

NEW! ALL DIGITAL Members and AD Project Newsletter
Issue n.1 - June 2024

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New ALL DIGITAL Newsletter format!

Read the news from our Members and the updates on ALL DIGITAL projects!

Dear Reader,

We are happy to share with you the first Newsletter covering "**ALL DIGITAL Members news and ALL DIGITAL Project updates**".

This newsletter is a spin-off of the ALL DIGITAL Newsletter. We have decided to consolidate key news from our members and updates on the projects ALL DIGITAL is implementing to provide you with a coherent news outlet and potentially enhance their visibility. Explore the latest news from our members and discover the projects ALL DIGITAL is currently working on.

Yours sincerely,

ALL DIGITAL team

News from our members



Learning Innovation Summit (LIS) 2024: Call for Submissions is open until the 10th of June

You still have the chance to showcase your insights on the emerging technologies in education and learning in the LIS2024. Taking place on 13-14 September at the University of Nicosia in Cyprus, the Summit will bring to the forefront the transformative potential of AI and XR technologies. Find out more [here](#).



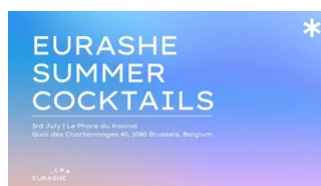
Call for Good Practices 2024 | European Network of Innovation for Inclusion (ENII)

The ENII is launching its [8th edition of Call for Good Practices](#). The Call targets people in vulnerable situations with the aim to promote **Social Innovation and identify Good Practice** examples on Socio-labor Inclusion and Inclusive Entrepreneurship. [Submit your application](#) by **June 14 at 12:00 CET!**



DigiCo's Lightning Talk Tomorrow: "From Scared to Savvy: How DigiHandig Unlocks Digital Empowerment at Scale"

Last day to register for our **online webinar "From Scared to Savvy: How DigiHandig Unlocks Digital Empowerment at Scale"**! taking place on the 6th of June at 12:00 - 12:40 (CEST) on Zoom! Kristel Thieme, Founder & Director of [New Future Lab](#), will present **DigiHandig**, an innovative learning solution designed to boost digital skills and confidence of inexperienced smartphone/tablet users. [Register here](#).



EURASHE Summer Cocktails: the ultimate social gathering of the Higher Education community

[EURASHE](#) invites you to [Summer Cocktails](#) on July 3rd, a relaxing soirée in the centre of Brussels to celebrate the beginning of summer with a few drinks and finger food. Take advantage of this opportunity to enhance your knowledge of the Higher Education sector and grow your network in an informal setting. The event is free, but places are limited—so make sure you register before the **deadline on June 16**. More info [here](#).



Lorena Bolaño, from the Digital Skills Programme in Extremadura, awarded 'Best Digital Educator' in Spain

Somos Digital organization, which brings together 2359 digital skills centres in Spain, celebrated its 4th meeting in Málaga and awarded Lorena Bolaño and Dionisio Cuenca - from Punto Vuela-, 'Best Digital Educators'. Lorena has been empowering citizens through her work for the Digital Skills Programme in Extremadura (AUPEX) for 18 years. See more [here](#).



D-ChallengHE Project: Join the Research Networks!

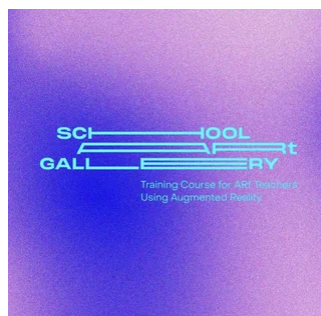
The [D-ChallengHE HUB](#), in collaboration with [Skillman.eu](#), has launched a dynamic initiative by establishing interdisciplinary Research Networks. These groups unite individuals and institutions who share common interests, passions, and research objectives, fostering a fertile exchange of knowledge and virtuous collaboration. [Click here to read more](#) and [here to join](#).



END GBV VET (End Gender-Based Violence in VET) Training Course

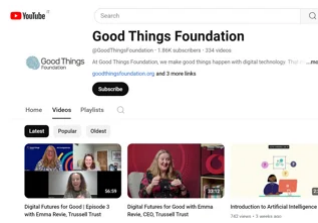
Embark on this transformative journey with our online training course for END GBV. Tailored for VET students, educators, and parents, it equips students, teachers, and parents with vital skills to recognize, address, and combat GBV. The course contents are currently undergoing piloting in Italy, Greece, Luxembourg, and other countries. Stay tuned for the upcoming launch of our groundbreaking platform on the project's website.

