ALL
DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ANNUAL REPORT
2019
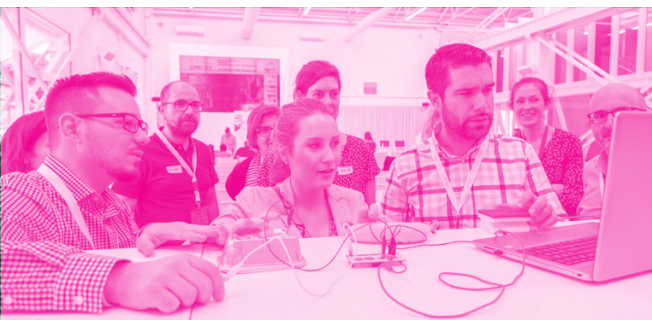
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FOREWORD

2019 has been a year of change for ALL DIGITAL, with the election of a new Chair of the Board, Achilles Kameas, and the appointment of a new CEO, Renato Sabbadini, whose task is to bring the organisation to the next stage of development, building on the solid foundations laid out by the previous Board under the direction of Mara Jakobsone and by the Staff under the direction of Laurentiu Bunescu: to both goes the gratitude of ALL DIGITAL for their leadership, wisdom and vision of the organisation's future. The challenge to continue in their steps is compounded, of course, by the arrival of a very unwelcome "guest" in 2020, i.e. the health, social and economical crisis engendered by the Coronavirus all over the world.
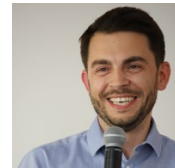
In 2019 ALL DIGITAL established its position as the leading European digital skills network, participating in influential networks, committees and fora, while increasing its members base. We have become the key partner for organizations or institutions interested in the development of digital skills, especially DigComp, by leading or joining challenging projects and impactful consortia. We produced important results, such as the online Self-Assessment Tool, training toolkits and policy recommendations. Our activities, events and campaigns showed increased participation and received wide publicity. Above all, we produced the Manifesto for enhancing digital competences across Europe, which sets the agenda for a broad and inclusive dialogue among our members, other organizations, networks and European institutions; already the Manifesto has received international publicity and wide endorsement!

As the chair of the network, I would like to thank ALL DIGITAL members for contributing to the achievement of our common goals and promise to continue working towards the realization of our vision: to enhance the digital competences of European citizens so that no one is excluded from the digitally transformed society, especially during the dire conditions we are experiencing these days.

The best recipe to adapt to the new world during the Coronavirus crisis is to look back with pride at our results in 2019, at the energy of our organisation and its members, and at the confidence in our mission. The mission is intact: 43% of Europeans need more than ever the work of our members to acquire the digital competences to become truly empowered citizens of the world, while our members need ALL DIGITAL not only to enhance their networking and growth opportunities, but above all to achieve the policy changes needed to enable them to carry out their work even better. We need to be aware that it is going to be a difficult, steep road, with obstacles that we cannot even imagine yet, at the time we are writing these lines. We will need to become very good at nurturing our vision for the future, while developing a very fine flexibility to continuously adapt to the changing circumstances. But the reward will be worth all the difficulties: a renewed sense of meaning for the impact of our work and that of our members on countless lives.

Achilles Kameas
Chair of the Board, ALL DIGITAL

Renato Sabbadini
CEO, ALL DIGITAL

2019 IN NUMBERS

66 member organisations

20,000 DIGITAL COMPETENCE CENTRES COVERED BY OUR MEMBER ORGANISATIONS

130,000 people involved in ALL DIGITAL Week's 3,680 events in 31 countries

3,250 FACEBOOK FANS

2,700 TWITTER FOLLOWERS

13,500,000 people reached by our network

1,100 members on our community networking platform Unite-IT

1,500,000 Europeans trained by our network

170 participants at ALL DIGITAL Summit

VISION AND MISSION

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 achieve this vision by equipping European citizens with digital skills and with the confidence and mind-set that allow them to understand and benefit from said digital transformation.

STRATEGIC OBJECTIVES AND PRIORITY ACTIONS UNTIL 2020

1. Ensure sustainable development of the membership and effective engagement of members and digital competence centres

- Ensure coverage of all EU countries by at least two strong member organisations in each country
- Organise training and webinars to build the capacity of members
- Increase engagement of members by supporting interactions in the thematic clusters

2. Provide leadership, inspiration and knowledge, based on our first-hand experience in the area of digital competence

- Promote and facilitate implementation of the DigComp framework
- Support our members to develop, test and exchange innovative methods and programmes for teaching digital skills in different contexts
- Develop advocacy support tools such as success stories, factsheets and infographics
- Ensure national coverage of ALL DIGITAL Week through the campaign's national partners

3. Lead policy transformations at EU and member states levels

- Reinforce basic digital literacy and inclusion
- Engage policy experts as ALL DIGITAL ambassadors
- Organise policy events in Brussels
- Support the shaping of digital skills strategies at the level of member states
- Research and advocate on digital and other competences of the future

4. Strengthen engagement in partnerships and alliances with industry

- Develop and implement a strategy to engage industry in ALL DIGITAL's activities
- Create personalised value proposition(s) for industry partners
- Capitalise on our potential to reach out to sectors beyond ICT

STRATEGIC OVERVIEW

2019 was the second year of our 2018-2020 Strategic Plan, and all strategic objectives were touched by the implemented activities, with some of these addressing more than one strategic objective at a time.

In particular, 59% of the activities related to strategic objective 1, i.e. "**Ensure sustainable development of the membership and effective participation of members and stakeholders**," with projects like DCDS, UMI-Sci-Ed, Digital Skillshift, Codinc, Crowddreaming (CDDC), OPEN-AE, DigInv, and many of the core activities like the General Assembly, the ALL DIGITAL Summit, the ALL DIGITAL Week, etc.

The largest bulk of the activities, 89%, focused on the second strategic objective, i.e. "**Provide leadership, inspiration and knowledge based on our first-hand experience in the area of digital competences**," in practice all of the projects and most of the core activities. A third of the activities addressed strategic objective 3, i.e. "**Lead policy transformations at EU and member states level**," notably with projects such as DevOps and E-Media and core activities like advocacy and policy events. 19% of activities addressed strategic objective no. 4, i.e. "**Strengthen engagement in partnerships and alliances with industry**," with projects like Digital Skillshift and core activities like the ALL DIGITAL Week.

In terms of **thematic focus areas**, Basic digital skills played the main role (56%), followed by *STEAM Skills for Society* (41%), and *Digital Media Literacy* (37%), as per strategic priorities indicated in 2019. The remaining two focus areas were supported on average by one third of all 2019 activities, with the following figures: *Employability & entrepreneurship* (33%), *Coding* (30%).

As far as **transversal areas** are concerned, *Capacity building* related to 78% of the activities, while *Advocacy* to 44% and *Research & innovation* to 30%.

With the arrival of a new CEO in October 2019, the Board asked for a review of the current strategy of the organisation. As a result of the review, a re-organisation of the staffing structure, aimed at promoting the progressive specialisation of each staff member, took place at the beginning of 2020. The review pointed out also how the renaming and rebranding of the organisation in 2017 laid out a solid basis for ALL DIGITAL's development in the future. The Board approved the strategic goals of diversifying the sources of income, identifying a research product that would make the organisation known to larger sections of the public, initiating partnerships with organisations working on digital competences based in other continents and making the ALL DIGITAL Summit an ever larger and meaningful event for a growing number of partners and stakeholders. These elements will feature also in the proposal for the next Strategic Plan, covering the period 2021-2023 and to be submitted to the members for approval in October 2020, after a process of consultation with the members themselves.

