updates on policy activities, actions and proposal at EU level in the framework of digital education, skills and training
- ALL DIGITAL Members Talks: It is a new service for our members to increase their knowledge of topics of their interest, raise their awareness about EU policy & facilitate potential new partnerships/projects
- ALL DIGITAL Members Chat is a service to allow members to expand their understanding on all activities and projects run in the organisation and the services available to maximise their membership fee.



PARTNERSHIPS

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

Six mutual memberships were confirmed or established during 2022, allowing to disseminate content and messages among diversified networks

- Media & Learning Association iVZW (Belgium)
- European Association of Institutes for Vocational Training (Belgium)
- Social Good Accelerator EU (France)
- Out of the Box International (Belgium)
- DIESIS Network (Belgium)
- Action against hunger (Spain)

We strengthened the collaboration and established new ones with the corporate sector such as Microsoft, Huawei and Certiport. We collaborated on joint tender proposals led by NTT DATA, Empirica, Bantani, Policy Experimentation & Evaluation Platform (PEEP), EIT Food, EIT RawMaterials.

ALL DIGITAL Weeks 2022 was organised in partnership with renowned strategic partners:

1. Diesis Network
2. Europeana
3. European Digital SMEs Alliance
4. European Federation for Intercultural learning (EFIL)
5. European Parents Association (EPA)
6. European Association of Institutes for Vocational Training (EVBB)
7. Lifelong Learning Platform (LLLP)
8. Media & Learning
9. OBESSU



COMMUNICATION

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

In 2022 we continued our communications work increasing our visibility and advocacy at European level, reinforcing ourselves as an important player in the field of digital skills and inclusion. In parallel, we stay in close communication with our members to understand their needs, support, and advocate for them.

ALL DIGITAL is using a wide range of dissemination tools. We are the coordinator or a partner in several EU-funded projects where we lead the dissemination and exploitation work packages, due to our ability to reach out to through our members and stakeholders' networks at EU, national, regional and grassroots levels. Our main online and offline communication channels are the following:

- ALL DIGITAL website (5000+ monthly visits on average with peaks around key events)
- Bi-monthly newsletter (1,600+ subscribers) (February | April | June | October | December)
- Social media: Facebook (4,000+ followers), Twitter (3,600+ followers), LinkedIn (1900+ followers)
- Basecamp members area (for internal communication with our members)
- 2 Communities of Practice

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

- Lifelong Learning Platform newsletter & members' Basecamp area
- Participation in working groups, steering committees, etc.
- Our own and external events
- Projects' websites and projects' social media channels

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

Newsletter
1600+ Subscribers

Website
5000+ visits

in 1900
Followers

f 4000
Followers

3600+
Followers

ALL DIGITAL SUMMIT

SHAPING DIGITAL TRANSFORMATION: NEW POLICY ACTIONS FOR PEOPLE ON THE WRONG SIDE OF DIGITAL DIVIDE! AT THE ALL DIGITAL SUMMIT 2022

On 28-30 September, the 15th ALL DIGITAL Summit titled “Shaping DIGITAL transformation with and for ALL” was held in Prague in Vzlet Center. The event focused on the effects of digital transformation in different sectors and groups of society, its impact on culture, innovation, and education, and how digital (and other) skills can help people, with a key focus on the next generations.

The Summit gathered more than 150 in-person policymakers, digital education stakeholders, trainers and educators, civic society and industry representatives, and many more online.

The ALL DIGITAL Summit 2022 three-day event included a variety of activities, ranging from high-level keynote speeches, policy panels, and workshops, to informative sessions on European projects related to digital skills, Weducation and upskilling/reskilling – giving opportunity to ALL DIGITAL’s partners and members to showcase the latest insights on policy actions, innovation and projects. In addition, structured networking opportunities were offered, such as the marketplace - where exhibitors could present their organisations and projects – and

the ALL DIGITAL gala dinner which hosted the ALL DIGITAL Awards ceremony. The Summit facilitated dialogue and exchange of ideas and strengthened the relations among the digital education community, with the ultimate goal to foster actions enhancing digital skills and education for everyone.

Workshops Day

During the Workshops day, we have given the possibility to different EU projects to organise workshops delivering some educational methodologies, presenting projects deliverables and achievements, as well as next planned actions.

EPMA organized a multiplier event for the **Erasmus+ project Business Gamebox** on financial literacy development. Together with the project partner CZECH.Up, EPMA presented and had participants try out the innovative Business GameBox educational program.

The **WOMEN4IT** project workshop brought together stakeholders from industry, the educational sector, policymakers, and the civic sector from all over Europe to discuss the project’s three-year trajectory, during which 900 young women from 7 European countries were trained in job-relevant digital skills and received employability mentorship.



ALL DIGITAL team member Claudia Matera, Chief Development Officer, facilitated a focus group on gender issues, policy related knowledge and practices and services sharing as part of the **EQUALS-EU** project activities.

In the **AMeLiE** workshop, conceived as multiplier event of the project, it was firstly discussed what online hate speech is and different tools and approaches for addressing it in an insightful panel discussion. After that,

guidelines on how to organise a Kind Speech Day campaign were shared.

EPMA also organized a multiplier event for the **VPN Erasmus+** project whose goal is creating a set of digital guides and materials aimed at supporting young people in developing their own digital projects and activities.

EPMA co-organized an interactive workshop on the **Agile2learn** project with its project partners University of Thessaly, Hellenic Open University (HoU) and Helliwood. The Agile2Learn project introduces the Agile Project Based Learning into secondary education as a new enhanced educational approach to promote the development of key transversal competencies needed in the 21st century.

Day 1

The European Commission, presented the ambitious set of initiatives and targets it has put forward to support the digital and green “twin transition”. Georgi Dimitrov, Head of Unit, Digital Education, DG EAC, European Commission, presented the EC contribution to the Digital Education and Skills agenda, and acknowledged the role ALL DIGITAL plays at EU level in supporting development in digital education and skills. We had the honour to host the keynote speeches of Ivan Bartoš, the Czech Deputy Prime Minister for Digitization and Minister of Regional Development, and Vania Neto, Lead Western Europe, Microsoft Education Skills & Learning. During the policy discussion, representatives from the European Commission, the Czech government and the private and third sector came together to look at the policy developments underpinned by the EU level initiatives like the Digital Education Action Plan, the Skills Agenda, the Digital Decade and Social Pillar Action Plan, as well as formulating expectations for the upcoming years. We had sessions covering interesting topics like: “Ukrainian crisis: how digital skills can help

integration?” or the presentation given by the EU Commission representatives on the planned feasibility study on a European Digital Skills Certificate (EDSC), as well as parallel thematic workshops covering four tracks: Innovation, Education, Youth and Culture.

