

· A L L · D I G I T A L ·

ENHANCING DIGITAL SKILLS ACROSS EUROPE

Annual Report 2023

www.all-digital.org

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FOREWORD



While I am writing this message, our network is welcoming its member n. 104, thus confirming its relevance for the promotion of

digital skills in Europe. Indeed, thanks to the activities that our members carry out at grassroots and institutional levels, we represent the bright side of digital transformation in Europe and I am greatly honoured and proud to bear their voice to the maximum possible exposition towards the European Union.

Anyway, this wouldn't be possible without the support and dedication of my fellow members of the board, as well as the daily work of a growing team of passionate professionals who take care of turning our multi-annual strategic plan into concrete actions and initiatives, allowing us to achieve (and many cases to even exceed) the expected results for the current year.

I am excited to witness the establishment of such a lively network and I do believe that we have the potential to make a difference in the field of digital inclusion and digital social innovation, not only for the communities that we already represent but for all those living in Europe today and those who are coming tomorrow.

Networking, capacity-building and exchange of good practices are crucial services All Digital must keep offering and improving to facilitate and enhance this process. For this reason, all Board Committees have been working hard to design, revise and/or pilot new actions, to be further developed in the

coming year, especially with the active engagement and contribution of our members.

A new edition of the All Digital Weeks is scheduled for the next 13-31 May 2024, when thanks to the support of National coordinators and Strategic partners we are aiming to replicate and possibly improve the successful results obtained in 2023.

The All Digital Academy (ADA) is already operating and you can find several available courses to enrol in and promote among your wider network. Our policy paper on “Digital Well-Being” has been successfully presented with a policy event on the 13th of December in Brussels and we are now planning to open the discussion on the topic to all interested stakeholders with a dedicated webinar.

On the same page, as we did in this case, we will launch a call for contributions to the next paper on “Digital Democracy”, to be published in view of the European Elections of next June. Moreover, the All Digital Awards, the All Digital Talks, the update of the Manifesto, the Communities of Practices, and many other initiatives and events are in the pipeline for the year 2024.

Last, but not least, we are keen to offer you another great annual event with the organization of the All Digital Summit in Madrid next October and we are looking forward to seeing many of you contributing with lightning talks, workshops and exhibition stands.

ALTHEO VALENTINI

Chair of the Board ALL DIGITAL



2.3 MILLIONS
Trained by the network

20+
Projects

50.000
Courses offered

104 Members
Organisations

2+2
CoPs

25.000
Digital competence
centres

250+ Summit
Participants

100.000
All Digital Weeks
participants

46.600
Trainers

 **4500+**
Followers

 **2600+**
Followers

 **3700+**
Followers

Newsletter
1600+ Subscribers

Website 7000+ visits 

VISION AND MISSION IN 2023

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 mindset 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.

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 <i>by</i> facilitating the digital inclusion of all Europeans. 1.2 Broaden the coverage of skills <i>by</i> actively contributing to building “bridges” between digital skills and other types of skills. 1.3 Broaden the geographical coverage <i>by</i> ensuring a wider representation across Europe and beyond.
2. Provide quality services to members	2.1 Invest in the network’s knowledge capital <i>by</i> delivering services based on advanced and updated knowledge and practice. 2.2 Improve the capacity of members <i>by</i> providing them with networking and high-quality learning opportunities. 2.3 Facilitate understanding of digital transformation <i>by</i> collecting and analysing data and producing studies and reports.
3. Increase visibility and external relations	3.1 Get wider European visibility <i>by</i> actively promoting and disseminating information on key issues in the digital education sector. 3.2 Raise awareness on digital inclusion and empowerment <i>by</i> organising the ALL DIGITAL Weeks annual campaign. 3.3 Create the reference event for digital education stakeholders and practitioners <i>by</i> organising the annual ALL DIGITAL Summit and Awards.
4. Engage with policy implementation	4.1 Increase policy-level visibility and presence <i>by</i> engaging in networking, participating in working groups, building relationships. 4.2 Support the implementation of European digital policies <i>by</i> bridging the gap between the EU and local levels. 4.3 Promote the implementation of the DigComp Framework <i>by</i> establishing a DigComp Hub, providing training and support services. 4.4 Support the implementation of the European Digital Skills Certificate (EDSC) <i>by</i> 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 <i>by</i> upskilling staff members, engaging experts and improving management processes. 5.2 Diversify income sources <i>by</i> obtaining funding from both public and private donors and increasing revenue from own tools and services. 5.3 Sustain core activities of the organisation <i>by</i> seeking targeted funding support.

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS IN 2023

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>

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS IN 2023

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.

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS IN 2023

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

Membership



Our membership base significantly increased in 2023. Over 25 new member organisations joined the network; now ALL DIGITAL represents over 100 organisations in 29 European countries. In 2023 three new counties were engaged: Albania, Austria, and the Netherlands. With the new members, ALL DIGITAL represents more types of organisations, more sectors, and a broader level of digital competences covered.

Board meetings



ALL DIGITAL's Board is composed of 9 members, elected by the General Assembly for a two-year period. The last Board elections were held in May 2023 during the General Assembly. The Board met four times in 2023: in February in Foligno (Italy), in May online, in September in Zagreb, and in December in Brussels. In addition to the Board meetings, the Board had established 7 committees and did most of the work (on monthly or bi-monthly base) at

Committee level. The 7 committees are:

- **Strengthen membership base**
- **Provide quality services to member**
- **Increase visibility and external relations**
- **ALL DIGITAL Weeks**
- **ALL DIGITAL Summit**
- **Engage with policy implementation**
- **Develop and sustain the organisation**

General Assembly



ALL DIGITAL General Assembly was held on 19-21 April 2023 in Brussels. On the day of the General Assembly, the total number of members with voting right was 88, out of which 46 members were present and represented. For quorum at least 45 members had to be present or represented, therefore the General Assembly did achieve the required quorum to make valid decisions.

On 19 April, we organised the ALL DIGITAL Weeks International Launch Event with keynote speeches from Nicolas Schmit, EU Commissioner for Jobs and Social Rights; Jeremy Rollison, Senior Director of EU Government Affairs, Microsoft and Brikena Xhomaqi, Secretary General, Lifelong Learning

OVERVIEW OF ACTIVITIES

Platform. It was followed by a panel discussion on “Digital Skills for Equity, Diversity and Inclusion – from basic to advanced” and a showcase of three key digital skills initiatives.



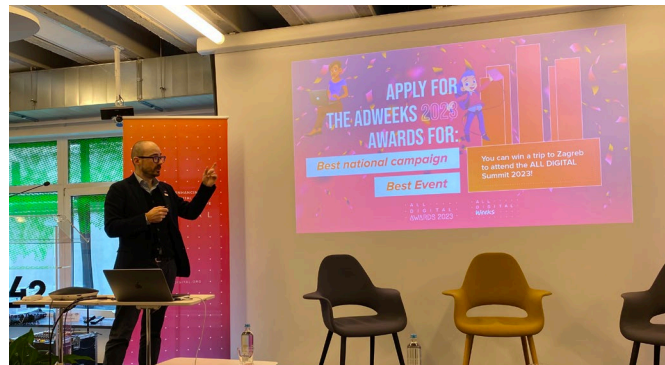
On 20 April, the General Assembly was opened by Altheo Valentini, President of ALL DIGITAL. After, the new member organisations had the opportunity to present themselves to the members. It was followed by the presentation of the annual membership survey results. The formal part of the General Assembly included the approval of Annual Report and Annual Accounts 2022, and the Annual Workplan and Annual Budget 2023. This year we held Board elections, the candidates presented themselves and the General Assembly elected the new Board, the Chair and the Deputy Chair. Finally, we organised World Café discussions along the strategic pillars of the organisation (membership base, membership services, policy-advocacy, events).

On 21 April, members were engaged in the European (Digital) Health Literacy Strategy Framework (IDEAHL project) workshop.

ALL DIGITAL Weeks

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 2023 the campaign took place for the 15th 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”. ALL DIGITAL Weeks



2023 ran for 3 weeks from 17 April until 7 May 2023. The campaign was supported by the European Commission, Microsoft and Certiport and involved international and national partners, as well as 220+ participating organisations in 31 different European countries.

ALL DIGITAL Summit



The much-anticipated ALL DIGITAL 2023 Summit: “Skills for Digital Tomorrow”, hosted by ALL DIGITAL, Algebra University College and Telecentar from 25-27 September, brought together 238 European educators, trainers, policymakers, stakeholders, and industry experts from various digital skills domains for a dynamic and inclusive exchange of knowledge and ideas. As part of the European Year of Skills, the ALL DIGITAL 2023 Summit was a spotlight

OVERVIEW OF ACTIVITIES



on the pressing need to empower and equip the European workforce with the essential digital skills required to thrive in the rapidly evolving digital landscape and the job market. Speakers discussed strategies for bridging the digital divide, empowering marginalized communities, and ensuring equal access to digital resources. The Summit highlighted the importance of digital inclusion, and the need to ensure that no one is left behind in the digital transformation.

ALL DIGITAL Awards



The traditional 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. This year we awarded the Best Digital Educator, the Best Digital Changemaker, and the Best Digital Resource. In addition, we celebrated the best national campaign and the best event related to the ALL DIGITAL Weeks campaign.

Communities of Practice

We continued hosting two large-scale communities of practice: the DigComp CoP and the Certification CoP. Both communities have around one thousand individual members: practitioners, educators, policymakers, and other stakeholders who are actively discussing and exchanging ideas and experiences. The DigComp CoP is supporting the continuous update and the widespread use of the framework. The Certification CoP played a vital role in the consultation process of the European Digital Skills Certificate initiative. ALL DIGITAL is also nurturing two other communities of practices in the topics of AI and IoT.