2020, apart from being the year for the drafting and adoption of a new Strategic Plan, is also, as we know by the time of writing this annual report, the year of a world crisis whose mid to long term impact will be comparable to that of World War II. The level of thinking around the new Strategic Plan will need to take this crisis into consideration and boldly imagine a variety of scenarios with little solid information about the future, to retain the ability of seeing the big picture, while increasing the flexibility needed to navigate the world on a day-to-day basis.

INFLUENCING PUBLIC POLICY

ALL DIGITAL advocates that digital competence centres are ideally suited to help fill the growing gap between the demand and supply of a digitally competent workforce and digital citizens in 21st century, where 90% of jobs will require digital skills of at least a basic level, and where public services, health, education and leisure opportunities are increasingly digitised.

In 2019, ALL DIGITAL continued to advocate on the importance of digital skills and to push policy-makers and other stakeholders to:

- recognise the key role of non-formal training providers in empowering Europeans with digital skills and bridging the digital divide.
- plan support measures to ensure that they can continue to provide their indispensable services in a favourable financial and political environment.

It did this in different formal and informal ways:

ET 2020 WG DELTA

As a member of the ET2020 working group on Digital Education, Learning, Teaching and Assessment (DELTA), ALL DIGITAL continued to make the work of its member organisations known to EU ministries of education and the EC. The ET2020 working groups are a mechanism to exchange good practices between EU education ministries and provide input to European Commission's initiatives in the field of education and training, but stakeholders such as ALL DIGITAL, European Schoolnet, Lifelong Learning Platform, ECDL Foundation, the European Distance and E-learning Network (EDEN) and others are also involved. In 2019, we participated in seven meetings and events of the Group and presented our projects and highlighted our members' role in bridging the digital skills gap.

#DigiEduHack

Our Board member Altheo Valentini represented ALL DIGITAL in the steering group of DigiEduHack, a major initiative on digital education, organized in October 2019 by the Digital Education Unit of the European Commission, together with European Institute of Innovation and Technology supported Climate Knowledge and Innovation Community (EIT-Climate KIC) and the Aalto University, and part of the Digital Education Action Plan. We used this occasion to promote our inclusive philosophy and approach to organising hackathons which are not strictly related to technological innovation but focused more on societal challenges.

Our policy events

In 2019, we organised three policy events in Brussels to discuss relevant policy initiatives:

- The 43% event on 26 March 2019 launched the ALL DIGITAL Week campaign and gathered representatives of EU institutions, civil society organisations, education institutions and practitioners to discuss how to work together to support the 43% of European citizens who lack digital skills to be able to fully participate in and benefit from the digital society.

- On 24 May 2019, we organised an event with practical workshops on the inclusion of migrants and refugees through digital skills titled "Integration of migrants and refugees through ICT and digital skills".

- Get Your Facts Straight round table was held at the European Commission on 19 November 2019, where experts in media literacy and EU policy makers discussed how to increase the media literacy of disadvantaged populations.

- Basic digital skills for inclusion and active citizenship of low-skilled adults on 3 December 2019, a **policy event** in the framework of the Digital Competences Development System project, where the policy recommendations on adult education were presented. The event brought together policymakers and key stakeholders from different fields (formal and non-formal education, social inclusion, employment, digital economy and society) to empower them to formulate integrated policies for developing and recognising adult citizens' basic digital competences.

Other events

On 9 January, ALL DIGITAL participated in a brainstorming **workshop on the design of the future EU programme for research and innovation - Horizon Europe**, the successor of Horizon 2020. The workshop was organised by DG CNECT, as a part of a series of initiatives to involve different stakeholders, including the education and training field, in defining the priorities of the new programme. ALL DIGITAL emphasised the benefits, which can arise from collaboration between the formal and non-formal education providers and that education should be guiding learners to become digital creators and incite active vs passive uses of technology. We proposed a dedicated Action to bridge formal and non-formal digital education in the new Horizon Europe programme. Our input is reflected in the report from the workshop, which will serve as inspiration in the follow-up discussions on the priorities of the new programme. See the workshop report

On 7 February 2019, ALL DIGITAL co-organised the **conference** "Inclusive opportunities in ICT - skills training and pathways for a diverse ICT workforce", together with empirica, CEPIS, and JP Morgan Chase. The event discussed the necessary policy framework and conditions for successful scaling-up of programmes and sustainability of initiatives to support job placement leading to an effective integration of diverse populations into the labour market. The conference was accompanied by a practitioners' workshop on effective programme design for inclusive opportunities in ICT, where 30+ inclusive programmes and their managers shared their experience. Among them there were several ALL DIGITAL members and partners.

On 20 June, ALL DIGITAL Chair of the Board Achilles Kameas, together with other Board members and members of ALL DIGITAL, took part in a **workshop on DigComp** organised in Bilbao by the EU Joint Research Centre and the Ikanos project promoted by the Basque Government. An important outcome of the event was the setting up of a European DigComp Community of Practice (CoP), which promotes the adoption and supports the development of DigComp, the Digital Competence Framework for Citizens. ALL DIGITAL was entrusted to provide the online support to members of the DigComp CoP to collaborate and interact. The DigComp CoP counts 77 members including representatives from training organisations, but also local and regional governments and the European Commission.

Another occasion to promote DigComp was the **Digital Competences Conference** in Barcelona on 4 December 2019, where ALL DIGITAL Chair of the Board Achilles Kameas was invited to speak about DigComp and its application at European level by digital competence centres.

Manifesto for enhancing digital competences across Europe

"Improved citizenship is the primary aim of developing digital competences."

"No citizen should feel excluded (for any reason such as age, gender, financial condition, social group, etc.) from accessing formal and non-formal education and training on media or digital literacy."

In 2019, after an extensive consultation process with ALL DIGITAL members, a Manifesto for enhancing digital competences across Europe (or 'Digital Competences Manifesto') was first adopted at the ALL DIGITAL Summit in Bologna on 11 October and then officially launched at the UN Internet Governance Forum in Berlin on 26 November, with the support of our member Digital Opportunities Foundation (Stiftung Digitale Chancen).

The Manifesto, endorsed by 56 organisations across Europe and translated into 5 languages so far, is the key document of our network, containing a series of principles and recommendations on how to maximise the impact of education and training, seen as powerful instruments for the "continuous development of digital competences for the European citizens," because - as the Manifesto clearly states - "improved citizenship is the primary aim of developing digital competences."

The principles contained in the Manifesto are organised in five sections that relate to the offer, access and quality of education and training, a call for a European homogenous validation and for the sustainability of the development of digital competences.

These principles shall inform and shape ALL DIGITAL's advocacy at the EU level and at the Member States level.

