

# PROJECTS NEWSLETTER

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

· ALL · DIGITAL ·  
ENHANCING DIGITAL SKILLS ACROSS EUROPE

ISSUE 3, NOVEMBER 2024

*Dear Reader,*

We are happy to share with you the 3rd Newsletter covering  
**"ALL DIGITAL Members news and ALL DIGITAL Project updates"**.

In this edition, we invite you to explore the spotlight on our members' most important updates and delve into the advancements of the projects that ALL DIGITAL is running. Our goal is to provide you with a coherent news outlet while increasing projects' visibility.

Yours sincerely,

ALL DIGITAL team

## News from our members



### Disconnecting inequalities: Rights in the digital environment outreach session

Experts and professionals will debate on digital rights and socio-digital gaps. The Ferrer Guardia Foundation invites you, on **November 28**, to learn about the results of the latest research and the most innovative experiences in the Third sector. Join us in person in Barcelona or via streaming! Link to the event [here](#).



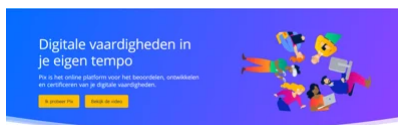
Present your work at the **EURASHE 2025 Annual Conference**

The call for contributions for the [EURASHE Annual Conference](#) is OPEN! This year's theme focuses on HEIs driving regional innovation ecosystems through a smart specialisation approach tailored to local needs. If you're working in Higher Education, applied research, or regional development, this is your chance to share your insights and impact. Deadline for submissions: **15 December**.



## AUPEX showcases its work in rural areas in the 2024 EPALE Community Conference

AUPEX participated in the [EPALE Community Conference](#) "Tech-enabled Transformation in Adult Learning and Education", focused on strategies to empower citizens by raising awareness of the impact of technologies like AI. AUPEX highlighted its work in rural areas, particularly in promoting lifelong learning and digital skills training aligned with the DigComp framework.



## Digital Skills for All: Pix Now Accessible in Dutch!

Pix is thrilled to announce the [platform is now available in Dutch!](#) Thanks to support from the Belgian Federal Government and collaboration with Flemish partners, Dutch speakers can now assess and develop their digital skills on all DigComp competence areas for free. Welcome to all new Dutch-speaking users!



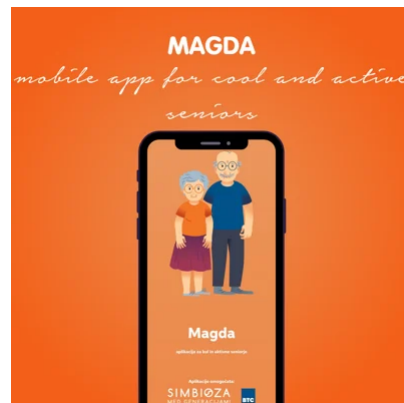
## Digitizing the folktales of a city – sharing the wisdom of the Other

The [Digifolk project](#) collects and digitizes folktales from diverse ethnic, religious, and racial communities in Nicosia, Belgrade, Ankara, and Groningen. By amplifying underrepresented voices, DigiFolk promotes unity, combats prejudice, and highlights shared cultural identity. This aligns with Erasmus+ goals of fostering awareness of EU values and celebrating diversity and heritage.

# Digital4All

## Digital4All: Empowering Inclusive eLearning in Higher Education

The [project](#) aims to support higher education institutions in providing digital learning experiences that are inclusive and equitable for all. By developing valuable resources—such as a toolkit, training course, and online repository—it strengthens the skills of academics, learning designers, and teaching staff in creating inclusive eLearning courses in Finland, Greece, Cyprus, Ireland, and Belgium.



## Magda: the digital companion for cool and active seniors

In November Magda, a free mobile app designed by Simbioza Genesis celebrated its 4th birthday. Magda is a digital learning space created during the COVID-19 pandemic to help the elderly learn how to use new technology and in turn gain independence, become equipped with more information and more included in the ever evolving society.

For more information you can [email us](#) or read more about the project [here](#).