ALL DIGITAL Academy



ALL DIGITAL Academy was created to support adult educators and trainers by offering upskilling training activities on emerging digital technologies. In 2023, two MOOCs were offered to educators on AI and IoT. From November 2023, another course was launched in partnership with Microsoft on integrating Generative AI in adult education. The Academy also aims to build capacities and connect learning centres for ongoing digital transformation to increase the quality, relevance, and impact of their activities.

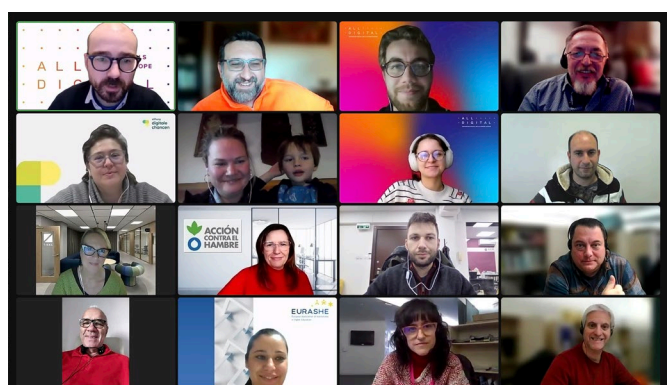
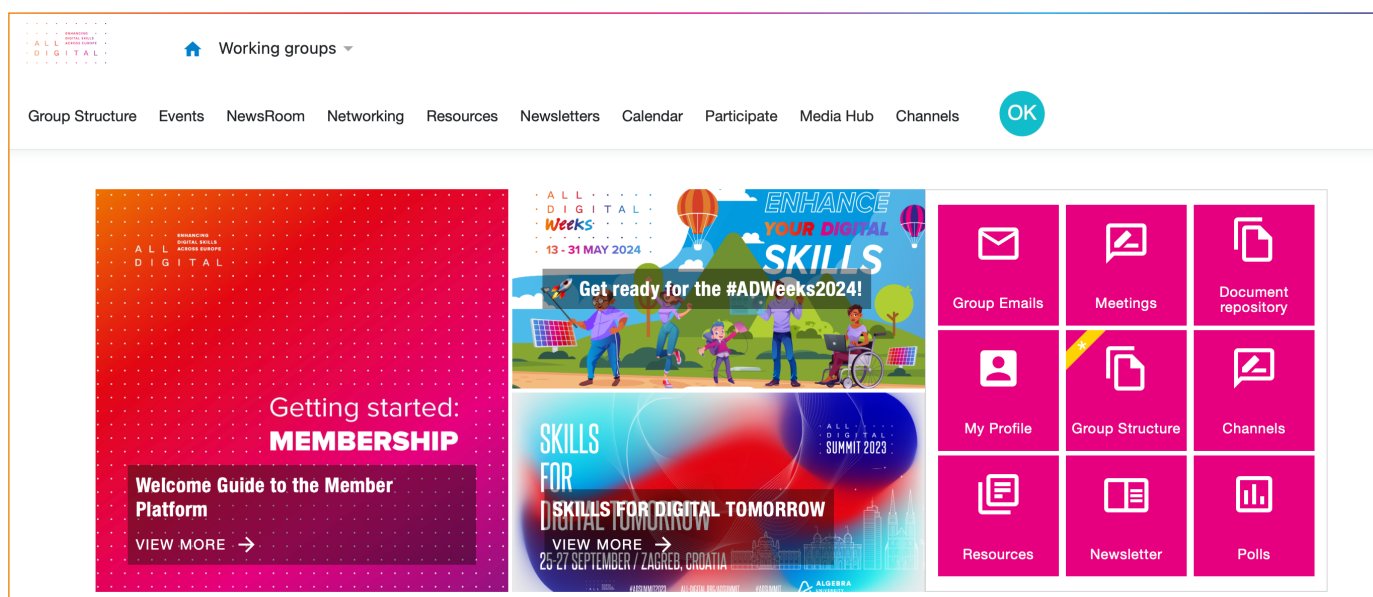
OVERVIEW OF ACTIVITIES

Membership services

In 2023 we launched our new **membership platform**: an online space for ALL DIGITAL members to discuss, share and collaborate within the network. We organised a series of **ALL DIGITAL Member Talks** to increase members' knowledge on specific topics of interest, raise their awareness about EU policies and facilitate potential new partnerships and projects. We regularly issued **funding alerts** presenting and analysing relevant EU and private funding opportunities to increase members' knowledge and capacity to successfully apply for EU funding.

We also provided several **policy briefs** for members including news feeds on policy developments and presenting calls for actions to contribute to EU policies through consultations.

We continued operating **MyDigiSkills** online self-assessment tool. In 2023 we continued to develop the tool's functionalities for tutors and organisations. MyDigiSkills addresses all three DigComp competence elements: knowledge, skills and attitudes; at three competence levels: foundation, intermediate and advanced.



INFLUENCING PUBLIC POLICY

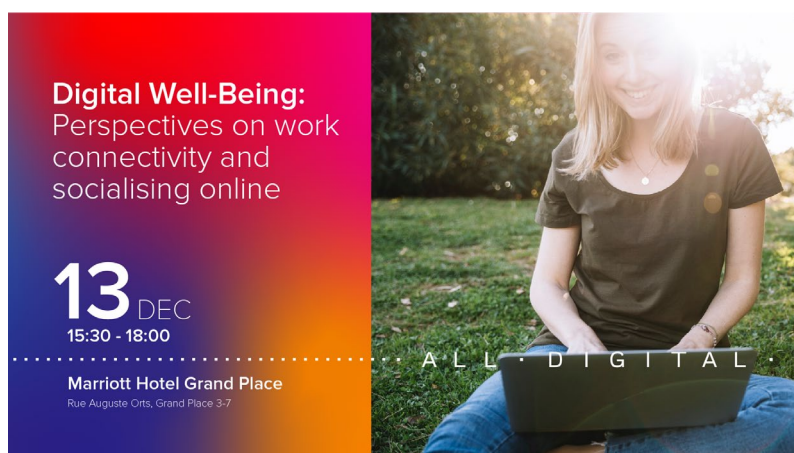
In 2023 ALL DIGITAL's policy and advocacy work was heavily influenced by the European Year of Skills, which shaped the focus of several key activities. ALL DIGITAL's participation as an exhibitor at the Making Skills Count flagship conference in June was a particular highlight in our engagement with the Year. In this respect ALL DIGITAL continued our support for the key EU initiatives backing the Year of Skills, namely the Skills Agenda, the European Education area, the Social Pillar Action Plan (DEAP), and, most importantly, the Digital Education Action Plan. Two actions within the DEAP have been of particular relevance this year. Firstly, ALL DIGITAL is proud of our contributions to the conducting of the feasibility study for a European Digital Skills Certificate.

Secondly, we have committed great efforts towards first the Commission's proposal and second the adoption of two Council Recommendations on digital education, which we influenced by active consultation input and an advocacy campaign towards the Member State representatives on the basis of our two opinion papers on the proposals.

We continued our active participation in the DELTA (Digital Education: Learning, Teaching and Assessment) and Adult Learning Working Groups). In addition to our participation in the high-level conferences organised by the European Commission, the European Employment and Social Rights Forum and the European Education Summit, ALL DIGITAL staff members have had speaking roles in at least 31 events throughout the year. Our networking

efforts covered stakeholders ranging from public employment services (PES Stakeholder Forum 2023), over industry (EU Digital Summit 2023 and Masters of Digital 2023) and civil society (dlearn Digital EDUJ conference, LLL Week, DIESIS Digital Day), our involvement in the Pact for Skills to collaboration on an international level (International Alliance for Microcredentials). In addition, we contributed to the work of the Stakeholder Consultation Group on Digital Education Content and the European Internet Forum's "The Digital World Towards 2040" report.

Furthermore, we have developed and shared our position with the European institutions on the Erasmus+ programme interim review, the AI Act, and the European Education Area mid-term review. Our Manifesto for Enhancing Digital Competences across Europe has been updated to reflect the most recent policy developments in the area of digital competence development.



Finally, ALL DIGITAL has positioned itself as a conversation leader by developing a discussion paper, co-authored by ALL DIGITAL and three of our members, on digital wellbeing as an emerging central topic, which was presented and debated at a policy event on 13 December.

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. During the year, the network welcomed 25 new organisations and managed to reach a significant milestone: 100 members and then reached the current **104 members**.

During 2023 ALL DIGITAL Secretariat conducted a membership survey to understand the evolution of key figures that are used in our advocacy messages. In February 2023 we distributed this survey to then-85 members and 45 of them responded to it providing their feedback and inputs 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. The areas related to networking, funding and building partnerships with other members and implementing project

together, as well as knowledge-sharing, were the most appreciated by our members as services provided in these areas were the best rated.

The ALL DIGITAL Flagship activities, namely the **AD General Assembly**, **ADSummit** and **ADWeeks** had high rates among the respondents since they are occasion to network and discuss common issues with the peers, as well they offer the opportunity to share knowledge and establish partnerships.

Among other benefits that members underlined there were the possibility to promote projects and activities through the ALL DIGITAL channels (platform, NL, social media accounts), the Policy Briefs, the ALL DIGITAL Funding Alerts, and the possibility to apply for the **ADAwards**.