New European Commission and way forward

The second half of 2019 saw the coming into office of a new European Parliament and the appointment of a new European Commission with renewed priorities. ALL DIGITAL followed the priorities of the new Commission through the Lifelong Learning Platform, a platform of networks of civil society organisations in the field of education and training. The new President of the Commission, Ursula von der Leyen, outlined in her political guidelines that, "*priority will be to get Europe up to speed on digital skills for both young people and adults by updating the Digital Education Action Plan. We need to rethink education by using the potential the internet provides to make learning material available to all, for example by the increased use of massive open online courses. Digital literacy has to be a foundation for everyone*." The task for updating the digital education action plan in 2019 falls under the responsibility of the Digital Education Unit of the EC. In addition, President von der Leyen, asked Commissioner Schmit to explore "*the idea of individual learning accounts for people of working age, enabling adults to accumulate training entitlements and use them for quality-assured training*." Needless to say, if the European Commission were to find a legal basis to strongly encourage the adoption of Individual Learning Accounts (at the moment only adopted in France at state level) by all Member States, the consequences and opportunities for citizens and digital competences centres alike would be momentous.

We should no doubt be proud of the increased prominence of digital competences within the framework of EU policies and the increased recognition of the role of non-formal training providers, also thanks to our work. However, as the ultimate deciders in matters of education and employment are still the Member States, our advocacy work needs to expand significantly to directly engage the Member States, both in Brussels and in the capitals. ALL DIGITAL and its members need to identify new ways to cooperate to promote the necessary policy changes at the level in which they need to happen to the benefit of both our members and the ultimate beneficiaries, i.e. the citizens.

At the time of writing these lines, we know that 2020 has seen an unprecedented health crisis and put European societies and values to a test. The coronavirus outbreak has necessitated Member States and the EU to respond to the urgent need to save lives and preserve health systems. While the impact that all this will have on the definition of priorities and the distribution of funds, including in the field of education and training, is yet to be seen, there is no doubt that this very crisis has also shown the crucial importance of digital skills and digital inclusion in making societies around the world more resilient: the need to bridge the digital gap has never been more relevant.

PARTNERSHIPS

In 2019 ALL DIGITAL collaborated directly with these civil society partner organisations:

■ **European Association for the Education of Adults (EAEA)** on the Digital Competence Development System;

■ **Lifelong Learning Platform (LLLP)**, of which ALL DIGITAL is a member, on the organisation of the launch event of the ALL DIGITAL Week and the policy event on basic digital skills, which was in the framework of the Lifelong Learning Week. Our CEO at the time, Laurentiu Bunescu, was elected a member of the LLLP Steering Committee and held this position until September 2019. Our participation in LLLP facilitates cooperation with other European associations and civil society organisations;

■ **European Internet Forum**, of which ALL DIGITAL is a member, with proposals for debates;

■ **European Association of Viewers' Interests (EAVI)** on the topic of disinformation and fake news and the organisation of a round table in the framework of the Get Your Facts Straight project;

■ **Public Libraries 2030 (PL2030)** on mutually promoting each other's initiatives and participating in joint project proposals, which were approved and will be implemented in 2020.

This has resulted in civil society organisations supporting each other and working together for common goals at EU level.

ALL DIGITAL worked with the following **industry partners**:

■ In 2019 we started implementing activities in the framework of our newly established collaboration with **JP Morgan Chase** to train and place into jobs 150 unemployed adults in three countries: Germany, France and Italy;

■ Collaboration with **Google Europe** continued into 2019 with the jointly organised training "Be Internet Citizen" for e-facilitators from the ALL DIGITAL network;

■ We have continued our strategic partnership with **Cisco** under the NetAcad framework;

■ **Liberty Global** remained the financial and promotional supporter of the ALL DIGITAL Week campaign;

■ **Certiport** continued to be represented in our Advisory Board and supported financially and with resources the ALL DIGITAL week.

MEMBERSHIP IN 2019

OUR MEMBERS DEFINE US.
They are why we exist and for whom we work. We have welcomed many more members this year, and the organisation grows with them. Our members continue to be diverse in their audiences, products and skills, and we become stronger with each new member, but they all share one purpose and the desire to support their communities to learn more, grow, and be empowered. And so they empower us.

In 2019, ALL DIGITAL had **66 member organisations**, with **11 new**:

— States General for Innovation - SGI, Italy
http://statigeneralinnovazione.it

— JOBLINGE, Germany - http://www.joblinge.de

— BeCode, Belgium - http://www.becode.org

— Association 'Invasioni Digitali'. Italy
http://www.invasionidigitali.it

— Baltic Internet Policy Initiative, Estonia/Belarus
https://www.facebook.com/e.baltic.org/

— UpSkill Digital, UK - http://www.upskilldigital.com

— Konexio, France - https://www.konexio.eu/

— Excited, Norway - https://www.ntnu.edu/excited

— eduCentrum, Belgium - http://www.fyxxi.be

— Consortium Ubiquitous Technologies - CUBIT, Italy
https://www.cubitlab.com/en/

— Regional Telecottages Public Association of South Hungarian Plain - DTE, Hungary
http://www.telehaz-del-alfold.hu/

According to our members, one of the most useful ALL DIGITAL services is participating in the General Assembly and the ALL DIGITAL Summit. Among other benefits there are proposal development and applying for funding together; collaboration on projects with other members; timely information on EU funding and policy; and information on other members' activities through various means.

2019 services in highlight

■ Space for information exchange in the general Members area of Basecamp; promoting partners' activities through our newsletter and social media

■ Clusters on Basecamp in five focus areas of ALL DIGITAL: Basic Digital Skills, Employability and Entrepreneurship, Coding, Digital Media Literacy, and STE(A)M Skills

■ Participation in the General Assembly and ALL DIGITAL Summit with grants to partially cover members' travel expenses

■ Two of the ALL DIGITAL Awards categories - best cooperation projects and resources - target 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

■ The new section on our website 'Training Opportunities' permits members to promote their courses and training events

■ A webinar with experts on EU funding and a "help desk" via Basecamp, providing space for members to ask questions and get support when preparing their applications

■ In October 2019 in cooperation with EGInA we launched the first 6-month blended course on EU proposal writing "**How to prepare an Erasmus+ KA2 Strategic Partnerships project proposal in the field of adult education and digital skills**". The five-day face-to-face part of the course was held in November in Italy

COMMUNICATION, EVENTS & CAMPAIGNS

ALL DIGITAL is about people, organisations and communities empowered to create, collaborate, and grow without facing the barriers of digital and social exclusion.

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Our communication efforts are aimed at supporting our advocacy messages, promoting our members and their work, building new and strengthening existing partnerships within the network and with other associations, and thereby raising the profile of ALL DIGITAL. Thanks to our capacity to reach various audiences, communication and dissemination is often a key role in many of ALL DIGITAL's EU-funded projects.

In 2019 we continued our communications work increasing our visibility and advocacy in Brussels, reinforcing ourselves as a major player in the field of digital skills and inclusion. In parallel, we stay in close communication with our members to understand their needs and advocate for them.

We use the following online and offline communication **channels**:

- Official website www.all-digital.org (2,800+ monthly visits on average with peaks around key events)
- Newsletters (1,300 subscribers)
- Community site www.unite-it.eu (1100+ members)
- Social media: Facebook (3,250+ fans), Twitter (2,700+ followers) & LinkedIn (450+ followers)
- Project websites and social media for DCDS, Codinc, UMI-Sci-Ed, DevOps, Digital Welcome, Digital SkillShift, Open-AE, CDDC
- Partners' channels & other pan-European platforms (European Internet Forum, EPALE, European Website for Migration, EU Media Literacy Week website, digitalskillsmap.com, etc.) to share educational resources, training, events and initiatives
- EC websites and newsletters, e.g. DG CNECT Digital Single Market website & newsletter
- Lifelong Learning Platform newsletter & members' Basecamp area
- Participation in working groups, steering committees, etc.
- Our own and external events

In 2019, ALL DIGITAL staff organised and participated as speakers or moderators in more than 20 events.