Visit <https://endgbv-in-vet.eu/> to join the movement for change.



Educational Innovation! Discover How Art and Augmented Reality Transform Teaching

In today's digital world, integrating technology into education, especially in creative fields like art, is vital. Our project, School ART Gallery, merges art and augmented reality to enhance learning. Through the DigCompEdu framework, we empower art educators with digital skills, fostering engaging learning experiences. Join us in this journey towards a more creative and inclusive education. [Website](#)



Digital Futures for Good

Digital inclusion charity Good Things Foundation is hosting a **policy conversation series** over the coming months. Digital Futures for Good episodes cover many issues - from health and poverty to emerging technologies - and feature a key guest speaker alongside Good Things' CEO Helen Milner.

Visit the [Good Things Foundation Youtube Channel](#) for more!



Logopsycom: game-changing resources for (future?) teachers

Logopsycom is dedicated to innovation for education and very active in digital skills education: among our creations, discover [D-ESL](#) to use **video games** in education and [Mooc4Tutors](#), that helps teachers to develop their **digital and entrepreneurial skills**.



The LiterAge4ALL project is fostering e-inclusion and digital health literacy in adults 50+

The LiterAge4ALL project, co-funded by the Erasmus+ Programme, is improving digital health literacy and promoting healthy ageing in adults 50+, creating accessible technology to foster the digital inclusion of those at great risk of exclusion. The project started on December 31 2023 and will last two and a half years.

Find out more [here](#).



Kypruino, Limited Edition Arduino Board

Kypruino, is an ambitious reimagining of the beloved Arduino UNO R3, designed to push the boundaries of what an open-hardware. The Robotex Cyprus Limited Edition Kypruino, a collaborative endeavor between ROBO and the Cyprus Computer Society, is a limited version, aiming to inspire and empower the next generation of Robotex engineers and makers!

More info [here](#).



MAMMoth Horizon Project

This Horizon Europe Research and Innovation Action project aims to promote diversity and inclusion in the design, development and deployment of Artificial Intelligence systems, by both building the capacity of relevant stakeholders and by providing bias-preventing AI solutions into an open-source suite. More info [here](#).

ALL DIGITAL Projects: latest news



Let's talk about GenAIEdu Webinar series is ready for the last episode! On 17/06 at 16.00!

Our webinar series 'Let's Talk about GenAI!' is coming to an end soon, but there's still time to join us! We're excited to end our series by welcoming Nicola Bruno, co-founder of Dataninja, to talk about the groundbreaking education program "Open the Box." [Register here and join us](#) on the **17th of June at 16:00**.



Save-the-date: AI4AL Final Conference at the ALL DIGITAL Summit 2024

Mark your calendars for the **AI4AL final event** that will be organised on 17 October 2024 within the [ALL DIGITAL Summit 2024](#) to learn how to make the best use of AI in adult education and gain hands-on experience about the AI4AL tools and methodologies such as [Methodological Guide](#), [AI4AI Matching Tool](#) and [Self-based learning path](#).



Green at You: OPEN CALL to ALL DIGITAL Members for Green at You Training Pilots

The Green at You project is currently designing an innovative microcredential-certified training programme to empower groups at the risk of social exclusion with essential skills for green and digital employment and entrepreneurship. ALL DIGITAL is running an **open call to offer a grant to two members** for the piloting of this training programme. See

detailed specifications [here on the Member Platform](#) and express your interest by the deadline of 7 June.



DIGITAL FIRST: Transforming informatics education in Europe

DIGITAL FIRST aims to transform informatics education in primary and secondary schools to match the needs of today's children, the digital natives. Are you an informatics teacher or a teacher teaching informatics as an interdisciplinary subject? Join our **survey** to help us understand the current context: [English](#), [Bulgarian](#), [Croatian](#), [Finnish](#), [Greek](#), [Lithuanian](#), [Portuguese](#), [Slovenian](#), [Spanish](#).



iBox in-person training: secure your spot!

iBOX is an in-person capacity building course for education and training professionals. During the LLLAB, you will be able to participate in our free-of-charge **training on 18 June** on access and participation, inclusion and diversity and digital transition and blended working methods. You can find more information and register [here](#).



Teacher 4.0 Digital: Our first newsletter is out!