In the afternoon the Summit focused on some of ALL DIGITAL EU-projects we run and implement over the year and we shared with the participants the updates and news about the following projects: ACTION, AMeLiE, ALL DIGITAL Academy, CrAL, EntreComp Synergies, EQUALS-EU, RAYUELA, TRANSVAL-EU. As well we gave space to member and partner organisations to present their organisations, activities and projects in the framework of the Lightning Talks session.



Day 2

Day 2 was opened by two representatives from local and regional authorities, Mr. Zdenek Hrib, Mayor of Prague and Arnošt Štěpánek, Vice President for Education, Královéhradecký region. They presented their vision and experience in relation to digital transformation and the role of the local authorities in digital education.

Tomas Lapacek, Acting Director, Prague Innovation Institute, moderated the stakeholder panel discussion hosting local stakeholders and supporters (representatives from academia, NGOs, digital education stakeholders and tech companies) from Central European Region,



in different sectors of society; the Youth track dealt with the RAYUELA project and participants discussed on combatting cybercrime with gamification; the Education track focused on delivering Guidelines for teachers and educators on tackling disinformation and promoting digital literacy through education and training.

In the afternoon more space was given to member and partner organisations to showcase their projects during the lightning talks, a great opportunity to engage with new ideas and foster dialogue on new methodologies, products and projects enhancing digital skills and education.

who presented their bottom-up approaches to digitalization in reaction to digital education policies.

Iva Walterova, EPMA CEO, moderated the “Innovation track: Shaping digital transformation at regional level in Central Europe”. She welcomed interesting representatives of regional authorities from Central Europe who provided their impressions on innovative projects supporting the provision of digital skills in this European region. The Culture track covered the presentation of the New European Bauhaus (NEB), a new initiative of the European Commission to foster creativity

Among the networking occasions, the main has been the Gala dinner during which the ALL DIGITAL Awards ceremony took place. The ALL DIGITAL Awards celebrated the individuals and organisations across Europe that enable citizens to transform and enrich their lives through the benefits and opportunities created by digital technologies.

Full report available [here](#).



ALL DIGITAL AWARDS

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

2022, ALL DIGITAL Awards recognised individuals and organisations in three categories:

- **Best E-Facilitator: Coronada Pardo Cotón – AUPEX, Spain**
- **Best Digital Changemaker: Ioana Crihana – Romania, ANBPR**
- **Best Digital Resource: DigitalizaciONG - Fundación ESPLAI, Spain**

The finalists/winners were selected by a Jury, and prizes awarded to the winners during the ALL DIGITAL Summit Gala event. The three finalists in each category were featured during the Award Ceremony on 29 September 2022. Prizes were awarded to the winners.

ALL DIGITAL AWARDS 2022



ALL DIGITAL WEEKS

ALL DIGITAL Weeks

1 400 000+ participants in 2010-2021

14 March - 14 April 2022

The ALL DIGITAL Weeks is an **annual digital inclusion and empowerment campaign** run at digital competence centres, libraries, community centres, schools and other venues across Europe. Every year it helps 100,000 Europeans to learn and be inspired by what technology can do for them. It covers high-level awareness-raising activity on digital skills training and education as well as EU policy topics in this area, such as the digital skills gap.

ALL DIGITAL Weeks

#ADWeeks2022
#AllDigitalWeeks

« *We are at a turning point for the development of digital skills. We need the support of all education and training stakeholders. I count on you to carry on bringing this vision forward.* »



Mariya Gabriel
EU Commissioner
Innovation, Research,
Culture, Education and Youth

alldigitalweeks.eu

In 2022 the campaign took place for the 13th year and its motto is a call to action for all Europeans to take an active part for a better future: **“Enhance your digital skills”** as the DESI report showed a clear digital skills gap among European citizens, both in basic and advanced skills.

The **objective** of this awareness raising campaign is to maximise the impact and visibility of members, partner and participant organisations’ events and activities focused on enhancing digital skills, education, and competences for the digital transformation. The ALL DIGITAL Weeks

awareness campaign aims to show the needs of empowering all European citizens with the digital tools and skills they need in their studies, job and for social inclusion.

The ALL DIGITAL Weeks 2022 campaign supported the implementation of specific actions of the **Digital Education Action Plan 2021-27** of the European Commission, with the main objective of enhancing digital skills and competences for the digital transformation. ALL DIGITAL Weeks 2022 also contributed to the promotion of the **European Year of Youth** promoted by the



The **5 different weeks** of the campaign focused on the following specific **weekly core themes** under which all the training and events were organised at international and national level across Europe:

1. Enhancing digital skills and promoting digital inclusion and accessibility
2. Fostering digital literacy and tackling disinformation
3. Promoting the use of the European Digital Competence Framework (DigComp)
4. Achieving cybersecurity and safer internet
5. Improving STEM and STE(A)M skills for society and encouraging girls' and women's participation in STEM studies and careers

European Commission, through the organisation of specific events and training supporting young people in the digital transformation.

The campaign took place **over 5 weeks** (14 March-14 April 2022) both at European/International level and at local/regional level. On the broader dimension 15 international events were organised involving policymakers, the European Commission. At grassroot level the campaign reached **more than 60.000 participants** thanks to the contribution of **133 local partners** who organised **more than 600 events**, in about **200 cities**, spreading **over 24 countries**.



MYDIGISKILLS



MyDigiSkills helps you to better understand your level of digital skills based on knowledge, skills and attitude in each of the five areas of the European Digital Competence Framework for Citizens, known as *DigComp*. It should take you around 20 minutes to complete, and you will get a report on your levels of digital skills at the end.