ALL DIGITAL events:

▪ Our main annual events and campaigns include our General Assembly, ALL DIGITAL Summit; ALL DIGITAL Awards competition and digital empowerment campaign ALL DIGITAL Week.

▪ Three policy events in Brussels to discuss relevant policy initiatives - The 43% event in March; the Get Your Facts Straight round table in November and Digital Competence Development System policy event in December.

▪ Two events in Brussels in May: UMI-Sci-Ed conference and Digital Welcome conference.

We attended and actively contributed to other stakeholders' events in Brussels, where we spread our messages and promoted our network, members, and projects: EIF breakfast debates at the European Parliament, Media Literacy Expert Group meetings, DEAP Education Hackathon, EC and EESC events. As members of the ET2020 WG on digital skills and competencies, we attended all meetings and presented our CODINC project during a Peer-learning activity on game-based learning in January in Luxembourg.

ALL DIGITAL General Assembly

On 22-24 May 2019, ALL DIGITAL General Assembly took place in Brussels, Belgium, framed by two project events. The whole event had four main parts: 1) The official General Assembly and 2) the members' meeting on 23 May; 3) the final conference of the UMI-Sci-Ed project: Exploiting Ubiquitous Computing, Mobile Computing and the Internet of Things to promote STEM Education on 22 May; 4) a workshop "Integration of Migrants through ICT and digital skills" organised by the Digital Welcome project on 24 May.

Over **60 representatives** of **43 member organizations from 22 countries** gathered to assess and approve the main organisational documents, elect new Board members, as well as discuss the members' services, opportunities, and major events.

The General Assembly was kindly hosted in the Umbria Region's Representative Office in Brussels. The aim of the official part of the meeting was to discuss the membership status, to elect the new Board, as well as to evaluate and approve the main organisational documents. Following the approval of the official documents, the **election of the ALL DIGITAL Board for 2019-2021** took place. All candidates shared their motivation to be part of the Board and then the new Board, new Chair of the Board, Deputy Chair and financial controllers were elected (See the "Board" section of the Report).

The official General Assembly was followed by the members' meeting, which covered various initiatives and topics that ALL DIGITAL network is working on, such as:

- Results of the annual membership survey
- Erasmus+ Key Action 1 Learning mobility opportunity
- Results of the ALL DIGITAL Week
- Announcement of ALL DIGITAL Awards 2019
- ALL Digital Summit in Bologna
- Digital Skills Manifesto
- UMI-Sci-Ed umbrella organisation
- Lighting talks and pitches by members

More about the General Assembly here.

ALL DIGITAL Summit

ALL DIGITAL SUMMIT 2019

On 10-11 October, over 170 representatives of 80 organisations and networks, working in the field of digital inclusion and empowerment, gathered in Bologna for the XII ALL DIGITAL Summit. The event was co-hosted by our Italian members ART-ER, Lai-Momo, and Open Group in collaboration with Emilia-Romagna Digital Agenda and supported by the Golinelli Foundation.

ALL DIGITAL Summit 2019 tackled two distinctive but equally important themes for our network. Basic digital skills for everyone have always been at the core of our work ever since the digital inclusion leaders met in 2007 to establish a European network. STE(A)M skills are, on the other hand, a newer topic on the advanced side of the skills spectrum with increasing importance where digital competence centres have a key role to play.

The Summit engaged 46 speakers and offered a variety of workshops, discussion groups, plenary sessions around those topics, and specifically highlighted the experience of three big projects: La Carovana STEM, Coding for Inclusion, and Digital Competences Development System.

The **discussion groups** included:

- Assessing the impact of coding and STEM educational initiatives
- Mobile devices: the key to digital inclusion
- Training young people on IT skills for IT jobs
- New areas of digital competence certification – new ICDL structure and Ikanos certification system.
- How to achieve successful exploitation of digital innovation projects results

Participants could learn new approaches, methods, and tools in one of the **How-to sessions**:

- How to organise STEM summer camps
- How to design and run art and technology learning experiences
- How to organise coding and gaming for inclusion
- How to run STEM activities for preschoolers (0-6 y.o.)
- How to develop digital competences using the DCDS platform
- How to move digital skills training from proprietary technology to open technology

During the Summit, 54 various **projects and initiatives** were presented during sessions and in a project marketplace.

- Short after-Summit video
- About the Summit - online report
- Live Streaming of plenary sessions on Day 1
- Live Streaming of plenary sessions on Day 2
- Programme with links to speakers' presentations and blogs
- Speakers
- Photos

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.

- Best E-Facilitators: Dace Bergmane from Ventspils Digital Centre, Latvia, and Youssef Laakel from MAKS, Belgium

- Best Digital Changemaker: Isidre Bermudez, Project manager at Esplai Foundation, Spain

- Best Digital Resource: 'TuCertiCyL', Castilla y Leon Government, Spain

- Best ALL DIGITAL Week events: Web 2.0 Tools in Classroom Teaching in Serbia; Web VR-Jam Hackathon in Russia, and All Digital Challenge in Spain.

Meet ALL DIGITAL Awards Finalists

Celebrating ALL DIGITAL Awards in Bologna

Unite-IT community platform

Unite-IT is an online community and a platform run by ALL DIGITAL to exchange good practices and share stories from Europe and beyond about teaching digital skills and media literacy, improving the services of digital competence centres and developing innovative project ideas. This is also a place to showcase the work of our member organisations, networks, and other stakeholders. The platform unites 1,100+ professionals in the field of digital skills training: teachers, trainers, librarians, ICT specialists, public servants, many of them engaged through our member organisations, campaigns, or projects.

Unite-IT serves as a stakeholder platform for ALL DIGITAL Week, where partner organisations share stories about their campaign activities. It is used for promoting ALL DIGITAL Awards finalists, for collecting the reports from discussions and workshops at the ALL DIGITAL Summit, and for promoting partners' events. In 2019, 92 blogposts and 39 events were posted on the platform, curated and edited by ALL DIGITAL staff.

ALL DIGITAL Week

Over 2,500 organisations in 31 countries joined the 10th edition of ALL DIGITAL Week on 25-31 March and offered over 3,600 training and awareness raising events to 130,000 participants.

ALL DIGITAL Week is our annual flagship campaign on digital inclusion and empowerment engaging Europeans to use ICT with confidence and skills that allow them to benefit from digital transformation.

ALL DIGITAL Week 2019 was held under the patronage of Mr Tibor Navracsics, the European Commissioner for Education, Culture, Youth and Sport, and supported by Liberty Global, Google Europe, and Certiport.

"*Certiport is thrilled to be part of ALL DIGITAL Week*," said Ray Murray, Vice President and General Manager – IT, Pearson VUE. "*We believe that certification is the best measure of return on investment in digital skills education and we are committed to working to include the 43 percent of Europeans who still do not have the digital skills needed for today's workplace.*" Certiport also involved their Authorized Partners to run activities under the ALL DIGITAL Week, and many of them offered free training and certification.

in 2019, ALL DIGITAL Week ran in conjunction with European Media Literacy Week and had a strategic support from major European organisations: Lifelong Learning Platform, European Schoolnet, Europeana, Public Libraries 2030, CEPIS, European Banking Federation, Digital SME Alliance, European Cybercrime Centre of Europol.