Teachers 4.0 Digital empowers teachers in promoting digital media literacy and tackling disinformation in their classrooms. Read our **first newsletter** to learn more: EN – [BG](#) – [EL](#) – [IT](#) – [PL](#) – [RO](#). Follow us on [LinkedIn](#), [Instagram](#) and [Facebook](#) to stay in touch for future capacity-building opportunities.



Empowering Educators: A Digital Literacy Revolution

The [D-PAIDEIA project](#) sparked a digital literacy revolution in education through its event. Empowering educators with the DigCompEdu Framework, discussions unveiled strategies to enhance digital competencies and critical thinking. Practical insights aimed to transform teaching practices, ensuring educators thrive in the digital landscape. **Watch the webinar [here](#).**



INFINITE: Get insights about the current use of AI in Higher Education

The INFINITE project aims to empower HE academics and students to make the best use of AI for teaching and learning. [Read our recent blog posts](#) to learn about our research results on the current use of AI in HE in project countries. **Follow us** on [LinkedIn](#), [Instagram](#) and [Twitter](#) for future resources on AI tools for HE.



Digital4All: Subscribe to our newsletter!

Digital4All aims at strengthening universities' readiness, faculty, and staff's skills in supporting all learners to equally participate in digital learning experiences. Find out more on our [project website](#). Want to be the first one to know about our latest project updates? **Subscribe to our newsletter** and follow us on LinkedIn and Instagram!



MEGASKILLS: Can we use video games to train soft skills?

The [MEGASKILLS project](#) delved into the potential of video games for soft skills training in a thought-provoking webinar. From academic insights to real-world implications, experts explored the transformative power of gaming for personal and professional growth. The event illuminated gaming's role as an innovative tool in skill development. **Check the webinar [here](#).**



CONVERT: share your experience

As a part of the CONVERT project we are conducting a survey to identifying the ICT skills needed by the labour market and emerging jobs. Your experience and opinion will help us identify key areas for improvement and development of targeted training modules. [Share your experience here!](#)



The SMARTageCARE project is recruiting Ambassadors!

SMARTageCARE aims at building a Smart Ageing Ecosystem to effectively deal with changes associated with ageing (health, participation, resources, lifestyle, capabilities). The consortium is now **recruiting Ambassadors**, older adults who will follow their training and be engaged in project activities.

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

To know more about the project visit [our website](#) and stay tuned on [Facebook](#) and [LinkedIn](#).



Empowering Educators: A Digital Literacy Revolution

The [IDEAHL project](#) co-organised with other EU projects a conference where they delved into how to empower citizens by enhancing their health digital literacy. The experts discussed the [European Digital Health Literacy Strategy](#) developed by IDEAHL. **See the conference [here](#).**



The ENNE+ Project is coming to Umbria (Italy)!

This new project is ready to empower VET providers to drive transformative change in local communities through eco-innovation. The consortium will take part in the Social Hackaton Umbria 2024 in the beautiful Umbria region, Italy!

Stay tuned to our social media channels for more details! Together, let's make a difference!



The EAGLE project has started the trainings!

The project aims to create an educational methodology for adult educators that incorporates the principles of andragogy. The consortium is now developing a training for educators, covering 3 key topics: Green Skills and Sustainability, Employees' Rights in Teleworking and Digital Skills for Adult Educators.

To know more, visit [here](#).

[Facebook](#) and [LinkedIn](#).



Social Economy
Transition Skills

Fostering the Green and Digital Transition of Social Economy Organisations

The [SETS project](#) collaborated with baSE, DIGITS, Young Ambassadors, and Open Food Network to spotlight innovative initiatives for Social Economy Organisations. Bridging green and digital skills gaps, empowering SEOs and TCN women, and promoting digital social innovation were key focuses, showcasing a unified effort towards a sustainable transition. See video [here](#).



How to foster gender inclusive gaming education?

In this event, the [NuGamers](#) project spearheaded gender inclusivity in gaming education, introducing the audience to the project findings related to their most recent research on perceived barriers faced by women when they want to study STEM disciplines. The work done with focus groups will help us on the path to innovating the way VET providers in the gaming sector organise and implement their orientation activities and their curricula.

ALL DIGITAL Weeks Closing Event

The official part of the ALL DIGITAL Weeks awareness campaign **ended on 31 May**, marking another successful year of promoting digital education and inclusion across Europe. Though we have still some ongoing activities!

We invite you to **hear the inspiring stories and experiences from our national coordinators** and discover the significant impact the campaign had across Europe.

Register now [here](#)! Don't miss this insightful event!

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