[Read more below...](#)

[Let's get started!](#)



Analyze

Your level of digital skills



Discover

Your gaps and needs in digital skills



Access opportunities

Improve your digital skills

[SELECT YOUR LANGUAGE](#)

The MyDigiSkills self-assessment tool is continuing to operate successfully for individual users and has almost 25000 registered results in total. In 2022 All Digital has launched a revision of the tool's functionalities for tutors and organisations. Additionally, ALL DIGITAL has entered usage agreements with several Spanish employers' associations for a large scale research exercise using the self-assessment tool. One of partners has shared the tool with a pool of around 37500 subjects already. Furthermore, we have been approached by European projects and European institutions to explore similar.

OVERVIEW OF PROJECTS

ALL DIGITAL was implementing 17 projects in 2022 with the main aims at:

- **Promoting inclusive education for all**
- **Facilitating digital transition through education and social inclusion**
- **Enhancing skills development, reskilling, and upskilling of key competences**
- **Supporting educators, teachers, trainers and the staff within education organisations and institutions**
- **Promoting excellence and innovation**
- **Raising awareness on key challenges within society such as gender equality, digital health literacy and prevention to cybercrimes.**



THREE-D-PRINT (3D-Print)

Erasmus+ KA2 project, coordinated by EU15 LIMITED, UK, aimed at providing support for the educational and training challenges related to equipping the future workforce with relevant and needed skills to participate in the 3D printing revolution.



Promoting active citizenship through civic education and youth role models (ACTIon)

Erasmus+ KA3 project, coordinated by Nexus Institute, Germany, aimed at promoting active citizenship through civic education and active e-participation of youth role models from socially disadvantaged groups.



ALL DIGITAL Academy

The ALL DIGITAL Academy is the new asset of the network aimed at providing a digital learning environment for educators, trainers, teachers and learning centres on emerging technologies like Artificial Intelligence and Internet of Things.



Advanced Media Literacy Education to counter online hate-speech (AMeLIE)

Coordinated by AD member EGIInA, Italy, we were a partner in this Erasmus+ KA2 project designed for training teachers and representatives of school communities on advanced media literacy skills and the issue of online hate-speech.



Boosting digital skills and competences for librarians in Europe (BIBLIO)

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

CYANOTYPES

CYANOTYPES

Coordinated by HKU University of Arts Utrecht, the Netherlands, Cyanotypes is an Erasmus+ Blueprint project aiming at reshaping the CCI sectors by developing an updated skills framework to include digital and entrepreneurial skills to facilitate the digital and green transition within the Creative and Cultural Industries.



Critical Visual Media Literacy and Empowerment

Erasmus+ KA2 project, coordinated by UNIMED, Italy, aimed at increasing resilience to manipulation and polarization, tackling the critical visual literacy skills development to support European students within Higher Education and citizens to get informed in the digital era.



Creative Audio-visual Lab for critical thinking and media literacy (CrAL)

We were the coordinator of this Erasmus+ KA3 project to improve media literacy and critical thinking among young people by scaling up a good practice “Creative audiovisual writing and reading” and preparing educators on reinterpreting and producing audiovisual contents.



DigComp Hub

The DigComp Hub project is coordinated by ALL DIGITAL and aims at supporting and engaging adult education providers and educators across Europe to adopt the DigComp Framework. Educators and training providers are the main target audience of the training and mentoring programme planned in line with the existing DigComp Community of Practice.



Enhancing skills intelligence and integration (DocEnhance)

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



EDSC

Coordinated by NTT data, the European Digital Skills Certificate project is a tender the European Commission carried out to run a Feasibility Study on an EU-level certificate useful and trusted and used to validate the digital competence of all citizens for learning, at work, and for participation in society as described by the European Digital Competence Framework (DigComp).



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

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



EnreComp Synergies

The tender EntreComp Synergies, coordinated by BANTANI Education, Belgium, aims to establish synergies and award champions in the implementation of the European Entrepreneurship Competence Framework (EntreComp) through engaging, connecting, growing and sustaining the entrepreneurial learning community, bringing together different actors from diverse sectors who are interested in, inspired by or already using EntreComp to underpin entrepreneurial learning.



Improving Digital Empowerment for Active Healthy Living (IDEAL)

The IDEAHL project is an H2020 coordinated by the Regional Ministry of Health of Asturias, Spain. It aimed at developing and testing new models and approaches of (digital) health literacy intervention through the co-creation of a comprehensive and inclusive EU (d)HL Strategy.



ReWrite your story (Re-STORY)

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



Empowering and educating young people for the internet (RAYUELA)

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



Validation of transversal skills across Europe (TRANSVAL-EU)

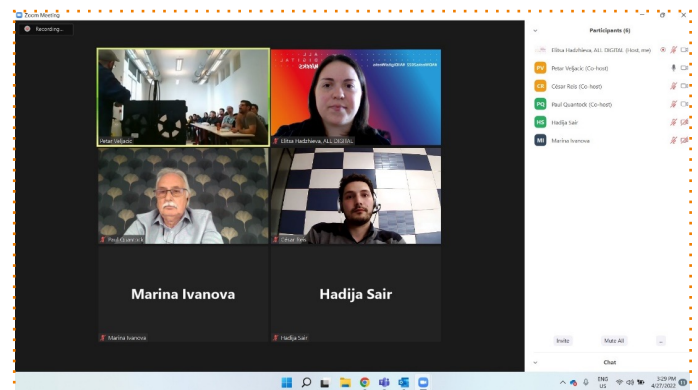
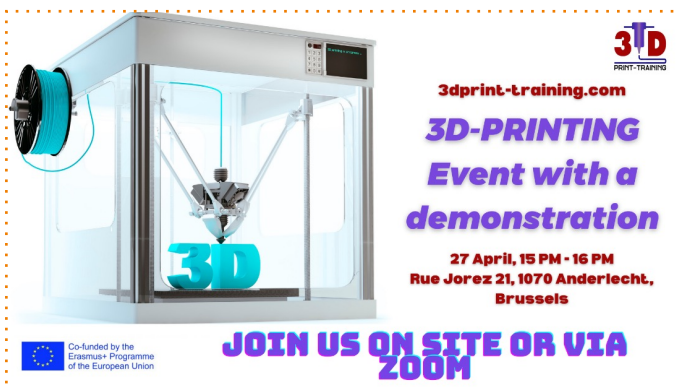
Coordinated by Federal Ministry of Education, Science and Research, Austria, this Erasmus+ KA3 project intends to be one of the largest European policy experiments on validation of transversal skills acquired through non-formal and informal learning.