With Google Europe ALL DIGITAL organised a training of trainers in Brussels on 'Be Internet Citizens' curriculum. The participants then organised their own training events on Media Literacy and Disinformation in their countries.

On 26 March, to launch the campaign, ALL DIGITAL and the Lifelong Learning Platform gathered European stakeholders to tackle the burning issue of digital skills and media literacy. How do we work together to support them? This was the key question that representatives of EU institutions, civil society organisations, education institutions and practitioners discussed at 'The 43%' event.

The three major topics of 2019 campaign were:

- **Promote media literacy** by developing critical thinking and digital literacy
- **Build safety and trust in technology** by developing cybersecurity skills
- **Enhance employability** by developing the right skills for the new digital jobs.

Out of all the events presented on ALL DIGITAL map, the organising committee has chosen 14 finalists of the Best Event Contest, out of which the ALL DIGITAL jury selected 3 best events, that were celebrated at the ALL DIGITAL Summit in Bologna in October 2019: Web 2.0 Tools in Classroom Teaching in Serbia; Web VR-Jam Hackathon in Russia, and All Digital Challenge in Spain.

- All Digital Week 2019 online report
- Video of AD members - national partners talking about campaign
- Working together to support the 43%
  - Introduction by AD CEO - video
  - Keynote by Rodrigo Ballester from the Cabinet of Navracsics
- Finalists of the Best ALL DIGITAL Week Event contest

PROJECTS

Ongoing projects

ASK4JOB
"Adult Skills for Job Oriented Breakthrough"

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

ASK4JOB is a pan-European educational pathway. It is addressed at up-skilling and re-skilling the European labour force with digital skills, in particular low skilled unemployed adults to enable them to manage information technology for work, leisure time, and communication.

ASK4JOB produces a set of tools to assess, educate and recognize digital competences. This result is achieved through the realization of 3 products:

1. Skills ASSessment for Job Requirements – an online self-assessment tool which adapts the DigComp 2.1 framework to the needs of long-term unemployed adults.

2. Capability A-MOOC - The educational pathway is designed and implemented in blended-mode. The theoretical and procedural aspects will be delivered through the A-MOOC while experiential laboratories will allow a collaborative pear to pear learning process.

3. Appreciative Validation - The piloting phase, which basically means the collection of evidence and appreciative references in support of the recognition of the learning outcomes.

Biblio
"Boosting digital skills and competences for librarians in Europe"

PERIOD: November 2019 — October 2022
SOURCE OF FUNDING: ERASMUS+ KA2 Sector Skills Alliances
COORDINATOR: University of Bari Aldo Moro, Italy

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, unemployed people in the library sector by enabling them to offer innovative services for users. It facilitates the acquisition of digital and transversal skills for library professionals by setting up a system for skills assessment, learning offer, validation, and recognition.

The project started in November 2019 with analysing the training needs and offers in the library sector, in order to identify a set of emerging job role profiles. For each profile, a modular VET curriculum will be designed.

Based on the identified training contents, the partners will develop:

1. A MOOC addressed to European library professionals to help them gain identified competences

2. A Specialization Training course including face-to-face and online learning, project-based learning, and work-based learning phases.

The training programme will be tested in four piloting countries: Bulgaria, Greece, Italy, Latvia.

Ongoing projects

▬ CDDC
"Youth Co-Create Digital Culture"

PERIOD: January 2019 - January 2021
SOURCE OF FUNDING: ERASMUS+ KA3 Social Inclusion
COORDINATOR: ALL DIGITAL
WEBSITE: http://www.crowddreaming.eu

The 'Crowddreaming: Youth co-create digital culture (CDDC)' project is based on a best practice of the same name developed by Stati Generali dell'Innovazione (SGI) as a cooperative contest. The purpose of the contest is to have young people co-create a digital monument to be embedded in 'the Europa Square' - a physical square that is augmented with digital scenes. The digital scene is the scene of thanksgiving which is based on a story created by a school where they thank another country or culture for a contribution it made to Europe or their homeland. CDDC scales up this best practice by training at least 80 teachers in four European countries (Latvia, Greece, Italy and Croatia) in the CDDC methodology, which trains teachers in digital cultural heritage and guides them to lead workshops with young people to develop the digital scene.

The Crowddreaming methodology is delivered to teachers by a MOOC which will allow teachers to be trained in digital cultural heritage and is based on a curriculum that was cooperatively developed by partners addressing teachers needs through the use of coaching circles and interviews with role models who have taken part in past editions of CDDC.

▬ CODINC "Coding for Inclusion"

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

The CODINC project aims to foster STEAM (Science – Technology – Engineering – Arts – Mathematics) education of disadvantaged youth through an inclusive educational approach based on coding using peer-learning pedagogical methods for formal and non-formal educational contexts in Europe. The CODINC project was completed in 2019 with piloting taking place in Belgium, Germany, Spain, Italy, and Cyprus. The pilots trained 697 students from high schools and elementary from disadvantaged areas in the CODINC methodology.

This was achieved by the main project outputs which are:

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

■ Training toolkit based on the training materials developed by the best practice Capital Digital.

The project effectively supports young people to develop critical thinking, creativity, digital and collaborative skills, and science capital. Most importantly, the CODINC peer-learning pedagogical method has a strong inclusive potential and fosters the STEM education and the inclusion of disadvantaged students both inside and outside the classroom. The project was evaluated by researchers at UNINA, and it showed that the intervention of the CODINC methodology did promote a measurable difference inclusion and social cohesion at the classroom level, showing that effectively coding does promote inclusion and can be an effective method to include disadvantaged groups.

Ongoing projects

Smart DevOps "DevOps Competences for Smart Cities"

PERIOD: January 2019 — December 2021
SOURCE OF FUNDING: ERASMUS+ KA2 "Sector Skills Alliances"
COORDINATOR: University of Thessaly, Greece
WEBSITE: http://devops.teilar.gr

The Smart DevOps project addresses the shortage of digital and transferable skills in the municipalities' smart cities sector and aims to support this sector's employees in their competence development.

To achieve the project objectives, partners first conducted a needs analysis to get a closer insight into the competences that are needed for Smart City (SC) development. Based on that, partners identified competence gaps related to the different profiles and are currently designing job profiles and a corresponding VET curriculum combining digital and transferable skills. 2019 was the first year of this three-year project.

The training programme will be ready for testing in 2020 and will include a MOOC, open educational resources (OERs), e-learning, face-to-face training, and work-based experience. It will be piloted in Cyprus, Germany, Greece, and Italy. Meanwhile, communities of practice will be created and supported, where professionals, trainers, municipal employees and other interested experts will continue to work together to improve the Smart Cities sector. The training programme will be referenced to European and national qualification frameworks and the European credit system for vocational education and training to facilitate mobility and recognition. Partners will use recognised frameworks such as EQAVET and e-CF to ensure quality and transferability.

The job profiles, VET curriculum, MOOC and a specialised course will be designed and implemented in German, Greek, and Italian. The framework will also be available in English.

DREAMS "Digital Education Among Roma Minorities in Schools"

PERIOD: September 2019 — October 2020
SOURCE OF FUNDING: ERASMUS+ KA2 "Cooperation for innovation and the exchange of good practices"
COORDINATOR: MAKS vzw, Belgium

The DREAMS project aims at fostering the social, civic and intercultural competences of Roma parents through digital education in order to promote their social inclusion and tackle discrimination in schools, segregation, racism, bullying or violence.