IMPACT AND SUSTAINABILITY

Strengthen membership base

- 25 new member organisations.
- More diversity of member organisations.
- Increased number and diversity of final beneficiaries.
- Increased representation of sectors.
- More member organisations provide advanced digital skills education.
- Built synergies among entrepreneurial, green, transversal and digital skills.
- In total 10 mutual memberships established with other sector associations.
- 3 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 and 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 were organised.
- The annual membership survey collected key data from members.
- 6 funding alerts, 6 policy briefs and 6 newsletters were published.

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 14 international events and 800+ other events on the map.
- ALL DIGITAL Summit organised in Zagreb with over 150 on-site participants.
- Three ALL DIGITAL Awards, two AD Weeks award, and other projects awards were presented.

Engage with policy implementation

- ALL DIGITAL Manifesto was updated.

IMPACT AND SUSTAINABILITY

- 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.
- 5 policy & position papers were published.
- Maintained 2 Communities of Practice to support policy development and implementation.
- Greatly contributed to the update and widespread use 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

- In 2023 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 25 EU-funded projects contributed to the activities of the organisation.
- Continued to receive an Operating Grant from the European Commission.
- Increased number of funding applications were targeted at core activities and services of ALL DIGITAL.

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) and Social Platform activities.

Six mutual memberships were confirmed or established during 2022, allowing to disseminate content and messages among diversified networks. We have also engaged with four new partners over 2023 reaching 10 mutual members.

Our 10 ALL DIGITAL mutual members here below:

- ALDA – European Association for Local Democracy (France) **(new)**
 - Diesis Network (Belgium)
 - EfVET - European Forum for Vocational Education & Training (Belgium) **(new)**
 - ENNI - European Network of Innovation for Inclusion (led by Accion contra le Hambre) (Spain)
 - EURASHE - European Association of Institutions in Higher Education (Belgium) **(new)**
 - EVBB - European Association of Institutes for Vocational Training (Belgium)
 - ISSA - International Step-by-Step Association (The Netherlands) **(new)**
 - MEDEA - Media & Learning Association iVZW (Belgium)
 - Out of the Box International (Belgium)
 - SOGA - Social Good Accelerator EU (France)
- The ALL DIGITAL Weeks 2023 raising awareness campaign was organised in partnership with 19 renowned strategic partners:



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 2023 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 them 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 (7000+ monthly visits on average with peaks around key events)**

■ **Bi-monthly newsletter (1,600+ subscribers) (February | April | June | October | December) and special Newsletter to communicate about the ADWeeks campaign and ADSummit.**

■ **Social media: Facebook (4,500+ followers), Twitter (3,700+ followers), LinkedIn (2600+ followers). We continued using Youtube for channeling our videos. In 2023 we also launched the new Instagram channel.**

■ **During 2023 we have launched a new membership platform 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, EPAL, 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 in the European Commission**

■ **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.



Website 7000+ visits 

Newsletter 1600+ Subscribers

ALL DIGITAL 2023 SUMMIT: SKILLS FOR DIGITAL TOMORROW EMPOWERING EUROPE'S WORKFORCE IN THE EUROPEAN YEAR OF SKILLS

The much-anticipated **ALL DIGITAL 2023 Summit: "Skills for Digital Tomorrow"**, hosted by ALL DIGITAL, Algebra University College and Telecenter from 25-27 September, brought together 238 European educators, trainers, policymakers, stakeholders, and industry experts from various digital skills domains for a dynamic and inclusive exchange of knowledge and ideas.

As part of the **European Year of Skills**, the ALL DIGITAL 2023 Summit was a spotlight on the pressing need to empower and equip the European workforce with the essential digital skills required to thrive in the rapidly evolving digital landscape and the job market. Speakers discussed strategies for bridging the digital divide, empowering marginalized communities, and ensuring equal access to digital resources. The Summit highlighted the importance of digital inclusion, inclusion and the need to ensure that no one is left behind in the digital transformation.

In his keynote speech **"Enabling digital education and providing digital skills"** **Georgi Dimitrov**, Head of Unit, Digital Education, Directorate-General Education, Youth, Sport and Culture (DG EAC), European Commission, focused on why the Commission pushes the digital transformation agenda in education and training forward and reinforces its support for digital skills for all, mentioning *"The digital transition is not just about technology, it is first and foremost about*



people. Our role as policy-makers is **to make sure every person is equipped with the digital skills to be part of the transition.** And I believe this is only possible by supporting high-quality, inclusive and accessible digital education and training.”

In his keynote speech, the Dean of Algebra University College, **Mislav Balkovic**, expressed his excitement about the event and its relevance, stating that “According to the latest Digital Economy and Society Index (DESI), with which the EC measures the digital competitiveness of member countries, Croatia was ranked 21st out of 27 overall places on the scale, and although there is room for improvement, a significant shift was recorded in the area of investment by companies in the development of ICT skills, which is encouraging. Nevertheless, the share of Croatian citizens who possess basic digital skills is still low if we compare it with the EU average, so further work on the digital literacy of the nation is crucial.

These ambitions overlap with the **Digital Croatia Strategy 2032**, which aims to increase the total number of ICT experts

in the country and use the potential of the digital transition to transform Croatia into an efficient and advanced democracy with a high quality of life.”

Altheo Valentini, President of ALL DIGITAL, also conveyed his enthusiasm, saying, “As President of ALL DIGITAL, I am proud to witness the impact of this Summit in our collective mission of **creating a digitally inclusive Europe.** By nurturing essential digital skills, we lay the foundation for a brighter and more equitable future for all citizens.”

· A L L · . . . ·
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This year’s Summit featured a diverse range of interactive sessions, panel discussions, lectures, practical workshops, and keynote presentations, and showcases groundbreaking insights, innovative methodologies, and collaborative efforts aimed at enhancing digital literacy, culture and education for the evolving digital landscape, and bridging the digital divide across Europe.

Over the 3 days event, the participants were offered meaningful interactions, networking opportunities, and the chance to contribute to the formulation of a digitally proficient European community.

ALL DIGITAL AWARDS CEREMONY

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.

BEST DIGITAL EDUCATOR:

Fatima Silva, *Folk-High-School Association of Extremadura, Spain*

BEST DIGITAL CHANGEMAKER:

Natalija Budinski
Petro Kuzmjak School, Serbia

BEST DIGITAL RESOURCE:

Toolbox Digitally Inclusive
Neighbourhood, *Belgium*



Natalija Budinski

AD WEEKS 2023 AWARDS

BEST CAMPAIGN:

Stati Generali dell'Innovazione
Rome, Italy

BEST EVENT:

Accademia del Paziente Esperto EUPATI
Rome, Italy



Fatima Silva



Toolbox Digitally Inclusive Neighbourhood





The ALL DIGITAL Weeks 2023 turned out as an extensive awareness-raising campaign that spanned over 3 weeks from 17 April to 7 May across more than 25 European countries. ALL DIGITAL, its members and partners organised more than 900 events at local and international level, aimed at addressing the pressing issue of the digital skills gap, and more than 90.000 participants joined these training, courses, conferences and webinars.

The three weeks of the campaign focused on the following specific core themes under which all the training and events will be organised at international and national level across Europe:

■ Digital Skills for “Equity, Diversity and Inclusion” – from basic to advanced

1. Sub themes: Digital skills for life, employment, and reskilling for all
2. Sub themes: migration, democratisation, gender gap, ethnicity

■ DigComp and Digital Skills Certifications (MyDigiSkills, European Digital Skills Certificate, DigComp Hub)

■ Digital media literacy and culture

■ Cybersecurity and safer internet

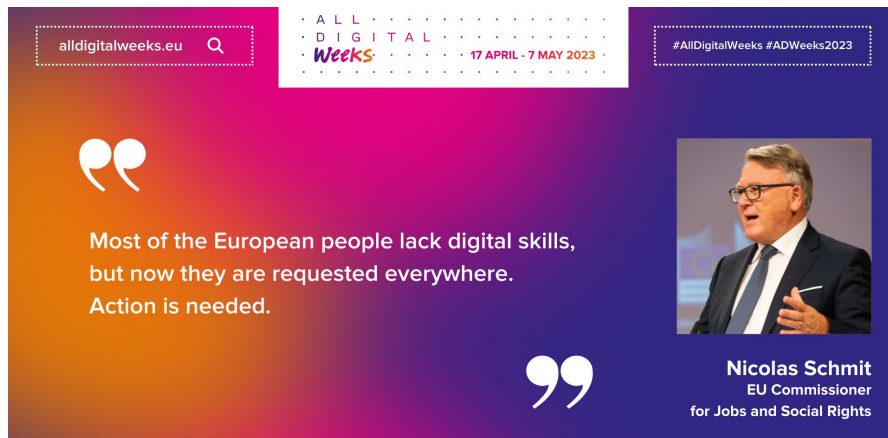
■ Digital Skills for Environment and Sustainability (with reference to Twin Transition, GreenComp, SDGs)

■ Digital Skills for specific sectors (libraries, cultural and creative industries, transportation, health)

Notably, the campaign culminated in the international launch event focusing on policy matters and featuring the esteemed presence of European Commissioner Nicolas Schmit, and influential stakeholders such as Microsoft’s representative Jeremy Rollison and LLLP Director, Brikena Xhomaqi.

Raising Awareness at a Local and International Scale:

The ALL DIGITAL Weeks 2023 initiative was a resounding success, with more than 900 local events organized throughout Europe. These events served as vibrant platforms for communities to come together and engage in various activities, workshops, and discussions centered around digital skills development. The campaign encompassed a diverse range of events tailored to different age groups and skill levels, ranging from digital literacy



workshops for senior citizens to training on cybersecurity or advanced skills for youth.