PROJECTS IN DEPTH

3D-Print



Period: 01/09/2020 — 31/08/2022
 Funding: Erasmus+ Strategic Partnerships for Adult Education
 Coordinator: EU15, UK
 Website: <https://www.3dprint-training.com/>



The aim of the THREE-D-Print project was to provide support for the educational and training challenges related to equipping the future workforce with relevant and needed skills to participate in the 3D printing revolution. In 2022, the project came to an end, that is why all deliverables are all free and available on the project website.

Project partners have developed a 3D Printing Toolkit, which includes 3 main aspects:

- **INTRODUCTION TO 3D PRINTING:** a guide on how to introduce 3D printing in adult education e.g. type of equipment required, 3D printers 'best buys', how to virtual 3D modelling in a PC and how to export the models to the 3D printer how to maintain the equipment, where to buy the materials etc. Published in March 2021.

- **TEACHING MATERIALS FOR TRAINERS:** a training programme on 3D printing for trainers, in order to provide them with the needed knowledge tools to develop a teaching programme on 3D printing in adult education. Published in January 2022 and translated in all project languages (English, Greek, Italian and Portuguese).

- **PRACTICAL TOOLKIT FOR TEACHERS ON 3D-PRINTING:** The Partnership has developed a teaching pack to enable adult educators to learn more about 3D printing and provide course materials for their adult students e.g. assignments, quizzes, general learning materials. Published in July 2022.

ALL DIGITAL also organized, in collaboration with our member organisation MAKs, one of the three **multipliers events** in Belgium on the on the 27th of April 2022. In this occasion, the 3D-Print project was analyzed and presented to both an online and face-to-face audience.

ACTlon



Period: 15/01/2021 – 14/01/2024

Funding: Erasmus+, Support for Policy Reform, KA3 Social Inclusion through Education, training and youth coordinator: Nexus Institute for Cooperation Management and Interdisciplinary Research

Website: <http://www.erasmus-action.eu>

Hashtag: #ACTlonEUProject



The ACTlon project aims to promote active citizenship through civic education and active online participation of youth role models from socially disadvantaged groups in both formal and non-formal / community-based education settings. ALL DIGITAL leads the communication and dissemination actions of the project.

During the first year, the project partners developed two tailor-made training programmes: MOLA (Model for Opinion Leaders' Online Activation) and DigiPAC (Digital Participation and Active Citizenship).

During the second year, the ACTlon project partners in Bulgaria, Germany, Greece and North Macedonia tested the training programmes in formal and non-formal educational settings. The project involved 560 young people in DigiPAC training, and a further 20 in MOLA. Partners have built a network of over 30 youth NGOs and schools, with over 60 practitioners in a position to deliver either DigiPAC or MOLA training.

The training activities helped young people to understand how they can critically engage with online content, improved their readiness to take action in challenging situations and encouraged them to engage with community action. The theoretical framework, training handbooks and supporting materials on the two programmes are available on the ACTlon website for teachers, trainers, and youth workers.

During the final year of the project, the ACTlon partners will prepare a summary report on piloting highlighting main results, achievements, and lessons learned. Country factsheets with best practices will be published by the summer months of 2023 as valuable insights for any organisation that wishes to replicate all or part of the training methodology. At the final stage of the project, each piloting partner will organise a national multiplier event to reach potential users of the project results, as well as key stakeholders and policy makers at local, regional and national levels.

ALL DIGITAL Academy (ADA)

ALL
DIGITAL
ACADEMY

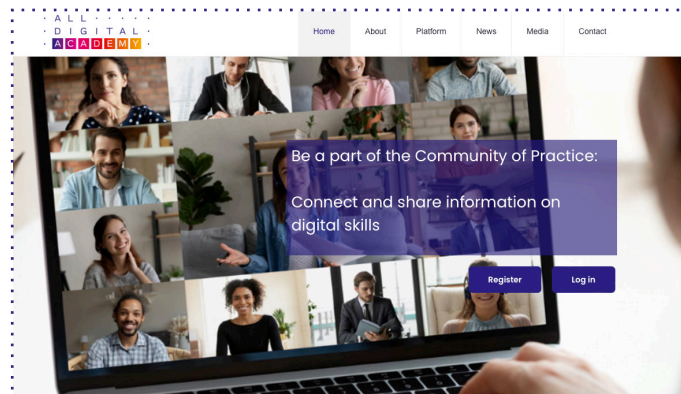
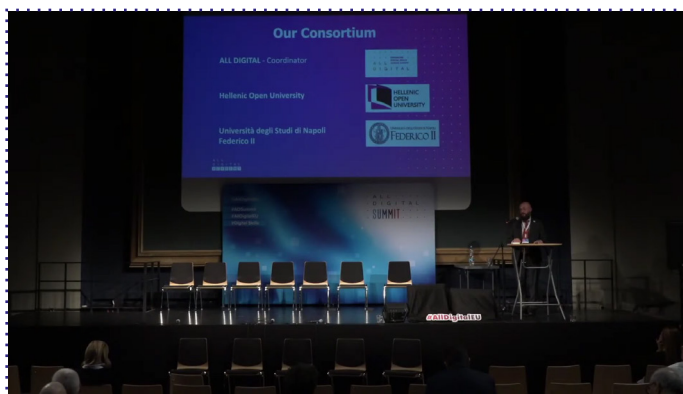
Period: 01/04/2022 — 30/09/2024

Funding: Erasmus+ Partnership for Cooperation in the field of Education and Training European NGOs

Coordinator: ALL DIGITAL

Partners: Hellenic Open University, Greece, University of Naples Federico II, Italy

Website: <https://alldigitalacademy.eu>



ALL DIGITAL Academy supports adult educators and trainers by offering up-skilling training activities on emerging digital technologies (specifically on Artificial Intelligence and Internet of Things) and strengthen the capacity building of learning centres to facilitate the ongoing digital transformation, by connecting learning centres focused on digital competencies to increase the overall quality, relevance, and impact of their activities. Educators and trainers will benefit from the educational outputs: online training (MOOC and OERs); DigComp-based resources and tools (self-assessment tools; learning and teaching methodologies and contents; best practices etc.); the Community of Practice (CoP) of practitioners and stakeholders to share practices and experiences in adult education and training.