The idea is to strengthen the collaboration between schools and families to help Roma parents understand the problems their children face in schools, to learn and talk about their rights as parents in the school, to be listened to and involved in school activities.

This will be achieved through digital storytelling technique with low-skilled Roma parents. Digital storytelling will be used to highlight a societal problem, the drop out of Roma children from schools, discrimination, segregation, lack of opportunities. Digital stories will aim to create empathy from the educational environment towards Roma children and will be calls for action to think about changes and pathways that help resolve these problems.

During this project, in each country involved, Roma parents will learn to tell and edit digital personal narratives based on a personal life experience as a digital illustration.

The project is based on exchange of adult education methodologies of involved countries. DREAMS is implemented in Belgium, Bulgaria, and Romania.

Ongoing projects

DigCompSat "Creating an item bank and pilot of a Digital Competence Framework Self-Assessment Tool"

PERIOD: September 2019 - July 2020
SOURCE OF FUNDING: European Commission Joint Research Centre
COORDINATOR: ALL DIGITAL

The project aims to develop an item bank and methodology, and then pilot a self-assessment tool for digital competence for foundation, intermediate and advanced levels among individuals in 3 Member States of the European Union, based on Digital Competence Framework for Citizens 2.1.

The Item Bank will be a self-assessment / self-reflection tool to:

- make users aware of what is digital competence in the DigComp perspective
- highlight their strengths and weaknesses in different areas of digital competence
- encourage further competence development, by providing useful feedback to be discussed with expert counsellors

Tool should be easy to understand and self-administer by the user, in a reasonably short time.

The key stages of the project are:

- Develop methodology and draft Item Bank and across all 21 competences of DigComp2.1
- Validate and refine item bank with panel of experts during validation workshop in Brussels
- To make a first test on the initial item bank among 150 individuals in Ireland.

  Participants: 16-65 years old, native English with preliminary expected digital skills level from foundation up to advanced users
- Carry our Psychometric and Statistical analysis (including Factor analysis) of results, refine item bank as necessary.
- To make a second test on the revised item bank among 400 individuals in Spain and Latvia (with localized languages) with same participant demographics.
- Carry out statistical analysis of reliability of second pilot results and refine item bank again as necessary.
- Produce final report of methodology and item bank.

Ongoing projects

DIGINV "DIGigital INVasions for the Promotion of Cultural Heritage"

PERIOD:
September 2018 — August 2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic
"Blended mobility of adult learners"
COORDINATOR: Municipality of Bevagna, Italy
WEBSITE: http://www.digitalinvasions.eu/

The main objective of the project is to valorize cultural interest and practices by engaging citizens, cultural institutions and using technology as a catalyst. This project scales up the Digital Invasion methodology, which was originally developed in Italy and which improves the digital and communication skills of cultural heritage operators.

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

By doing so, the visitors not only train in digital skills but also increase their cultural participation and experience local cultural heritage in a new way.

In 2019, the following activities were completed:

- January, Italy: First Teaching Training Activity for Cultural Operators
- March, Cyprus: Second Project Meeting and Digital Invasion in Larnaka
- July, Hungary: Third Project Meeting and Digital Invasion in Szeged and Csongrád
- October, Italy: Promotional Digital Invasion in Bologna
- November, Malta: Fourth Project Meeting and Digital Invasion in Valletta

Digital SkillShift

PERIOD: December 2018 — December 2020
SOURCE OF FUNDING: J.P. Morgan Chase Foundation
COORDINATOR: ALL DIGITAL
WEBSITE: https://digitalskillshift.eu/

Digital Skillshift will create a scalable training programme on digital and soft skills that will help unemployed people who have difficulties finding a job due to their lack of digital skills to access job opportunities. It will create a curriculum to reskill and upskill citizens for digital transformation and provide them with digital competences for employability. It will enable new work-related opportunities for the training beneficiaries, by developing new skills and attitudes required on today's labour market. This will be piloted in France, Germany, and Italy with 300 beneficiaries to test and improve it.

The target audience are short-term unemployed (below 12 months), low-skilled adults within an age group of 20 to 40 years old.

Expected results:

- Innovative learning programme that will help unemployed people to get skills and attitudes needed for the job market
- At least 10 companies / employers / unions / business associations in 3 countries are involved in the context analysis phase
- 300 participants are identified and enrolled in trainings, from which 150 participants get a job placement in maximum 6 months after the training
- At least 100 digital competence centres learn about the training programme through the ALL DIGITAL Week campaign

Ongoing projects

Get Your Facts Straight
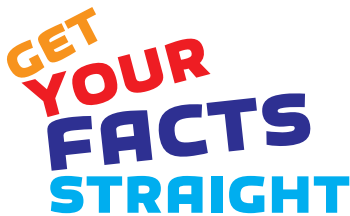
PERIOD: July 2019 — August 2020
SOURCE OF FUNDING: Call for proposals Preparatory
Action "Media Literacy for all"
WEBSITE: https://alldigitalweek.eu/get-facts/

The "Get Your Facts Straight" tackles disinformation among students/young people (14 - 16 years old) from socially and economically disadvantaged backgrounds, and their parents/grandparents by providing them with media literacy education opportunities and raising their awareness. This is done via a 10-hour training, with 5 hours for each group separately and 5 hours of activities where young people and parents come together.

The training outline was developed in the last quarter of 2019 based on 300+ existing resources and practices on media literacy and disinformation. A selection of those practices is included and analysed in the Methodology Report. It consists of three modules:

Module 1: What is disinformation (the "WHAT")

Module 2: How social media make money and why disinformation and propaganda are vastly present on social media (the "WHY")

Module 3: How to recognise and react to disinformation (the "HOW").

The training programme will be tested in 2020 during the ALL DIGITAL Week/Media Literacy Week 2020 with at least 250 Europeans (approx. 20 young people and 20 parents per country) in 7 EU countries: Bulgaria, Croatia, Germany, Italy, Latvia, Romania and Spain. Participants will gain an understanding of what disinformation is and how to identify it online; they will become more aware of the danger that disinformation poses to their private sphere and to society and democracy, and how to respond. The piloting experience will be evaluated and the training programme will be improved and put to use by any interested educational institution.

#GetYourFactsStraight

Ongoing projects

eMedia
"Media literacy and Digital citizenship for All"

PERIOD: September 2018 — September 2021
SOURCE OF FUNDING: ERASMUS+ KA2 "Strategic Partnerships for school education"
COORDINATOR: La ligue d'enseignment, France

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

- Robotics
- Digital media literacy
- Online expression

The first booklet on robotics is ready.

ICT4Elderly

PERIOD: September 2018 — November 2020
SOURCE OF FUNDING: ERASMUS+ KA2 Strategic "Strategic Partnership for adult education"
COORDINATOR: Malta Communication Authority, Malta
WEBSITE: https://ict4theelderly.com

The ICT 4 the Elderly project aims to create a pathway for improving the digital competences of individuals between the age of 55 and 75 and to make them aware of some of the many opportunities that the Internet offers. In order to do so, project partners first collected best practices from other successful projects to develop a training manual and an online academy (repository of selected resources and contents). Then individuals are selected through a call for applicants to take part in the pilot training as ambassadors of the project and empower their peers. Two pilot training sessions will take place; one in Malta and one in Berlin involving 24 older adults in total as ambassadors. ALL DIGITAL will assess the project results and draw conclusions on the success of the programme. These will be used to produce policy recommendations for policy makers and training providers on how to reach older adults and improve their digital literacy.