In addition to the local events, the campaign also featured 14 international events that brought together policymakers, trainers, and experts in the digital education field from different European countries. These events fostered collaboration, knowledge sharing, and best practices exchange, with a particular focus on European projects dedicated to bridging the digital skills gap. By connecting stakeholders from across the continent, the ALL DIGITAL Weeks 2023 initiative fostered a dynamic and inclusive ecosystem for tackling digital skills challenges.

Policy Event with European Commissioner Nicolas Schmidt:

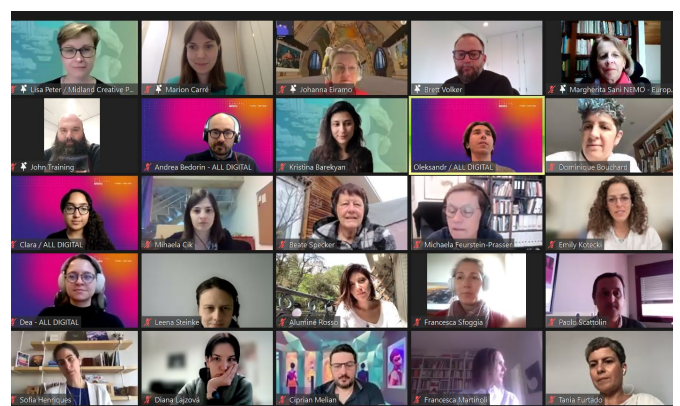
As mentioned the pinnacle of the ALL DIGITAL Weeks 2023 campaign was the high-profile launch event, graced by the presence of European Commissioner Nicolas Schmidt and numerous stakeholders invested in digital skills development. This event provided a crucial platform for discussing the current state of digital skills in Europe, identifying challenges, and exploring potential solutions. Commissioner Schmidt's participation underscored the European Union's commitment

to prioritizing digital skills enhancement and the crucial role played by organizations like ALL DIGITAL.

Key Insights and Outcomes: The publication of the ALL DIGITAL Weeks 2023 report offers valuable insights into the achievements and impact of the campaign.

Key highlights include:

- **Significant engagement:** The campaign witnessed enthusiastic participation from individuals, organizations, and communities across Europe, highlighting the widespread recognition of the importance of digital skills.
- **Local empowerment:** The local events empowered individuals by equipping them with digital skills, fostering their confidence in navigating the digital world, and enhancing their overall employability.
- **International collaboration:** The international events facilitated fruitful collaborations between organizations and experts, promoting the sharing of innovative approaches and projects aimed at narrowing the digital skills gap.



ALL DIGITAL WEEKS

■ **Policy impact:** The policy event featuring European Commissioner Nicolas Schmidt and key stakeholders served as a catalyst for policy discussions and emphasized the need for a coordinated approach to address digital skills challenges at the European level.

Looking Ahead:

ALL DIGITAL is well-positioned to continue advocating for policies and initiatives that promote digital inclusion, bridging the digital divide, and empowering individuals of all backgrounds. As the digital landscape rapidly evolves, the ALL DIGITAL Weeks initiative remains a beacon of hope and progress, inspiring individuals, organizations, and policymakers to collectively strive for a digitally competent and inclusive society.

For more information access read the [AD Weeks 2023 Campaign Report](#).



MYDIGISKILLS



The MyDigiSkills self-assessment tool is continuing to operate successfully for individual users and has a total of almost 55000 users of which over 45000 have completed the assessment. In 2023 All Digital has continued to develop the tool's functionalities for tutors and organisations. We have additionally concluded a large scale use of the platform with several Spanish employers' associations. Furthermore, we have been approached by European projects, European institutions and other organisations to explore the use and integration of the tool in their activities.



OVERVIEW OF PROJECTS



The **ACTIon 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) offering digital and democratic skills to young people (aged 14 to 25). The ACTIon project partners in Bulgaria, Germany, Greece and North Macedonia tested the training programmes during the second year of the project.

During this final year of the project:

- ACTIon Final Workshop was organised with the theme: Digital Skills for Active Citizenship and Online Youth Participation on 25 September during the ALL DIGITAL Summit 2023 in Zagreb-Croatia. A

total of 26 participants (14 external participants and 12 participants from project partners) from a total of 13 countries participated in the event, which offered hands-on experience of various modules of the training programmes.

- Country case studies were published as valuable insights for any organisation that wishes to replicate all or part of the training methodology.
- Each piloting partner organised a national multiplier event.
- A policy event was organised with the participation of other projects working on social and digital inclusion to share the policy recommendations.

All in all, over 680 young people and 110 practitioners reached and involved in piloting activities of the projects and a network of over 30 youth NGOs and schools was established in the four piloting countries.



The AI4AL project aims to facilitate the mindful adoption of AI technologies in the Adult Learning and Education (ALE) sector by developing an AI-based tool to match skills with career paths and training opportunities, as well as a training toolkit for adult educators for the use of AI in adult learning.

ALL DIGITAL leads the communication and dissemination activities of the project and contributes to the other activities from the perspective of digital skills.

The project was in full action during this first year:

- ALL DIGITAL and EAEA organized coaching circles with their members to identify the needs and expectations of adult educators about the use of AI in ALE.

- A total of 10 beta tutors were identified from project partner organisations, including one from ALL DIGITAL, to support project activities and over 100 tutors were recruited for further testing of the matching tool and training toolkit.
- A special workshop was organised during the ALL DIGITAL Summit 2023 for adult educators to test the AI4AL matching tool.
- A methodological guide was developed to present the fundamentals of AI, applications of AI in adult learning and rules for the engagement of adult educators in the adoption of AI.
- An outline was developed for the training toolkit.



The **ALL DIGITAL Academy (ADA)** is an EU-funded project created to support adult educators and trainers by offering upskilling training activities on emerging digital technologies.

For this reason, we launched the ADA Platform, where we hosted the first and second pilot training courses on AI and IoT. The first cycle had approximately 100 participants successfully complete the course. The second cycle was not finished at the time of writing of the report. Moreover, we organize **two webinars with interesting cases of AI and IoT applications.**

The project also aims to strengthen capacity building and connect learning centres for ongoing digital transformation to increase the quality, relevance, and impact of their activities.

In the last quarter of 2023, we expanded the offer of our learning opportunities, with the inclusion as the **DigCompHub project** (starting in February 2023), **GenAIEdu**. With more to come to our platform.

WELCOME TO THE ALL DIGITAL ACADEMY!

Welcome to ALL DIGITAL's training hub, where we provide a collection of free online courses and open-access resources.

At ALL DIGITAL, our primary mission is to advance the digital transition by enhancing the skills of adult educators and trainers. This website is dedicated to supporting this mission with a compilation of enriching training content from various European projects – ADA, DigCompHub, IBox and GenAIEdu.



Artificial Intelligence (AI) MOOC



Internet of Things (IoT) MOOC



European Digital Competence Framework for Citizens



Generative AI in Education



iBOX Inclusion Box

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

The project ended this year. Thus, all project activities were successfully completed by April 2023. The specialization courses came to an end, and together with the Work-Based Learning activities, the communication

campaign on trainees' interviews led by AD ended as well. Additionally, The BIBLIO Policy Recommendations were published, and they summarized the experience gained from implementing the project in different countries and provided policy recommendations for its adoption in different contexts.

They were addressed to policymakers, VET providers, libraries, and other key stakeholders. The recommendations have been officially presented during the Final Policy Event, that took place in Brussels at the end of March 2023. The event was hosted by the MEP Vice President Marc Angel at the European Parliament.



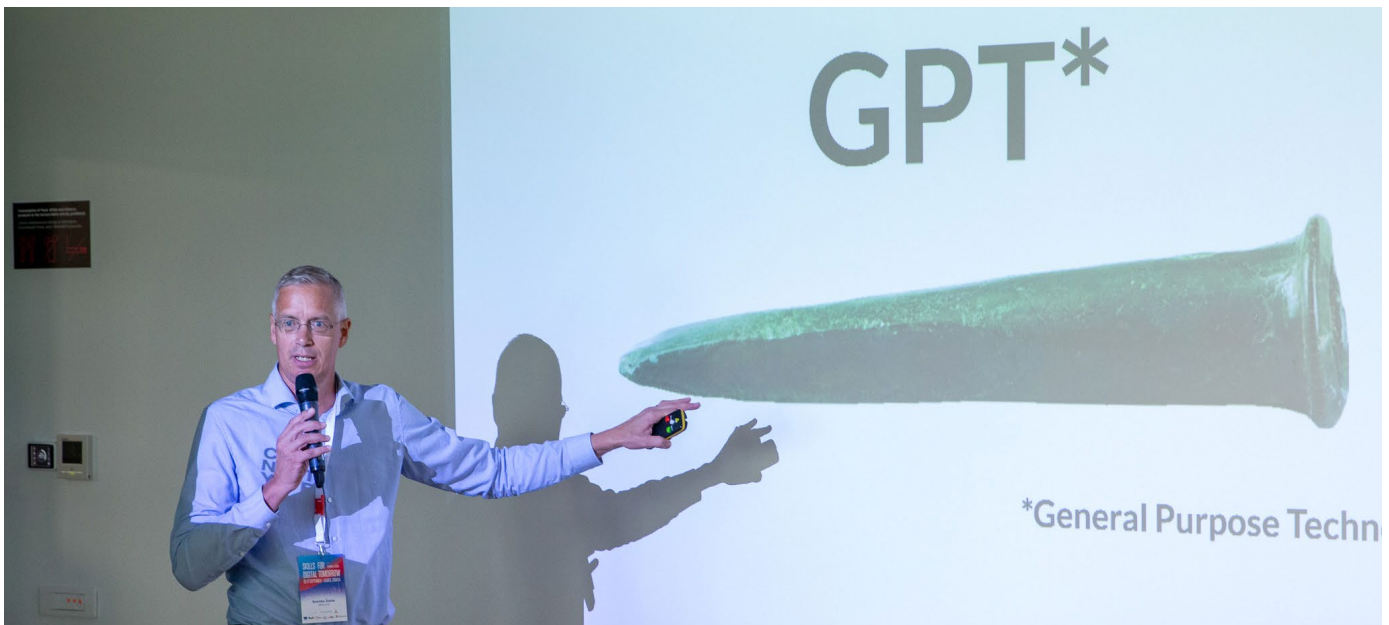
ALL DIGITAL contributed the task by sharing research methodologies applied in previous similar projects and support its design, engaging the DigComp community of practice in supporting the skills mapping activities to include the DigComp framework in WP2 activities. ALL DIGITAL liaised with the baSE blueprint on social economy to organise a dissemination event on the methodologies adopted (to be hosted in 2024).