In 2022 the consortium developed the ADA online platform and launched it during the ALL DIGITAL Summit, in Prague, on 29th September 2022.

In the current phase, the partners have started developing the training content modules, the MOOC, the training handbook and the self-assessment tool, to start the training cycles in April 2023 and be repeated during 2023.

AMeLiE



Period: 01/09/2020 — 28/02/2023

Funding: Erasmus+ KA2 - Strategic Partnerships for school education

Coordinator: EGI nA srl

Website: <https://www.amelioproject.eu>

Facebook: @Amelie - EU project / Instagram: @amelieprojecteu



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

The project is based on three Intellectual Outputs:

- a blended training course for teachers;
- a Virtual Network of schools;
- policy Recommendations for policy makers and educational institutions.

During 2022, the Blended training course for educators was finalized and all materials have been translated in projects' languages. The virtual network of schools was the main focus this year, in order to provide teachers and educators with more than 40 lessons, material and a community of more than 240 peers. It was initiated through Coaching Circles with selected teachers and the activities culminated with the competition for School awareness-raising campaigns "Kind

Speech Day" available under "School campaigns" on the online platform.

ALL DIGITAL organized two events in order to promote the project activities among its members. During the event held on March in the framework of the ALL DIGITAL Weeks, the principles of non-hostile communication and the AMeLiE platform were shared with all participants. A second event was organized during the ALL DIGITAL Summit called "Combating online hate speech – the power of media literacy and non-hostile communication". In this occasion, participants discussed what online hate speech is and different tools and approaches for addressing it. Policy recommendations are expected to be published in January 2023.

BIBLIO



Period: 01/11/2019 — 30/04/2023
 Funding: ERASMUS+ KA2 Sector Skills Alliances
 Coordinator: University of Bari Aldo Moro, Italy
 Website: <https://www.biblio-project.eu>
 Facebook: @DigitalBiblio; Twitter: @digital_biblio



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

2022 was a very important year for the project with the delivery of the Massive Open Online Course (MOOC) on digital skills specially designed for library professionals, and the start of the Specialisation courses. The courses were divided in a first phase of blended course and a final step of Work-based learning (WBL), giving students the opportunity to become trainees in their local libraries. One specialisation path called “Digital Transformation Facilitator”(DIGY) allowed students to learn how to support the library team in the transition to the digital era, and another one called “Community Engagement and Communication Officer” (CECO) was aimed at enabling students to assess community needs and set priorities for outreach services. The second phase of WBL is almost completed, and ALL DIGITAL is widely disseminating the results,

sharing interviews collected by partners across all project’s social media.

A webinar was organised during the ALL DIGITAL weeks 2022 in March to present the specialisation course, focusing on the modular approach of the curriculum, as well as exchanging ideas among the participants on concrete projects for the digital transformation of libraries. A second international event was held in the framework of the ALL DIGITAL Summit in September 2022 “BIBLIO & National Library of the Czech Republic present: BIBLIO work-based learning and the Digitisation Activities of the National Library of the Czech Republic”. In this workshop, we shared how learners have been impacted by work-based learning, and also engaged with the General Director of the Czech National Library, Tomáš Foltýn, who presented their digitalization and e-activities.

Cyanotypes

CYANOTYPES

Period: 01/09/2022 - 30/08/2026

Project Funded by: Erasmus+, Alliances for Sectorial Cooperation on Skills, Blueprint Call 2022

Coordinator: HKU University of Arts Utrecht, the Netherlands

Website: <https://cyanotypes.website/>



CYANOTYPES is a 4-year project bringing together a wide variety of organisations, stakeholders, and European networks to address the needs and skills gaps in the Cultural and Creative Industries. CYANOTYPES is part of Alliances for Sectorial Cooperation on Skills funded by the European Commission Erasmus+ Programme. CYANOTYPES is a community of change, a pan-European project which addresses the Cultural and Creative Industries sector's needs and skills gaps. Challenging existing frameworks, we ask what innovative, multidisciplinary structures, strategic interventions and concrete skills development solutions can be adopted across the European CCI ecosystem?

The project title CYANOTYPES references the iron-based photographic process that gave the name to the "blueprint" we know today. Inspired by this key moment of innovation, CYANOTYPES sees in this very practice an exemplary episode from the pre-digital archive of arts-and-technology experimentation that inspires creators to this day. The project gathers stakeholders from all corners of the CCI sector and beyond as it calls for radical change. A shift that recognises the sector's potential for innovation, competitiveness, and resilience, that reacts to and rebounds from current global challenges such as global pandemics, digital transition, conflict, and the

climate crisis. Through the integration of specific and transversal skillsets, CYANOTYPES will provide context-specific points of entry and respond to disruptive elements into the sector with upskilling and reskilling processes for different stakeholder groups leading to change and innovation in CCI education and training.

CYANOTYPES strategically adopts a triple loop learning framework that combines the effective adoption of existing (and validated) skillsets, the co-creative development of new competences and a flexible framework to respond to disruptive changes.

The project launched the first stakeholder workshop during the ELIA Biennial Conference 2022 on 23-26 November at University of the Arts Helsinki, Finland where ALL DIGITAL contributed as digital stakeholder expert.

CLIP



Period: 01/10/2022 - 31/03/2024

Project Funded by: Erasmus+, Action Type KA220-HED - Cooperation partnerships in higher education Call 2022

Coordinator: UNIMED, Italy

Website: <https://clipproject.eu>



The purpose of the CLIP project is to strengthen digital capabilities of the Higher Education sector (HE), and increase resilience to manipulation and polarization, working on the important issue of critical visual literacy, which is a fundamental component of the way European students and citizens are getting informed in the digital era.

It tackles a specific and not yet fully covered area of digital literacy, i.e. visual media literacy, which influences the way people learn, communicate and interpret reality. A typical feature of online communication in the digital age is the pre-eminence of visual over textual communication, which requires a deeper understanding, and the start of a new dialogue among qualified Higher Education institutions, and between the academia and society at large.

To do that, the consortium will develop:

1. Report on Visual Media Literacy in Europe
2. Micro-learning course in critical visual media literacy and fluence
3. Scalability and transferability toolkit containing operational guidelines and recommendations for the implementation of a learning offer on visual media literacy in HE.