Ongoing projects

ICT Skills 4 All "Empowering old citizens for a digital world"

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

The ICT Skills 4 All project aims to empower old citizens for the digital world by fostering the digital skills, self-confidence and online safety of adults aged 55 years and over who have minimal or no engagement with digital technology. The ICTSkills4All project is developing an ICT Learning Programme, which includes:

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

- Face-to-face support using two training approaches: the inter-generational and peer-to-peer approaches. This phase will provide these people with the basic digital skills that allow them to use the online platform.

The learning contents are grouped around five modules: Basics, Browse online, Online safety, Online communication and Other digital skills. The face-to-face support workshops and the testing of the online platform will be done in 2020.

Open-AE "Open-AE Promote Open Source Technologies in non-formal Adult Education"

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

The Open-AE project aims to foster free and open source software culture in the digital inclusion community. The project will achieve this with a modular curriculum that is based on free and open source software and culture. There are nearly 20 modules in the Open-AE toolkit, each module is supported by deck on slidewiki, a free and open source presentation platform where presentations can be shared and properly sourced so trainers can develop courses to address their local target groups by adapting free and open source resources.

Sustainable communities of practices around open source technologies will be created during the piloting phase by training 10 e-facilitators in each project country (leading to a total of 40 trained e-facilitators) on open source technologies. This will support exploitation of the course modules and open source resources in digital competency centres.
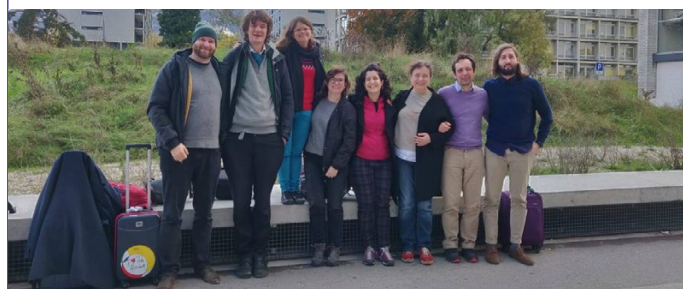
Projects completed in 2019

DCDS "Digital Competences Development System"

DIGITAL COMPETENCES DEVELOPMENT SYSTEM

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

The Digital Competence Development System (DCDS) is a modular digital skills assessment and training system aligned to DigComp 2.1 framework (foundation proficiency levels 1 and 2). It is designed to improve basic digital and transversal competences of adults.

DCDS was successfully piloted in five countries (Greece, Italy, Latvia, Romania, and Spain) through intensive use by nearly 200 individuals. Evaluation of the pilots demonstrated that the system provides a practical means for the users to develop basic digital competences, increase self-confidence in using digital devices and services, and enhance employability potential and social inclusion.

DCDS offers the following services and tools, in six languages:

- Blended learning methodology for developing basic digital skills
- Online self-assessment tool to identify learner's digital skills gaps
- Recommender tool for training offers that match the learner's needs
- Personalised modular learning paths on 21 digital competences
- Online learning environment with gamification features
- Face-to-face learning support in digital competence centres
- Validation of acquired basic digital skills through open badges

DCDS supports non-formal adult training providers, policy makers and other stakeholders in the assessment, development and validation of basic digital and transversal competences of adults in Europe.

DCDS key results include Policy Influence Toolkit for adult training providers and Policy Recommendations based on project's results. All project results are available on the project website.

Projects completed in 2019

Digital Welcome

PERIOD: October 2017 — June 2019
SOURCE OF FUNDING: Asylum, Migration and Integration Fund "Integration of 3rd country nationals"
Project n° 776128
COORDINATOR: ALL DIGITAL
WEBSITE: http://digitalwelcome.eu

The aim of the project is to exchange best practices between organisations specialised in digital inclusion of disadvantaged groups and, based on this exchange, develop an innovative programme for social inclusion of third country nationals consisting of creative IT modules.

Two main documents were produced: a methodology document containing the underlying principles of the digital welcome methods and the programme contents and guidelines consisting of four modules: coding, digital journalism, digital storytelling and soft skills. All documents are available in eight languages (EN, DE, FR, NL, IT, ES, CT, EL).

Around 120 young newcomers were trained as IT mentors throughout 2018 and 2019. They then worked as volunteers and organised IT workshops for their peers and for local people. Thus, they shared their skills and showed their potential to serve the community. As part of the programme, the young mentors produced digital stories to reflect on the empowering experience. They shared them with their peers to motivate them to volunteer or participate in educational, social and cultural activities, as well as to raise awareness about the need to make activities more inclusive for third country nationals.

The stories are available on the Digital Welcome YouTube channel.

At the end of 2019, the Digital Welcome project was awarded with the Lifelong Learning Platform Best Practice Award in the category 'Promoting Values'. This was an important recognition of the project by the European civil society in the field of education and training.

Projects completed in 2019

UMI-Sci-Ed "Exploiting Ubiquitous Computing, Mobile Computing and the Internet of Things to promote Science Education"
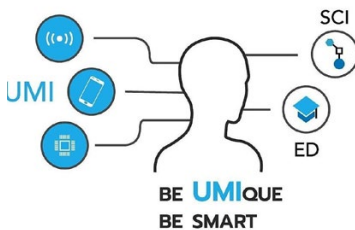
PERIOD: June 2016 — May 2019
SOURCE OF FUNDING: Horizon 2020
COORDINATOR: Computer Technology Institute and Press "Diophantus"
WEBSITE: www.umi-sci-ed.eu

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

The exploitable results of the project were:

■ UDOO-EDU: a low-cost modular hardware kit: an Arduino-powered Android / Linux single board computer enriched with sensors, Bluetooth 4.0 and a Wi-Fi module.

■ Programming framework: a series of software tools that allow the user to program a behaviour into the UDOO-EDU kit.

■ Teaching methodology, tools and learning scenarios: the pedagogical methodology and tools for promoting STEM via UMI, and a number of educational scenarios

■ Communities of Practice (COPs): that use UMI technologies to support and enhance STEM learning, where teachers are able to access educational scenarios, learning materials and resources and where students can share their projects.

The UMI-Sci-Ed final conference was successfully organised in May 2019 in Brussels.