It also supported the agent's engagement to work on the ESCO profiles review in audiovisual, gaming, fashion and design, involving its members and external experts in the field. Since the relevance of digital skills within CCIs can be linked with the DigComp framework. ALL DIGITAL supported the organisation of co-design workshops focused on digital competences and engaged the

DigComp Community of Practice to take part and support (2 May 2023 within the ALL DIGITAL Weeks raising awareness campaign on digital skills).

ALL DIGITAL actively promoted the project within its channels and stakeholders (e.g. the DigComp CoP), supported the Pact for Skills events and meetings leading the digital working group and took part to the meetings focused on communication efforts.

Within the ALL DIGITAL Weeks 2023 raising awareness campaign on digital skills, **Cyanotypes** has been presented and included with a WP2 workshop on digital competences for the CCIs (2 May 2023). Cyanotypes has been presented at the ALL DIGITAL Summit 2023 (September) providing an overview about WP2 status with the focus on digital competences and AI/Gen AI topics.



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. To do that, the consortium will develop:

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

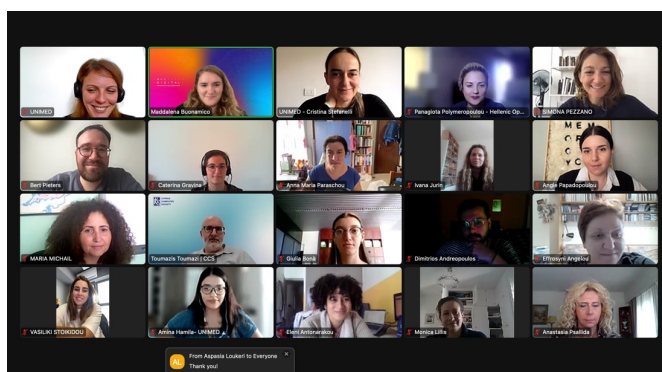
CLIP brings together four partners from three countries (Italy, Belgium, Greece) with vast ranges of complementary expertise in education, (digital) participation, and network cooperation.

During 2023, the consortium has:

- Analysed good practices in the field of teaching visual media literacy in Higher Education, as well as tools to support the tracking of misleading visual representations, and interviewed a variety of experts and practitioners to gather suggestions and recommendations for the identification of specific competences related to visual media literacy;

- Published a Report on Visual Media Literacy in European Higher Education, which is available at: <https://clipproject.eu/results/report-on-visual-media-literacy/>;
- Designed the micro-learning course on Critical Visual Media Literacy and Fluency; produced digital content and activities for the course, and run the internal test;
- Launched a call for expressions of interest to participate in the pilot delivery of the online micro-learning course, which resulted in +300 expressions of interest from learners from 27 countries;
- Delivered the pilot edition of the online course running from 23 October 2023 until 24 November 2023 with IULM and HOU students and external participants;
- Awarded so far +100 certificates of completions to participants who successfully completed the online course.

Furthermore, they have also raised awareness on critical visual literacy through a number of dissemination activities and events.





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 contributes to providing 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 applies and scales up the Italian good practice “Creative audio-visual writing and reading”, to five different education systems

and contexts – Croatia, Greece, Italy, Lithuania, and Spain.

As this was the last year of project’s implementation, many things were on the table for 2023. Firstly, project partners focused on finalizing the implementation of the Creative Audiovisual Labs in their national contexts. This implementation also provided insights for the Impact Assessment Report and finalizing policy recommendations based on the outcomes of the implementation activities.

Additionally, partners organized national contests and chose the winning video in each piloting country. The national winners then attended the international contest and final international project workshop organized on 25th September 2023 in Zagreb, as a part of ALL DIGITAL Summit.



The DigComp Hub, an Erasmus+ Cooperation partnership, aims to support and engage adult education providers across Europe in the path to digital transformation through the use of the **DigComp Framework**.

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 contributes to providing 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 applies and scales up the Italian good practice “Creative audio-visual writing and reading”, to five different education systems and contexts – Croatia, Greece, Italy, Lithuania, and Spain.

The project began in 2023 with the development of the project website and visual identity. In the months that followed the consortium worked on the design and development of our training course and mentoring scheme on how to use the DigComp Framework, dedicated to adult education providers working to enhance digital skills of citizens across Europe.

The course will be available as of the 1st of February 2024 on the **ADA Platform**, All Digital’s hub for online trainings.

Additionally, we developed several promotional actions, including the preparation of several **webinars on “Inspiring Experiences”** from organisations that have successfully used the DigComp Framework. These activities have contributed to the growth of the DigComp Community of Practice. Register in the community **here**.

The **DIGI-BREAKER PLUS** project puts “education and skills” at the centre of its action, supporting adult learners and their communities in turning the challenges opened by the green and digital transitions into new opportunities for the development of human capital.

Reaching a stronger understanding of how digitalization could support their job search, our target group will be able to understand where to find the competencies that are needed to find jobs. DIGI-BREAKER proposes a multimedia toolkit that facilitates the access to relevant information for taking benefit from orientation services, and the tools that are supposed to improve the provision of services for skills and qualification, based on digital technologies. Moreover, the project aims to facilitate self-aware access to interactive job-related information, as well as new opportunities for learning, validation, and recognition of knowledge and competencies.

The project’s objectives are:

- Support unemployed adults 3 especially those who are not highly skilled or qualified to access new orientation and motivation courses that will help them better manage their careers through the development of a series of digital tools that will improve their self-awareness and understanding of the options available for new learning or career opportunities
- Increase the skills and tools available to professional orientation and adult education operators by providing them with innovative digital solutions to enrich the methods used to help unemployed adults seeking employment.

During 2023, the project partners worked on gathering good practices and positive examples for the Good Practice Handbook. The partnerships gathered 30 practices across Belgium, Bulgaria, Italy, Lithuania, and Sweden that could



The Erasmus+ project “**D-Paideia - Pedagogical Digital Competences as a key element for the digital transformation**” aims to empower educators to effectively use digital technology to support inclusive and high-quality education for all learners, focusing on the lessons learned from the Covi19 pandemic. Such as the need to develop teachers’ pedagogical digital competences, the importance of supporting the social and emotional development of the students in a digital environment, the relevance of promoting teachers’ and students’ digital well being.

In 2023, the consortium developed a comprehensive competencies

framework, based on the European Framework for the Digital Competence of Educators (DigCompEdu). This framework has been meticulously crafted through an extensive literature review, which disclosed the pedagogical needs and essential skills required by educators as a result of the Covid-19 pandemic. The literature review is divided into three distinct sections, each offering valuable insights into the educational landscape. You can **read more here**.

This work will now be used to develop a Curriculum for the Pedagogical Digital Competencies for schoolteachers and respective support training materials.

project partners

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D-PAIDEIA
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Improving educator's skills to teach effectively in a digital environment.

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Contact us: eurograms@action.gr

www.d-paideia.eu

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www.d-paideia.eu

EQUALS-EU: Europe’s Regional Partnership for Gender Equality in Digital Age aims to promote women and girls as successful social innovators and entrepreneurs in the ICT sector and generate tools for gender equity and digital inclusion for businesses and organisations. ALL DIGITAL leads the communication and dissemination actions of the EQUALS-EU project.

The first year of the project focused on research while the second year focused on the organization of hackathons and innovation camps to develop new gender equity solutions for women and girls’ digital inclusion. During the final year, the project ran 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 was organised to train future leaders in gender- inclusive innovation on women’s digital rights, transformational leadership, and STEM skills.

A highlight of this final year was the development of two gender-equity tools (Sustainable Social Impact Model and Value Creation Model Canvas) to help businesses and organisations to self-evaluate themselves from the perspective of gender equity and digital inclusion and to create an action plan. All partners, including ALL DIGITAL, organized final dissemination events to share these tools and other project outcomes with their network.

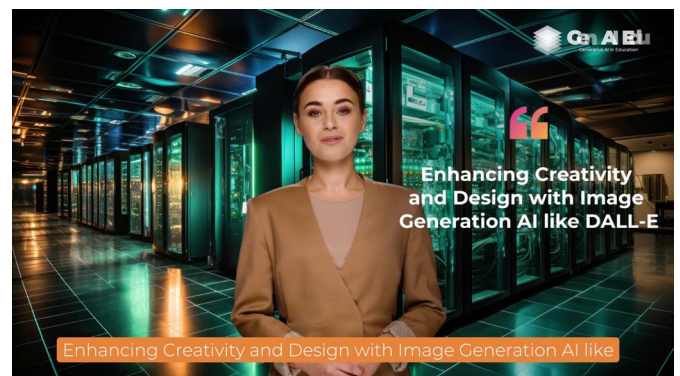
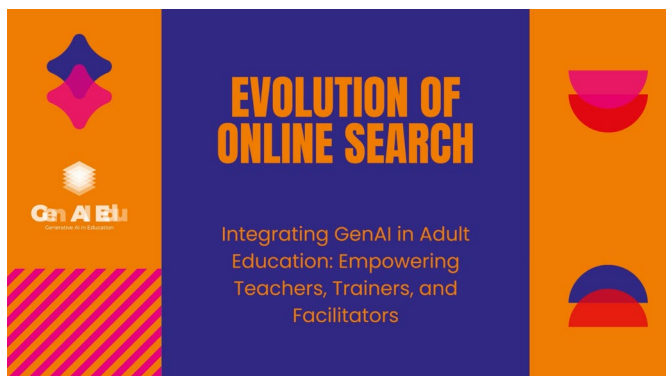


GenAIEdu project started its implementation in October 2023. Supported by Microsoft, this project aims to empower and support digital education and transformation stakeholders across Europe, in the provision of basic digital skills and competences, specifically the knowledge and understanding of Generative Artificial Intelligence (GenAI) and integrating GenAI in their education and training services.