CLIP brings together four partners from three countries (Italy, Belgium, Greece) with vast ranges of complementary expertise in education, (digital) participation, and network cooperation.

CrAL



Period: 15/01/2021 - 14/01/2024

Funding: Erasmus+ EACEA/34/2019: Social inclusion and common values: the contribution in the field of education and training

Coordinator: ALL DIGITAL

Website: <https://www.cral-lab.eu/>

Facebook: hashtag #CrALProject



CrAL – Creative Audiovisual Lab for the promotion of critical thinking and media literacy brings together seven partners from six countries (Belgium, Italy, Spain, Greece, Croatia, and Lithuania) with complementary expertise in research, education and training, and network cooperation.

The aim of the project is to enhance critical thinking and media literacy among young people between 14-19 years old, parents, and educational staff. This will contribute to provide young people with the tools they need to understand the world they live in, stimulate their critical thinking, and sense of responsibility, and help them realise the power of their voice.

The project will apply and scale up the Italian good practice “Creative audio-visual writing and reading”, to five different education systems and contexts – Croatia, Greece, Italy, Lithuania, and Spain.

During 2022, partners worked hard in their countries to train educators (teachers and trainers) to implement the Creative Audiovisual Labs. This has happened through a blended course, which lasted 3 months, following the programme and covering technical, digital, and creative skills. The five piloting partners run the course in their national language, including

theoretical and practical content in 10 modules, as well as 5 face-to-face workshops to share and discuss the results of the practical assignments.

Teachers acquired technical and transversal skills to produce audiovisual content, which they will then transfer to the students in their classrooms. For this purpose, in 2021 partners started developing video lessons and accompanying educational packs for the teachers. Moreover, over the course of this year, the video lessons and educational packs were translated in all partners’ languages.

Starting next January, trained teachers and trainers will set up Creative Audiovisual Labs and work with their students. Students will produce films on selected topics such as migration, tolerance and other topics that are interesting for them and important in today’s society.

DigComp Hub

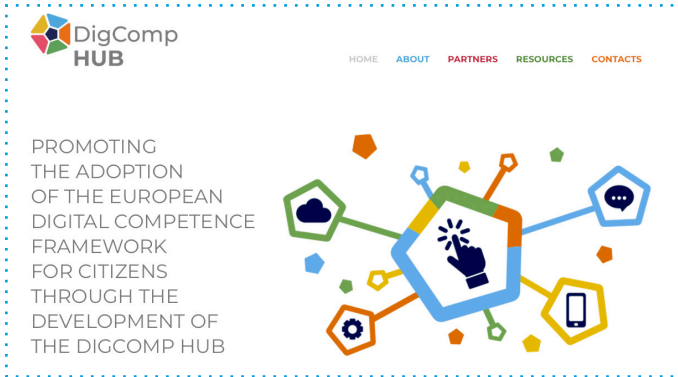


Period: 01/01/2023 — 30/06/2025

Funding: Erasmus+ Partnership for Cooperation in the field of Education and Training European NGOs

Coordinator: ALL DIGITAL

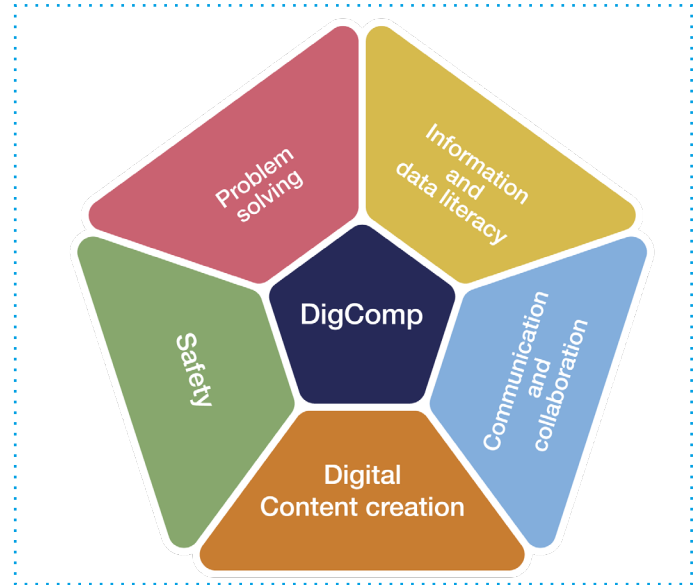
Partners: Hellenic Open University, Greece, EGINA, Italy, BANTANI Education, Belgium



Promoting the adoption of the European Digital Competence Framework for Citizens (DigComp) through the development of the DigComp Hub.

The DigComp Hub project aims at supporting and engaging adult education providers and educators across Europe in the path to digital transformation through the use of the DigComp Framework.

Educators and training providers will benefit from the training, mentoring programme, resources on DigComp within the Community of Practice where the learning and support take place, aiming at providing to early and experienced users of DigComp a learning and supportive environment on how to adopt and use it at all educational levels.



DocEnhance



Period: 01/01/2020 — 31/12/2022
Funding: Horizon 2020
Coordinator: The Arctic University of Norway
Website: <https://docenhance.eu>
Newsletter: <https://docenhance.eu/newsletter/>
Twitter @DocEnhance; LinkedIn @docenhance



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

During the third and last year of the project was published the results of an online consultation among potential employers outside academia. They have been surveyed on the importance of transferable skills acquired by PhD holders on the labour market.

During 2022, a series of validation workshops and pilots have validated the developed courses on Supervision, Data Management, and Career Management and Entrepreneurship within partners' countries and target audiences.

As part of the dissemination and communication activities, DocEnhance partners presented the courses, best practices and resources in doctoral supervision training in several conferences such as the EUA-CDE Annual Meeting at the University of Manchester.