## DigiYou - Strengthen your digital skills and pass them on to others in your community!

[DigiYou](#) trains digital mentors—young people aged 18 to 29 who are NEET (Not in Education, Employment, or Training). They gain digital support skills to assist their community. Annually, 150 Brussels residents receive digital inclusion training and can intern in neighborhood cyberspaces. A 'Digilab' project by Pour la Solidarité asbl, in partnership with Maks.



## SOS Digital Wellbeing - The smartphone is no nanny!

Excessive screen time is unhealthy for children, leading to addiction, cyberbullying, and sleep disorders. Balancing this with convenience is challenging for parents. The SOS Digiwell e-learning website offers tips for managing this, with activities for online and offline use, from the Erasmus+ project by Maks vzw (Belgium) and Santia (Czechia) - [website](#) (in English, French and Czech).



## Bridging the Digital Gap Through Reverse Mentorship

The initiative aims to enhance digital literacy among both youth and seniors, bridging the generational divide by fostering safe, trustful, and supportive intergenerational relationships and communities. The framework provides guidelines for model implementation, recommendations for youth and organizations. Learn more [here](#).



## Children Are Discovering the Future of Technology with Project-Based Complex Arduino Workshop!

The [Complex Arduino Workshop](#) introduces coding and electronics to children through fun, engaging, and progressive tasks. The workshop's theme is "Green House", and children will also learn more about environment. Children are using these techniques gradually as their projects develop: coding, electronics, 3D printing, laser cutting, and more.



## Shape the Future of Youth Empowerment Through Street Art!

**STAR 2.0** invites **youth workers and educators** to share their current skills and competencies in our [survey](#). Your insights will guide us in crafting resources and activities, tailored to your needs and that will empower young people through street art. To learn more about the project visit our [website](#)!



## **BIBLIOPUBLICA 2024 ANBPR Conference: Public Libraries Network – Dynamic Infrastructure Supporting Sustainable Development Priorities**

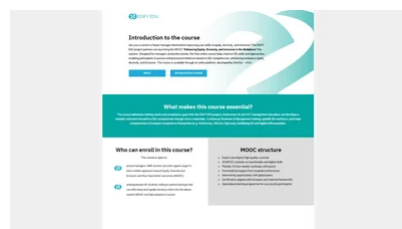
Between November 11-12, 2024, the ANBPR and BnaR organized the [BIBLIOPUBLICA National Conference](#). Themed "Public Libraries Network - Dynamic Infrastructure Supporting Sustainable Development Priorities," it featured leaders, experts, and representatives discussing sustainability, innovation, resilience, digital transformation, and emerging technologies, with contributions from Giuseppe Vitiello and Iosif Tsangko. More [here](#).



## **DigCompHub project at Intel’s Future Skills Forum '24**

ALL DIGITAL expert Stefano Kluzer was invited to present at the Forum in Warsaw on 02/12/2024 the results of the recent collaboration of the DigCompHub Erasmus+ project with Intel, focused on the alignment assessment of Intel® Skills for Innovation (SFI) Professional Development Suite with DigComp and other EU key competence frameworks.

[Video recording and documentation.](#)  
[Intel® Skills for Innovation website.](#)



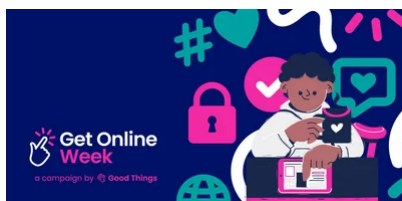
## **Online platform for the MOOC on “Enhancing Equality, Diversity, Inclusion in the workplace” by DAISSy-HOU**

The DAISSy-HOU developed the online educational platform of the project EDIFY-EDU, offering the MOOC on “Enhancing Equality, Diversity and Inclusion in the workplace” - free registration at [here](#). The Moodle based platform supports, collaboration through various features, detailed analytics and reporting tools and the issuance of open badges and certificates.



## BIBLIOTECH

[BiblioTech](#) is a project to transform school libraries into contemporary and vibrant spaces, where the promotion of a taste for reading converges with the development of learning and new digital and media literacies.