The project is primarily, but not exclusively, targeted at ALL DIGITAL’s member organizations. The project offers a series of online training courses aimed at teachers, trainers and facilitators as well as staff members of ALL DIGITAL member organisations who are providing skilling resources and training at all levels to mainly adult

learners in local communities, and who are interested in integrating GenAI into their practices while taking ethical considerations into account.

GenAIEdu training program, the related resources and additional services are offered through ALL DIGITAL Academy, which ensures tracking all learning activities and verifying the completion of courses, by successfully completing the assessment tests and earning badges. The training program consist of seven self-contained courses, each lasting approximately four hours. During the last months of 2023, the first two courses were launched, while the remaining five courses will be launched in the following months.



The “Inclusion Box” project aims at ensuring more inclusive education and training organisations, more inclusive education approaches and actions, through a capacity building process to better face and respond to current and future societal challenges.

The project consists of an interdisciplinary, bottom-up process, involving key stakeholders in the design of innovative training resources collected in an online platform with the goal of supporting the digital transition, access and participation in learning processes and inclusion and diversity strategies in the sector. These are key issues the consortium will work on to foster inclusive and innovative management methods and pedagogical approaches among educational staff and managers.

Project objectives are:

- To support the **DIGITAL TRANSITION**: Support learning providers to adapt to the digital transition

- To support the **ACCESS and PARTICIPATION in LEARNING PROCESSES**: Support learning providers to promote active participation and civic engagement through learning
- To support **INCLUSION and DIVERSITY STRATEGIES**: Support learning providers to improve and remain more inclusive and diverse

During 2023, the partnership worked on gathering resources for the Compendium of Inspiring Practices, the process in which each partner organisation involved their members. Additionally, the partners organised focus group with interested members to further explore inspiring practices linked with inclusion.

The Compendium will be finalised in the upcoming months and serve as a basis for the online and in-person training on access and participation; digital transition and blended work methods; and inclusion and diversity.



IDEAHL – Improving Digital Empowerment for Active Healthy Living is a Coordination and Support Action financed by Horizon Europe. It aims at developing and testing new models and approaches of digital health literacy ((d) HL) intervention development and application through the co-creation of a comprehensive and inclusive EU digital health literacy Strategy.

In 2023 the project developed a digital health literacy strategy to improve (d)HL for the benefit of all citizens focusing on health promotion, disease prevention, treatment, and self-care. The groundwork of this activity involved doing a skill needs analysis with co-creation actions, throughout different

target groups and nationalities in Europe.

Specific actions and models of the strategy are now being used by the partners' pilots in 10 European countries, with the aim to test and fine-tune these models. The conclusions of these pilots will then be used to improve the health indicators developed.

To promote the Digital Health Literacy Strategy and the methodology used, the consortium participated in a panel on digital inclusion, during the All Digital Week 2023.





MEGASKILLS is a Horizon Europe project with the main objective to help bridge the gap between the educational offer and the labor market through the research and design of an innovative and affordable methodology for training and evaluating soft skills.

The project started in 2023 by, in addition to designing its promotional material and website completing phase 1, entailing the research to identify the Key Soft Skills for 21st century Taxonomy and Models; and starting phase 2, where the group is developing a psycho-pedagogical methodology for detection and training of soft skills with commercial video games. This phase will allow us to understand which games impact each of the key soft skills identified.

We are currently **running an exercise** with volunteers to find out how video games can be used to train specific soft skills identified in the research mentioned above.

Finally, the project was presented during the Digital Transformation and Soft Skills session, at the **All Digital Summit 2023**, at the Algebra University, in Zagreb, Croatia.

Subscribe to the project's Newsletter.





Rapid digital transformation has influenced education, work and life and the Covid-19 pandemic has highlighted more the digital divide in some territories, especially between urban and rural areas, and the need for innovation in education to respond to these challenges.

For this reason, **Our Digital Village** aims to intervene in rural areas by promoting the acquisition of digital and transversal skills, preparing people to face the challenges of the future. It will do so by co-creating high-quality educational content that responds to the needs of the local context, while simultaneously ensuring the long-term transformation towards digitalization through active awareness raising on all levels of society.

The project's objective is to foster the development of digital and transversal skills of people in rural areas thus

preparing them for the challenges of the future, by testing, evaluating and promoting a bottom-up, holistic and innovative approach to the creation of educational materials and awareness-raising.

During 2023, the project partners organized a series of self-analysis workshops using the RMA approach to identify the needs of each local context. The findings of these workshops are contained in each national article published.

Moreover, these findings will be taken into account as we progress with co-designing the educational materials, followed by a training for teachers and trainers to ensure their capacity to implement the co-designed activities with their learners. In the testing phase of the educational materials, ICT courses will enhance the competences of young and adult learners, while consolidating the newly acquired skills of teachers and trainers.



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

During 2023, the final release of the videogame has been developed and launched. It is composed of 6 cyber-adventures: 2 on cyberbullying, 2 on online grooming, and 2 focus on technological threats, like phishing, and fake news. The videogame is available for Windows and Android platforms and the scripts are available in 13 different languages (English, Spanish, Greek, Dutch, Estonian, Portuguese, German, Italian, Latvian, Croatian, Serbian, Czech, and Hungarian).

Additionally, the final pilot phases were also carried out, where more than 2000 minors from 12 to 16 years old from 12 countries from all over Europe (Spain, Belgium, Greece, Estonia, United Kingdom, Portugal, Italy, Serbia, Czech Republic, Hungary, Croatia, and the Netherlands) have had the opportunity to test the videogame themselves, thus exceeding the initial expectations in this regard. The feedback was largely positive, and as a matter of fact, LEAs involved in the pilots stated that the videogame represents an innovative prevention tool that may dramatically improve the quality of experience of the awareness sessions they usually conduct.

Moreover, based on the analysis of the gathered data, it has been proved that a videogame designed following RAYUELA research methodology represents an effective research tool. While serious games have been traditionally used as educational tools, their application as research tools and to such a sensitive domain as cybercrime and minors has not been explored so in depth before, at least not as in the RAYUELA project, where legal and ethical aspects have been considered not only by design but throughout the entire project life cycle (what can be seen as an ethics 360 approach).



If you feel you're in a similar situation, you're not alone. Reach out to an adult (parent, teacher, police, anyone you trust). We can fight cybercrime together. Even if it happens online, it is real.

Helpline

Kidshelpline: **1800 55 1800** - [kidshelpline.com.au](https://www.kidshelpline.com.au)

Italy: Telefono Azzurro **1.96.96** - www.azzurro.it

United Kingdom: **0808 800 5000** - help@nspcc.org.uk

digital-strategy.ec.europa.eu/en/policies/safer-internet-centres

www.betterinternetforkids.eu/sic

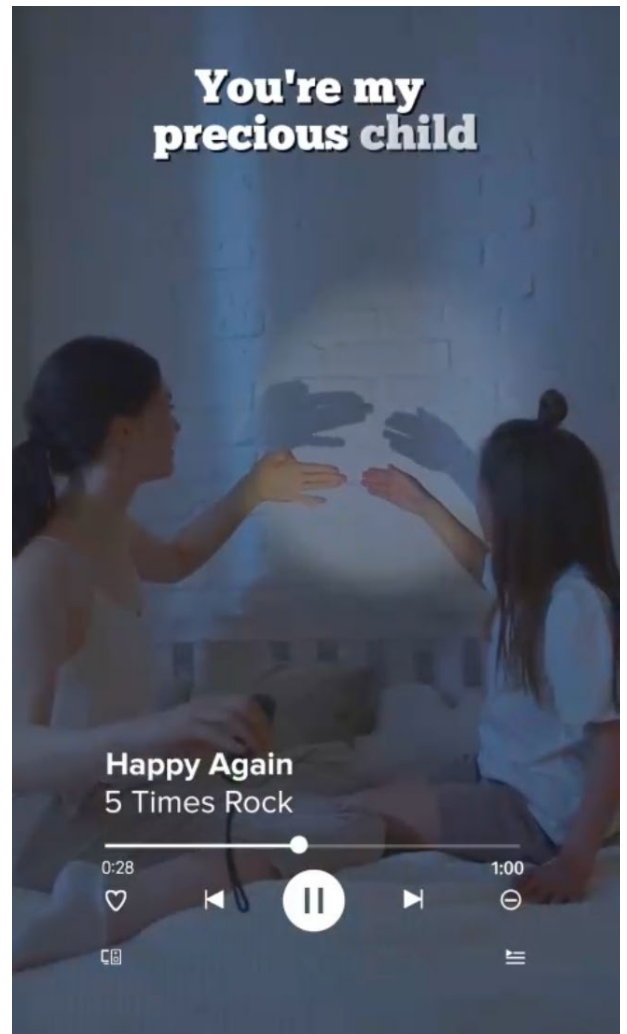
www.esafety.gov.au/about-us/counselling-support-services



This project has received funding from the European Union's Horizon research and innovation programme under grant agreement No 882828

Regarding communications activities, remarkable efforts have been carried out to reach all interested stakeholders. Thus, RAYUELA TikTok and Instagram accounts were created by ALL DIGITAL to make project's results available to minors. As part of this endeavor, a TikTok awareness campaign, in which young musicians composed themes inspired in the topics addressed in the project, was carried out. In addition, 4 animated videos, each one lasting 30 seconds and inspired by gaming aesthetics, which showcase prevention strategies against cybercrime were created and uploaded to the project's YouTube channel and other social media.