EDSC

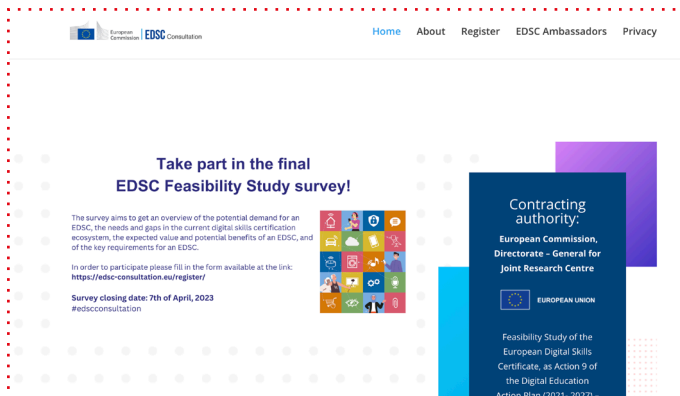


European Digital Skills Certificate

Period: 05/09/2022 – 04/09/2023

Funding: Tender

Coordinator: NTT Data



Action 9 of the Digital Education Action Plan 2021-2027 (published by the European Commission) is to develop a European Digital Skills Certificate (EDSC).

The EDSC will address the digital competence of all citizens, involving the confident, critical and responsible use of, and engagement with, digital technologies for learning, at work, and for participation in society, as described by the European Digital Competence Framework (DigComp); it will therefore not deal with the skills of IT professionals.

The European Commission is carrying out a Feasibility Study as an EU-level certificate will be useful only if it is trusted and used. Already many certification schemes exist. Understanding of the current offer, the needs and the gaps existing in digital skills certification by multiple actors, including employers', is required.

The first months of the project focussed on the creation of a stakeholder database for the consultation activities, for which ALL DIGITAL established a registration website and additional outreach activities, such as an “Ambassador” programme. Additionally, the consortium created a mapping of existing digital competence certification schemes and developed and launched the first large scale survey.

DocEnhance

EQUALS EU

Period: 01/01/2021 – 31/12/2023

Funding: Horizon 2020 (Science with and for Society)

Coordinator: OSLOMET – Storbymuniversitetet (OsloMet), Norway

Website: <https://equals-eu.org/>



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

- Building capacity through multilateral partnerships that strengthen existing and formalize new networks for in social innovation and entrepreneurship.
- Creating smart, sustainable, and inclusive social innovation ecosystems in local communities and cities in Europe and in non-European countries in the Global North and South.

The first year of the project focused on setting the scientific and methodological framework and mapping of gender inclusive ecosystems. During 2022, the project partners focused on organising hackathons and innovation camps to develop new gender equity solutions for women and girls' digital inclusion. During the final year, the project will run a six-month online incubator and mentorship program on gender-inclusive entrepreneurship for the winners of the hackathons and innovation camps to generate start-ups. And finally, a summer school will be organised to train future leaders in gender-inclusive innovation on women's digital rights, transformational leadership, and STEM skills. ALL DIGITAL leads the communication and

dissemination actions of the EQUALS-EU project. This includes supporting the consortium to raise the visibility of the project's activities and results through key communication and dissemination actions, management of social media presence (Twitter, Facebook, LinkedIn and Instagram) and increasing the outreach of the project by organising sessions during the ALL DIGITAL.

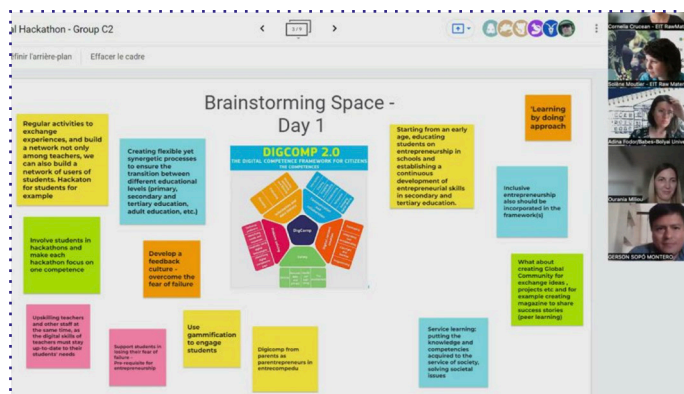
The EQUALS-EU consortium met face-to-face for the first time during the General Assembly in Valencia on 23-25 November 2022. ALL DIGITAL participated in the meeting and ran a workshop to encourage partners to exchange their key learnings during their communication and dissemination actions. This was one of the key inputs for the EQUALS-EU Communication and Dissemination Plan updated by ALL DIGITAL every six months to adjust the communication and dissemination approach based on the evaluation of the project's progress, feedback from partners and project review process.

Ahead of the final year of the project, ALL DIGITAL is working for a wider dissemination of deliverables and project results to highlight project's achievements and featuring the winning teams and their ideas from the hackathons and innovation camps at different platforms to inspire others for gender equity in innovation.

EntreComp Synergies



Period: 17/12/2021 - 16/12/2023
Funding: Tender
Coordinator: Bantani Education (Bantani)



The EntreComp Synergies project aims to achieve synergies and champions in the implementation of the European Entrepreneurship Competence Framework (EntreComp) through engaging, connecting, growing and sustaining the entrepreneurial learning community, bringing together different actors from diverse sectors who are interested in, inspired by or already using EntreComp to underpin entrepreneurial learning. It is the opportunity to create synergies and bring together existing and new audiences relevant to or already engaged in implementing EntreComp in innovative and participatory learning events, online communities of practice and an international EntreComp Champions awards scheme. It serves as a concrete basis from which to establish a sustainable community and associated actions, bringing these partners together as members within an open, inclusive and democratic network organisation.

The first year of the EntreComp Synergies project saw the creation of seven thematic Communities of Practice on the entrecomp.com platform. The EntreComp for Digital event series included a hackathon and a virtual study visit and in November, the inaugural EntreComp Champions were awarded, honouring individuals and organisations and their exemplary and inspiring work to develop entrepreneurial competences through use of the EntreComp Framework.

IDEAHL



Period: 01/05/2022 — 30/05/2024
 Funding: HORIZON 2020
 Coordinator: Regional Ministry of Health of Asturias (CSPA)



Improving Digital Empowerment for Active Healthy Living (IDEAHL) aims at developing and testing new models and approaches of (digital) health literacy intervention through the co-creation of a comprehensive and inclusive EU (d) HL Strategy. The aim is to empower EU citizens in using digital tools and taking a more active role in the management of their own health and well-being as well as supporting innovations for person-centred care models.