THE MEMBER ORGANISATIONS

List of members A-Z by country

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

BULGARIA
- GLOBAL LIBRARIES – BULGARIA FOUNDATION

CROATIA
- CENTRE OF TECHNICAL CULTURE RIJEKA
- TELECENTAR

CYPRUS
- CYPRUS COMPUTER SOCIETY

CZECHIA
- EUROPEAN PROJECTS & MANAGEMENT AGENCY (EPMA)

ESTONIA
- BALTIC INTERNET POLICY INITIATIVE
- SMART WORK ASSOCIATION
- VAATA MAAILMA SA – LOOK@WORLD FOUNDATION

FRANCE
- EMMAÜS CONNECT
- KONEXIO
- SIMPLON.CO

GERMANY
- 21ST CENTURY COMPETENCE CENTER
- DIGITAL OPPORTUNITIES FOUNDATION
- JOBLINGE

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

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

IRELAND
- FAST TRACK INTO IT LTD

ITALY
- ÀNTHROPOS | TECHNE
- ART-ER
- ASSOCIATION 'INVASIONI DIGITALI'
- ASSOCIATION STUDY CENTER CITY OF FOLIGNO
- CUBIT - CONSORTIUM UBIQUITOUS TECHNOLOGIES
- FONDAZIONE MONDO DIGITALE – DIGITAL WORLD FOUNDATION
- LAI-MOMO SOCIETÀ COOPERATIVA SOCIALE
- 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 | ATEITJ" (WINDOW TO THE FUTURE)
- ASSOCIATION RURAL INTERNET ACCESS POINTS (RIAP ASSOCIATION)

MALTA
- MALTA COMMUNICATIONS AUTHORITY (MCA)

NETHERLANDS
- ECP

NORWAY
- EXCITED - NORWEGIAN CENTER FOR EXCELLENCE IN IT EDUCATION
- SENIORNETT NORGE

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

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

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

RUSSIA
- PROJECT HARMONY, INC. (REPRESENTATIVE OFFICE RUSSIA)

SLOVENIA
- SIMBIOZA GENESIS SOCIAL ENTREPRENEURSHIP

SPAIN
- ASSOCIATION "WE ARE DIGITAL" - ASOCIACION SOMOS DIGITAL
- AUPEX: FOLK-HIGH-SCHOOL ASSOCIATION OF EXTREMADURA
- BASQUE COUNTRY'S NETWORK OF FREE PUBLIC TELECENTERS – KZGUNEA
- COLECTIC
- CONSORCIO FERNANDO DE LOS RIOS
- DEDALO FOUNDATION FOR THE DEVELOPMENT OF THE INFORMATION SOCIETY
- ESPLAI FOUNDATION
- NETWORK PUNT TIC

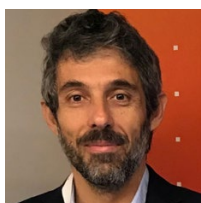**SWEDEN**
- ENTER SWEDEN IT-GUIDE
- SAMBRUK

SWITZERLAND
- YNTERNET.ORG FOUNDATION (YORG)

UK
- GLASGOW CALEDONIAN UNIVERSITY
- GOOD THINGS FOUNDATION
- UPSKILL DIGITAL

ALL DIGITAL
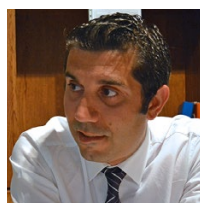
ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

BOARD, ADVISORY BOARD, AND TEAM

Board

ACHILLES KAMEAS
(Chair from May 2019, Deputy Chair until May 2019)
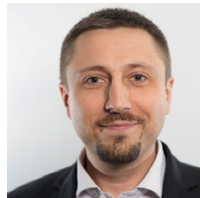Computer Technology Institute and Press "Diophantus"
Greece

NENJA WOLBERS
(Deputy Chair from May 2019)
Stiftung Digitale Chancen
Germany

ALTHEO VALENTINI
Associazione Centro Studi di Foligno
Italy

GABRIELA FORD
(joined in May 2019)
Educating for an Open Society Foundation – EOS
Romania

MARA JAKOBSONE
(Chair until May 2019)
Latvian Information and Communication Technology Association (LIKTA)
Latvia

MARK SCHEMBRI
(served until May 2019)
Malta Communications Authority
Malta

MARIUSZ BOGUSZEWSKI
Information Society Development Foundation (FRSI)
Poland

SARA VAN DAMME
Digipolis Gent
Belgium

VERONIQUE DE LEENER
Media Action Cureghem City (MAKS vzw)
Belgium

VIRGINIA PAREJA
Fundacion Esplai
Spain

Financial Controllers

GITTE OLSEN
(served until May 2019)
Telecentre-Denmark
Denmark

LORETA KRIZINAUSKIENE
(joined in May 2019)
Association "Langas į ateitį"
Lithuania

RODRIGO ZARDOYA
Dedalo Foundation
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THANASIS PRIFTIS
Ynternet.org
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ALEXA JOYCE
Microsoft

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AUSTĖJA TRINKŪNAITĖ
the Council of European Professional
Informatics Societies (CEPIS)

CHRISTOPH KALETKA
Technical University Dortmund

FIONA FANNING
Certiport

Our Team

RENATO SABBADINI
Chief Executive Officer
(from October 2019)

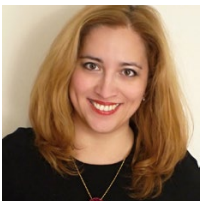**LAURENTIU BUNESCU**
Chief Executive Officer
(until August 2019)

PETER PALVOLGYI
Chief Operating Officer

ALESSANDRA ACCOGLI
Project Assistant

BARBARA QUARTA
Fundraising Manager

EKATERINA CLIFFORD
Communication and Campaigns
Manager

GABRIELA RUSEVA
Policy and Project Officer

IAN CLIFFORD
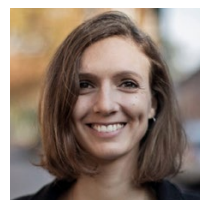Project Officer

PIA GROENEWOLT
Project Officer

VICTORIA SANZ
Communication and Project
Assistant

Interns supporting ALL DIGITAL in 2019

CARLOS NAVA

FEDERICA TAEKO CENTRA

FINANCIAL OVERVIEW

INCOMES - EXPENSES STATEMENT 2019

OPERATING INCOME	**713.818,75**
Membership fees	**26.859,30**
Corporate support	**90.000,00**
EU tenders	**38.443,76**
EU projects	**542.755,02**
EU-funded projects	417.755,02
Operating Grant	125.000,00
Other operating income	**15.760,67**
Sponsorship of Annual Summit	1.200,00
Sponsorship ALL DIGITAL Week	12.000,00
Reimbursement of expenses	2.560,67
OPERATING CHARGES	**693.208,49**
Services and other goods	318.922,30
Remuneration, social security, taxes	370.131,11
Depreciation charges	1.228,64
Other operating charges	2.926,44
FINANCIAL INCOMES AND CHARGES	**447,98**
Other financial incomes	326,87
Other financial charges	774,85
RESULT OF ORDINARY ACTIVITIES	**20.162,28**
EXTRAORDINARY CHARGES	**10.303,16**
Adjustement of grants of previous years	10.303,16
BALANCE OF THE FINANCIAL YEAR	**9.859,12**

BALANCE SHEET 2019

ASSETS	
FIXED ASSETS	**5.538,90**
Financial assets	5.538,90
CURRENT ASSETS	**569.540,84**
Customers	5.454,32
Grants to receive	185.242,22
Liquidity reserves at bank	75.000,00
Cash at bank and in hand	301.062,20
Deferred charges	2.782,10
TOTAL ASSETS	**575.079,74**
LIABILITIES	
SOCIAL FUNDS	**154.987,02**
Reserves	75.000,00
Accumulated profit/loss	70.127,90
Profit/loss of the financial year	9.859,12
AMOUNTS PAYABLE	**420.092,72**
Suppliers	15.768,74
Taxes, remunerations, social security	31.946,73
Holiday pay provisions	40.816,54
Grants to be transferred to project partners	171.238,35
Accrued charges and deferred income	160.322,36
TOTAL LIABILITIES	**575.079,74**

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