This project ended in September 2023, and its final conference was organized by ALL DIGITAL in the framework of the ALL DIGITAL Summit 2023 in Zagreb,



The TRANSVAL-EU project, one of the largest policy experimentations in Europe for the validation of transversal skills of non-formal and informal learning (VNFIL), came to an end by August 2023 after 30 months of successful implementation with the participation of 16 partners from 7 EU countries and a consortium of experts.

The field trials in five EU countries - Austria, Italy, Lithuania, Poland, and Belgium - showed that both practitioners and candidates can improve their transversal skills to a good extent with innovative tools and methodologies.

ALL DIGITAL was one of the partners of the project and “Communicating using digital technologies” was one of the transversal skills tested during the field trials. OeAD and ALL DIGITAL was co-leading the communication and dissemination actions of TRANSVAL-EU with the support of LLLP.

The project deliverables including the European Research Report, European Policy Coherence Report and Guidance and Validation Scenario for Transversal Competences are available on the project website: www.transvalproject.eu.



GREEN AT YOU - Social Innovations for Inclusive Green and Digital Jobs is a new project that aims to empower groups at risk of social exclusion by equipping them with the essential skills for green and digital jobs. The project will develop and pilot a series of micro-credential certified training modules based on key transversal competences across the EU Competence Frameworks: EntreComp, GreenComp and DigComp.

ALL DIGITAL will analyze the three frameworks to set the foundations

of the training programme and will engage stakeholders at European level, especially including the DigComp and EntreComp Communities of Practice in the project activities. The project is currently building strategic alliance at national and European levels.

After an online partnership meeting in September 2023, the partners gathered face-to-face in the kick-off meeting in Madrid in November 2023.





The European Digital Skills Certificate (EDSC) project, now nearing its conclusion, embarked on a pioneering journey aligned with Action 9 of the Digital Education Action Plan 2021-2027. The project's inception was marked by an ambitious goal: to conduct an extensive feasibility study for the EDSC, a venture that promised to redefine the landscape of digital competence in the European Union.

The EDSC feasibility study is led by NTT Data (coordinator), Empirica, All Digital. The contracting authority is the European Commission, Directorate General for Joint Research Centre.

The project unfolded through several meticulously planned phases:

- **Mapping and Analyzing the Digital Terrain:** Initially, the team embarked on an exploratory mission to map the existing digital skills certification landscape within the EU. This phase was critical in understanding the current state and demand for an EDSC, thereby determining its potential value and role in the broader context of digital skills recognition across Europe.

- **Collaborative Design and Requirement Identification:** Embracing a participatory approach, the project progressed to co-designing the definition and operational model of the EDSC. This phase was instrumental in identifying the essential requirements for the certificate, ensuring that it met the diverse needs of the European digital landscape.
- **Comprehensive Feasibility Analysis:** A cornerstone of the project was the in-depth feasibility analysis of the EDSC. This examination was not just limited to surface-level factors but delved into intricate aspects such as demand, strategy, technical considerations, financial implications, governance structures, operational dynamics, and implementation strategies. Crucially, this analysis was conducted while maintaining alignment with other existing European initiatives in the skills and employment sector.
- **Strategizing and Planning for the Future:** As the project approached its final stages,





the focus shifted to formulating strategic recommendations for the implementation of the EDSC. This involved defining the purpose, scope, and sequential phases for a pilot project of the EDSC, setting the stage for its practical realization.

By establishing the Certification Community of Practice (CoP) an international community of organizations and individuals with a strong interest in the certification of digital skills, ALL DIGITAL created a platform for collaboration and exchange among key players in the field of digital skills certification.

The EDSC project's success hinged on its engagement with a wide array of stakeholders, ranging from public authorities and education providers to employers and certificate recipients. This engagement was facilitated through various means, including semi-structured interviews, surveys, working groups, and workshops. These interactions not only provided invaluable insights but also ensured that the project remained grounded in the realities and needs of its diverse audience.

At the heart of the project was the EDSC, envisioned as a standardized framework to recognize digital skills effectively. Grounded in the European Digital Competence Framework (DigComp), the EDSC aimed to address the challenges in recognizing the vast array of digital skills essential in today's fast-paced, technology-driven world.

As the project draws to a close, it leaves behind a rich legacy of deliverables. These include a set of strategic recommendations for the EDSC's implementation and a comprehensive plan for a pilot project. These outcomes are more than just milestones; they represent significant steps towards the harmonization and recognition of digital skills across the European Union, potentially transforming the digital landscape for years to come.

The documentation on the feasibility study process is available and can be consulted on the EU Science Hub and also in the CoP. Participation in the Community of Practice is open to anyone who is interested in the certification of digital competences.



EntreComp Synergies was a significant initiative launched by the European Union, focused on enhancing the implementation of the European Entrepreneurship Competence Framework (EntreComp). Its primary aim was to generate synergies by uniting existing and emerging groups involved in applying EntreComp. The project stood out for its cross-sectoral approach and commitment to developing partnerships, enhancing capacity, and involvement through innovative and participatory learning events.

A pivotal aspect was fostering networking and collaboration within online communities of practice, along with the international EntreComp Champions awards scheme, which recognized significant contributions and impacts in the field.

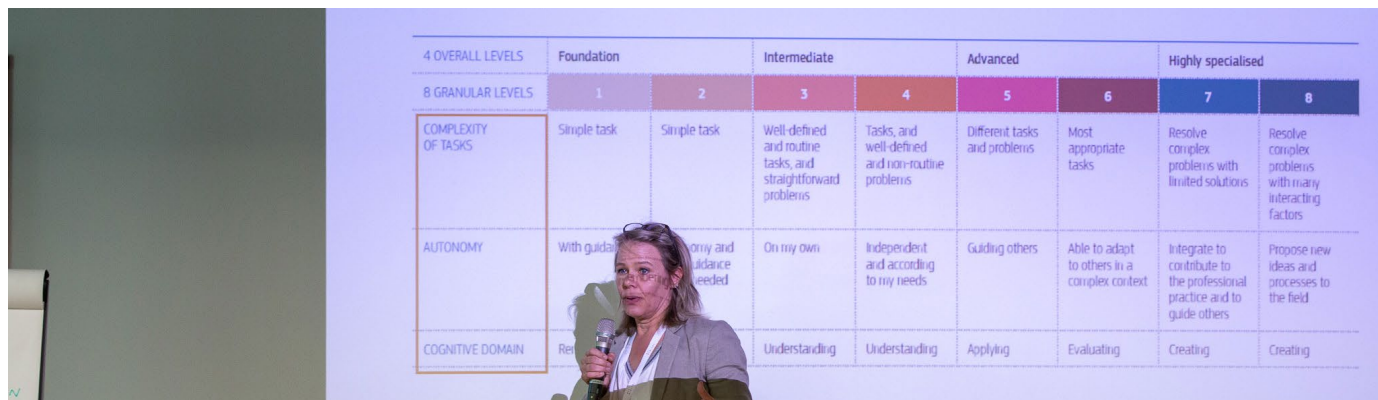
During its 24-month duration, the EntreComp Synergies project developed several key components, further building upon its initial framework and objectives.

A central aspect was the creation of thematic online Communities of Practice,

all facilitated by project partners. These communities were open for anyone to join and actively participate. Members had the opportunity to initiate or engage in discussions, share updates, and take part in community challenges. The communities included:

- **EntreComp for Entrepreneurial Mindsets:** Focused on individuals at all levels of EntreComp usage, aiming to develop entrepreneurial skills and mentality.
- **EntreComp for Digital:** Dedicated to the development of digital skills.
- **EntreComp for Circular and Green Economy:** Aligned with the European Commission's commitments to a sustainable future.
- **EntreComp for Food Systems:** Targeted at fostering innovative food systems using EntreComp.
- **EntreComp for Women and Girls:** Aimed not just at women and girls but also at those working to promote





4 OVERALL LEVELS	Foundation		Intermediate		Advanced		Highly specialised	
8 GRANULAR LEVELS	1	2	3	4	5	6	7	8
COMPLEXITY OF TASKS	Simple task	Simple task	Well-defined and routine tasks, and straightforward problems	Tasks, and well-defined and non-routine problems	Different tasks and problems	Most appropriate tasks	Resolve complex problems with limited solutions	Resolve complex problems with many interacting factors
AUTONOMY	With guidance	With guidance and advice needed	On my own	Independent and according to my needs	Guiding others	Able to adapt to others in a complex context	Integrate to contribute to the professional practice and to guide others	Propose new ideas and processes to the field
COGNITIVE DOMAIN	Remembering	Remembering	Understanding	Understanding	Applying	Evaluating	Creating	Creating

opportunities for them through EntreComp and entrepreneurship.

- **EntreComp for Social and Creative Industries:** Integrated approaches for social and creative industries through EntreComp.

Throughout the project, several events were organized, including the EntreComp for Digital Hackathon and the EntreComp for Digital Study Visit.