In 2022 the consortium mapped the health literacy research and practices in Europe and beyond. This work will be used to update the EU Health Literacy Atlas until the end of the project. The group also began working on “Inclusion, privacy and ethics in the (d)HL Strategy”, having organized a workshop in November 2022 where ALL DIGITAL was present contributing within the digital inclusion working group.

Re-STORY



Period: 01/09/2020 – 30/11/2022

Funding:

Coordinator: University of Peloponnese (OUP)



The purpose of ReStory is to arm the care-givers with skills that will help elderly people regain an active role in the society. During piloting, 140 care-givers will take part in the program and improve their skills. After the training based on the project's curriculum, care-givers will have the opportunity to use a handy tool that will help them assist their beneficiaries (end users of the project), the seniors, to create their own stories and recreate them by working together through the techniques of artistic means.

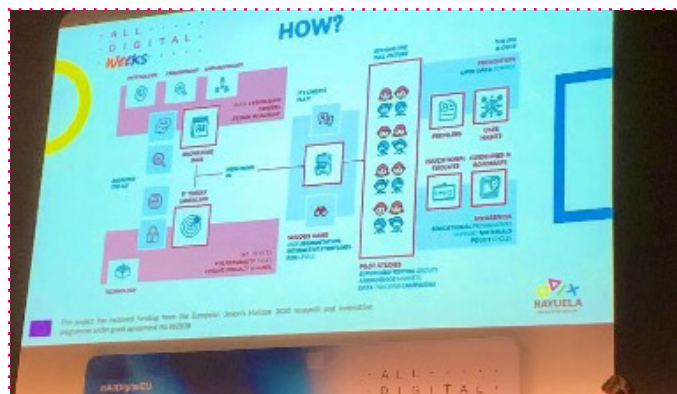
Elderly people will feel themselves useful for the society, will enhance their emotional and social skills and therefore will have the opportunity to overcome the barrier of age and the difficulty of feeling unnecessary and of handling responsibilities. These will lead the elderly people to improve their self-esteem, sense of community and feeling of active citizenship.

In 2022 the project was concluded following the organization of a total of 10 pilot training in 6 project partner countries reaching a total of 131 participants, which fed into the creation and finalization of a curriculum, handbook, toolbox, online platform and policy recommendations.

RAYUELA



Period: 01/10/2020 — 30/09/2023
Funding: Horizon 2020
Coordinator: Universidad Pontificia Comillas, Spain **website:**
Website: www.rayuela-h2020.eu/
Facebook: @RayuelaH2020; **Twitter:** @rayuela_h2020
linkedin: @rayuela-h2020; **Tik-Tok:** @rayuela_project



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

RAYUELA proposes a series of solutions to help the EU in the prevention, investigation and mitigation of cybercrime related to online grooming, cyberbullying and human trafficking, while incorporating the perspective of gender and cultural diversity RAYUELA developed a story-based serious game for young people to genuinely react to potential (fictional) risky situations and behave in a safe environment. A series of pilots have been carried out during the second year of the project in Greece, Spain and Belgium by project partners and within the Council for Digital Good Europe programme organised by Microsoft in Paris with the contribution of ALL DIGITAL.

An open call within the ALL DIGITAL membership has been launched at the end of 2022 to get involved in engaging the young audiences in playing with the videogame. The variety of data gathered are part of the overall research conducted by project partners in identifying

potential psychological profiles of young people in understanding the behaviour they might have when facing a risky situation.

The overall aim of the results gathered by RAYUELA are focused in supporting the Law Enforcement Agencies in understanding the current situation and develop further actions and support to prevent cybercrimes.

The raising awareness campaign has been further implemented through the AD Weeks and AD Summit events and with ALL DIGITAL Quiz targeted to policy makers, educators and adults. The campaign has been further implemented through the collaboration with young musicians to expand it on TikTok addressing young audiences with music and videos on cybercrimes related topics.

In 2022 the consortium mapped the health literacy research and practices in Europe and beyond. This work will be used to update the EU Health Literacy Atlas until the end of the project. The group also began working on "Inclusion, privacy and ethics in the (d)HL Strategy", having organized a workshop in November 2022 where ALL DIGITAL was present contributing within the digital inclusion working group.

TRANSVAL-EU



Period: 28/02/2021 – 31/8/2023

Funding: Erasmus+ KA3 Policy Reform – Policy Experimentations

Coordinator: Federal Ministry of Education, Science and Research through Austria's Agency for Education and Internationalisation (OeAD), Austria

Website: <https://www.transvalproject.eu>



TRANSVAL- EU works towards professionalising validation of transversal skills and competences in Europe and building bridges between practitioners of validation of non-formal and informal learning (VNFIL) across the European Member States. The project experiments innovative approaches for the validation of transversal skills in five pilot countries – Austria, Italy, Lithuania, Poland, and Belgium. OeAD and ALL DIGITAL co-lead the communication and dissemination actions of TRANSVAL-EU with the support of LLLP.

The first year of the project focused on gaining an insight into innovative projects, tools, practices and policies regarding the validation of transversal skills in various countries across Europe, which resulted in a Database of Good and Innovative Practices and a State-of-the-Art Report.

During 2022, the project partners launched trainings and field trials that combine two perspectives: One is the side of practitioners, and the other side is validation and guidance candidates, the end-users. This final phase is based on two documents: The Competence Profile that reflects how the validation and guidance practitioners understand and apply transversal competences in practice and the

Transversal Competence Framework that sets a common framework of twelve competences for the validation and guidance candidates.

The TRANSVAL-EU project partners shared their progress and results during the webinar “Digital Skills as Transversal Skills” organised on 30 March 2022 within the ALL DIGITAL Weeks and during the presentation on 29 September 2022 within the Highlights Session at the ALL DIGITAL Summit 2022.

TRANSVAL-EU will organise a research dissemination conference on 18-19 April 2022 in Paris and its final conference on 7-8 June 2023 in Stockholm.

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- EDUCENTRUM
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- ICDL EUROPE
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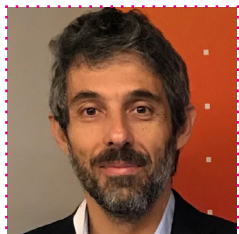
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RUE DU COMMERCE 123
1000 BRUSSELS

contact@alld-digital.org
T. +32 2 893 0201

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