## GOOD THING FOUNDATION - GET ONLINE WEEK OUTCOMES!

Good Things Foundation's 17th [Get Online Week](#) saw over 1,000 events run by 570 UK hubs! The campaign launched at the House of Lords with the Minister for the Department of Science, Innovation & Technology, MPs, partners and supporters. Another highlight were the bus ads in Birmingham, Manchester and London!

## ALL DIGITAL Projects: latest news



### Coming out soon: Teachers 4.0 Digital Curriculum to Empower Teachers in Digital Media Literacy!

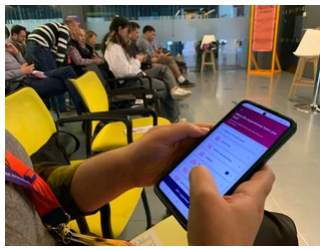
This **curriculum** aims to equip teachers with the necessary knowledge and skills to empower their students to think critically and make informed choices online. What's Inside? It covers everything from understanding misinformation and cognitive biases to fostering digital citizenship and inclusivity in the classroom with real-world issues, practical tools, and adaptable lesson plans. It will be available in 6 languages by the beginning of 2025: Bulgarian, English, Greek, Italian, Polish, and Romanian. Don't want to miss? Stay in touch by subscribing to our newsletter [here!](#)



### Check out the first educational video by DIGITAL FIRST: What's Informatics Education?

In this **1st video of the DIGITAL FIRST educational video series**, we welcome you to the world of informatics education, navigating through the expanding field of informatics, the importance of informatics education at schools, and the key role of digital skills and literacy in today's world. Thanks to our project partner T-HAP for the production of this video. You can watch it [here](#).





## Empowering Adult Learning with AI: Insights from the AI4AL Project Events at the ALL DIGITAL SUMMIT 2024!

We are thrilled to share the outcomes from **our final conference** which took place on 17 October in Madrid in the context of the ALL DIGITAL SUMMIT 2024: "Summit of Engaged Digital Citizenship"! Over 170 participants listened to our keynote speech and panel discussion participation, while over 50 participants benefited from a hands-on experience with AI4AL tools and resources in three dedicated workshops. [Check out our event report here.](#)



## INFINITE: The Transnational Report on the Use of AI in Higher Education is now available

We are thrilled to announce the **release** of the [INFINITE project's transnational report](#) on the use of AI in Higher Education across Europe covering insights from Cyprus, Greece, the Netherlands, Belgium, and Ireland. This comprehensive study investigates the current state of AI tools in HE education, exploring their applications, challenges, and implications for educators and students.



## Green at You: Expression of interest open for training programmes!

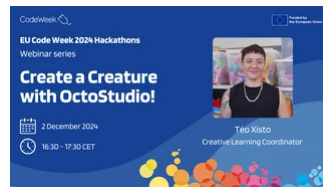
The Green at You project is preparing to launch its **innovative microcredential-certified training programme** by the beginning of 2025! The aim is to empower groups at the risk of social exclusion with essential skills for green and digital employment and entrepreneurship. Within the Green at You programme, two ALL DIGITAL members are carrying out pilots: Vulnerable communities are invited to express their interest to participate in the [Employment training on Educational Farm Operator](#) run by Local Council's Association in Malta and the [Entrepreneurship training in Sustainable Forestry Management](#) run by Media Education Centre in Serbia. Explore all trainings in Greece, Italy, Spain, Malta and Serbia [here](#).



## EU Code Week: Minecraft Play Alongs for Coding Education

Teaching coding to young learners is most effective when it's engaging, and play-alongs are changing the game. These interactive, guided sessions offer real-time coding with an instructor, turning learning into a hands-on, fun experience. Unlike standard tutorials, play-alongs provide immediate feedback, boost creativity through themed projects, and build a sense of community by bringing learners together.

Explore upcoming Minecraft Education live play-along sessions and join the journey [here](#).