The EntreComp Synergies project successfully achieved its goals of creating a sustainable community, enhancing cross-sectoral partnerships, and fostering the implementation of the European Entrepreneurship Competence Framework, leaving a lasting impact on the entrepreneurial learning landscape.

The initiative targeted educators, trainers, employers, professional bodies, and policy-makers across various sectors. Its objectives were centered on engaging, connecting, growing, and sustaining the entrepreneurial learning community. This involved assembling diverse stakeholders who were interested in, inspired by, or actively utilizing EntreComp to enhance entrepreneurial learning.

Within the project, ALL DIGITAL played an important role in the integration of digital and entrepreneurial skills. One of ALL DIGITAL’s key initiatives was the management of the ‘EntreComp for Digital’ Community of Practice (CoP), through which it effectively brought together 699 professionals from different sectors, demonstrating its ability to create interdisciplinary networks.

As part of the EntreComp for Digital Hackathon, ALL DIGITAL promoted an integrated reading of the EntreComp and DigComp competence frameworks through a process of analysis and comparison, with the aim of generating new learning opportunities.

ALL DIGITAL also organised a Virtual Study Visit, which provided an opportunity to showcase effective practices in developing entrepreneurial and digital skills.

Finally, the Artificial Intelligence in Education and Entrepreneurship workshop, held during the ALL DIGITAL 2023 Summit, provided a platform to explore the intersections between artificial intelligence, education and entrepreneurship.

MEMBER ORGANISATIONS

BELGIUM

- BECODE
- BRUXELLES FORMATION
- CERTIPORT, A PEARSON VUE BUSINESS
- DIESIS NETWORK
- DISTRICT09 – DIGITAAL.TALENT@GENT
- EDUCENTRUM
- EUROPEAN ASSOCIATION OF INSTITUTES FOR VOCATIONAL TRAINING
- ICDL EUROPE
- MEDIAMIJES – INTERUNIVERSITAIR MICRO-ELECTRONICA CENTRUM VZW (IMEC)
- IDROPS
- INTERFACE3
- MEDEA: MEDIA & LEARNING IVZW
- MEDIA ACTION KUREGHEM CITY (MAKS)
- OUT OF THE BOX INTERNATIONAL

BULGARIA

- GLOBAL LIBRARIES – BULGARIA FOUNDATION

CROATIA

- ALGEBRA UNIVERSITY COLLEGE
- CENTRE OF TECHNICAL CULTURE RIJEKA
- TELECENTAR
- ZAGREB'S ASSOCIATION OF DISABLED WORKERS

CYPRUS

- CARDET – CENTER FOR THE ADVANCEMENT OF RESEARCH AND DEVELOPMENT IN EDUCATIONAL TECHNOLOGY
- CYPRUS COMPUTER SOCIETY

CZECHIA

- EUROPEAN PROJECTS & MANAGEMENT AGENCY (EPMA)

ESTONIA

- BALTIC INTERNET POLICY INITIATIVE

FINLAND

- TIEKE – FINNISH INFORMATION SOCIETY DEVELOPMENT CENTRE

FRANCE

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

GERMANY

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

GREECE

- DAISSY RESEARCH GROUP – COMPUTER TECHNOLOGY INSTITUTE AND PRESS 'DIOPHANTUS'

- HELLENIC PROFESSIONAL INFORMATICS SOCIETY (HEPIS)

- IASIS

HUNGARY

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

ITALY

- ART-ER
- ASSOCIATION 'INVASIONI DIGITALI'
- CONSORTIUM MATERAHUB CULTURAL AND CREATIVE INDUSTRIES
- CUBIT – CONSORTIUM UBIQUITOUS TECHNOLOGIES
- CERTIPASS SRL
- DATANINJA
- EGINA – EUROPEAN GRANTS INTERNATIONAL ACADEMY
- FONDAZIONE MONDO DIGITALE – DIGITAL WORLD FOUNDATION
- IDCERT SRL
- LEARNINGDIGITAL
- OPEN GROUP SOCIETA' COOPERATIVA SOCIALE ONLUS
- STATI GENERALI DELL'INNOVAZIONE (GENERAL STATES OF INNOVATION, SGI)

LATVIA

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

LITHUANIA

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

MALTA

- TECH.MT

NORWAY

- EXCITED - NORWEGIAN CENTER FOR EXCELLENCE IN IT EDUCATION

POLAND

- ECC FOUNDATION
- DIGITAL EUROPE FOUNDATION
- INFORMATION SOCIETY DEVELOPMENT FOUNDATION (FRSI)

PORTUGAL

- CASA DO CONHECIMENTO – UNIVERSITY OF MINHO

ROMANIA

- EDUCATING FOR AN OPEN SOCIETY ROMANIA FOUNDATION (EOS)
- THE NATIONAL ASSOCIATION OF PUBLIC LIBRARIANS AND LIBRARIES IN ROMANIA

MEMBER ORGANISATIONS

SERBIA

- MEDIA EDUCATION CENTRE

SLOVENIA

- SIMBIOZA GENESIS SOCIAL ENTREPRENEURSHIP

SPAIN

- ASSOCIATION "WE ARE DIGITAL" - ASOCIACION SOMOS DIGITAL
- AUPEX: FOLK-HIGH-SCHOOL ASSOCIATION OF EXTREMADURA
- COLECTIC
- CONSORCIO FERNANDO DE LOS RIOS
- CYLDIGITAL
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- SAMBRUK

SWITZERLAND

- YINTERNET.ORG FOUNDATION (YORG)

TURKEY

- DIGITAL SKILLS21 INSTITUTION

UK

- GOOD THINGS FOUNDATION
- UPSKILL DIGITAL

THROUGHOUT 2023, ALL DIGITAL HAD 100 MEMBERS, INCLUDING 25 NEW ORGANISATIONS:

1. PRIMANIMA LTD. 03/01/2023
2. TALENT GARDEN S.P.A.10/01/2023
3. AUSTRIAN COMPUTER SOCIETY 25/01/2023
4. EUROPEAN FORUM OF TECHNICAL AND VOCATIONAL EDUCATION AND TRAINING 28/02/2023
5. DIGITAL CREATIVITY 02/03/2023
6. ALDA 20/03/2023
7. PPS SOCIAL INTEGRATION, FIGHT AGAINST POVERTY AND URBAN POLICY 17/04/2023
8. GRAPHIC STORIES CYPRUS LTD 23/05/2023
9. S.C. ECDL ROMANIA S.A. 24/05/2023
10. 1RETE DI SCOPO NAZIONALE ICT IDA 22/06/2023
11. ESKILLS MALTA FOUNDATION 18/07/2023
12. MEDIALE PFADE 31/07/2023
13. ALBANIAN NATIONAL TRAINING AND TECHNICAL ASSISTANCE RESOURCE CENTER 31/07/2023
14. LOGOPSYCOM 31/07/2023
15. GIP PIX 31/07/2023
16. LINK CAMPUS UNIVERSITY 08/08/2023
17. MEDITERRANEO 08/08/2023
18. THE DIGITAL COLLECTIVE 13/09/2023
19. LOCAL COUNCILS' ASSOCIATION 21/09/2023
20. E-XAM 10/10/2023
21. EURASHE - EUROPEAN ASSOCIATION OF INSTITUTION INS HIGHER EDUCATION 23/10/2023
22. MOBILE WORLD CAPITAL BARCELONA 30/11/2023
23. I2CAT 1/12/2023
24. K8 FOUNDATION 4/12/2023
25. INTERNATIONAL STEP BY STEP ASSOCIATION (ISSA) 8/12/2023

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Officer



Claudia Matera
Chief Development
Officer and Deputy
CEO



Andrea Bedorin
Communication
Officer



Victoria Sanz
Communication
and Financial
Officer



Afonso Araujo
Project Officer



Selin Tagmat
Project
Communication
Officer



Norman Röhner
Policy Officer



**Maddalena
Buonamico**
Project and
Fundraising
Assistant



**Oleksandr
Krushlynskyi**
Communication
Assistant



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Stefano Kluzer
Project Consultant



Sandra Troia
Project Consultant



Michele Rossini
Assistant

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Computer
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Institute and Press
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Greece



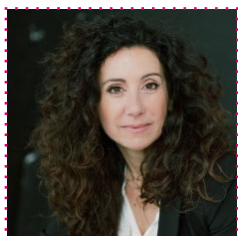
Iva Walterova
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and Management
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Joel Ferrer
Fundacion Esplai,
Spain



**Laurentiu
Bunescu**
Educating for an
Open Society
Foundation – EOS ,
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Marcucci**
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De Leener**
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Czech Digital
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Vânia Neto
Microsoft



Riina Vuorikari
Independent expert

OUR INTERNS



Katarina Cenic
(until January
2023)



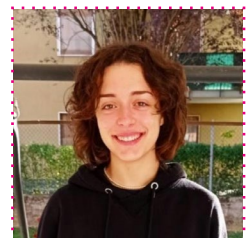
Clara Pereira



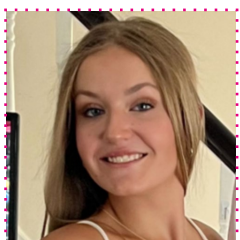
**Virginia Julian
Catosá**



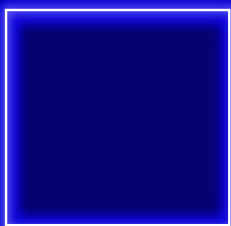
Alessia Sartini



**Benedetta
Grotto**



Valeria Aiello



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· A L L · D I G I T A L ·
ENHANCING DIGITAL SKILLS ACROSS EUROPE

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