## EU Code Week Webinar series continues!

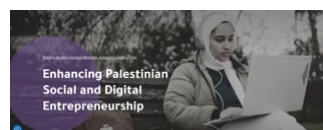
Join us on the **2nd of December** for an interactive session exploring OctoStudio, a free creative coding app for mobile devices developed by the team that created Scratch. Children can create interactive stories using photos and sounds from their neighborhood, musical instruments that play sounds when they jump, games that react to the tilt of the phone, collaborative projects with friends, and more. We'll also share resources on how to bring OctoStudio into your learning environment. Register [here](#).



## Agora: Building inclusive education and training systems – iBox project final event

This week, more than +50 civil society organisation representatives, educators, decision and policymakers gathered to discuss inclusion and the need to continue fighting for more inclusive education and training systems. Read [the new article](#) to know all about the day and see some of the best pictures of the day!

Interested in learning more about how we can make NGOs and CVOs more inclusive? Register [here and enjoy the courses](#).



## Social Digital Entrepreneurial competences needed for teachers in Palestine

In the past year, the **EPISODE project** achieved key milestones. We published a report on Social Digital Entrepreneur competencies for teachers in Palestine and developed a training curriculum. The onsite training, held in Turin with ITCILO, involved 14 trainers from Birzeit University, Al Najah University, and BuildPalestine. They explored active learning, virtual reality, and AI. Additionally, trainers attended six online sessions on digital entrepreneurship. Next, trainers will create modules for a course available to educators and supporters, fostering a resilient entrepreneurial ecosystem in Palestine. Stay tuned for the course announcement. More about the project [here](#) or contact Sara Pittarello at [s.pittarello@uni-med.net](mailto:s.pittarello@uni-med.net).





## Twin4Resilience: Project Updates!

On 27 September, the **first T4R Project Report** was submitted. Highlights include finalizing the T4R Partnership Agreement, attending three NWE Joint Secretariat events, and holding meetings in Utrecht and Amsterdam. All Period 1 activities and deliverables were completed and uploaded in JEMS. The full report is available [here](#).



## Game-Based Learning scenarios by EAGLE

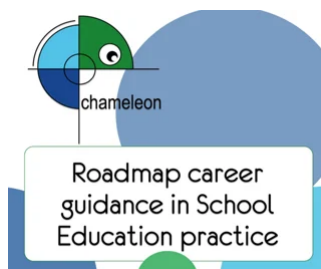
The EAGLE project team reviewed the final version of the **Game-Based Learning (GBL) scenarios**, designed to integrate andragogy principles into education. These scenarios will soon complement the developed training, providing a comprehensive approach to implementing GBL in educational settings. Click [here](#) to know more. Follow their socials to know when the training will be available: [Facebook](#), [LinkedIn](#).

Submit Your Open Educational Resource (OER) to the Eco-Digithon Challenge



## Eco-Digithon x ENNE+

Join the **Eco-Digithon**, part of the ENNE+ project, and share Open Educational Resources (OERs) to empower young learners in sustainability and eco-innovation. Support VET students (ages 14-17) in tackling real-world challenges through practical tools, green technologies, and collaborative learning scenarios. Submit your resources today! Submission guidelines [here](#).



## Chameleon's ROADMAP

Discover the **ROADMAP for Career Guidance** developed by the CHAMELEON project consortium, a co-designed model equipping students with skills for future challenges. Focused on digital, sustainable, and entrepreneurial growth, it bridges education and the job market. Download the Roadmap [here](#).



## SMARTageCARE project AD Talks webinar

The ALL DIGITAL team hosted an insightful AD Talks webinar on November 14, 2024, exploring the **future of healthy and active ageing in Europe** through the SMARTageCARE project. The session focused on shaping a **Smart Ageing Manifesto** around Citizenship, Digital Inclusion, and Health & Care. Check out [this presentation](#) to discover the event's key takeaways! Don't hesitate to reach out to be involved: [maddalena.buonamico@all-digital.org](mailto:maddalena.buonamico@all-digital.org)

## Opportunities



### Mobile World Capital AWARDS, Technologies for a Sustainable Future

TMobile World Capital Barcelona, in collaboration with GSMA Foundry and B Lab Spain, is launching [international awards](#) to recognize and reward the best innovative projects in responsible digital transition that contribute to the achievement of the United Nations' 2030 Agenda SDGs and the generation of positive impact.

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