



ALL DIGITAL

ENHANCING DIGITAL SKILLS ACROSS EUROPE

Prof. Achilles Kameas
Chair of the Board

DigComp stakeholders consultation workshop

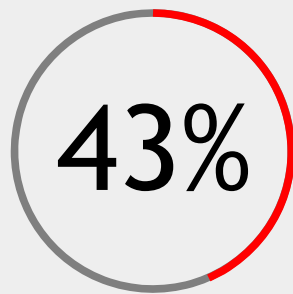
Bilbao, June 20 2019

According to Wenger, McDermott & Snyder (2002), Communities of Practice (CoPs) are *“groups of people who share a concern, a set of problems, or a passion about a topic and who deepen their knowledge and expertise in this area by interacting on an ongoing basis”*

CoP characteristics that differentiate it from a normal community:

- **The Domain:** The identity of a community of practice is defined by a **shared domain of interest**. It is not merely a network of people or a group of friends. Membership implies a **commitment** to the domain.
- **The Community:** In pursuing their interest in their domain, members engage in **joint activities and discussions**. Members willingly **help each other** and openly **share** information. Through interaction, members **build relationships** that enable them to **learn from each other**. Members don't have to meet on a daily basis but unless members **interact and learn together on a regular basis**, they are not a community of practice.
- **The Practice:** A community of practice is not simply a group of people who like the same thing (e.g. sport, a book, a TV show etc.), that is referred to as a community of interest. Members of a community of practice are **practitioners**. They share a **common practice** and they develop a **shared repertoire of resources** which can include experiences, stories, tools, ways of addressing recurring problems etc. This type of interaction needs to be **developed over time** and the interaction needs to be **sustained**.

SUPPORT THE



OF EUROPEANS WITH
INSUFFICIENT DIGITAL SKILLS

WHY WE EXIST

Our focus is to support Europeans who have an insufficient level of digital skills.

This means they have less chances to find work, to use online services, to have a better quality of life, to be included in today's and tomorrow's society.



VISION

We believe that **every European resident** should be able to exploit the benefits and opportunities created by **digital transformation**.

MISSION

To **empower** our member organisations to **support** millions of Europeans to succeed in the digital transformation by providing them with **training, advice and guidance**.

WHO WE ARE

We are a leading pan-European association based in Brussels, representing 60+ member organisations that work with 25,000 digital competence centres, providing training and advice to 3 million people in Europe every year.

ALL DIGITAL member organisations constitute one of the major European communities in the field of digital skills. The focus areas of ALL DIGITAL are identified together with our members, building on their strategic priorities and future aims.

ALL DIGITAL is a membership association with a strong foundation in its member organisations.

Three transversal areas of services to members:

1. **Capacity building**

- Access to training programmes, grants for organisational development, awards.
- Brokering for the sharing of products, knowledge and expertise between our members.

2. **Advocacy**

- Increased visibility at European level and enhanced credibility at national level

3. **Research and innovation**

- Facilitate understanding of digital transformation and education trends and how these can be applied in the work of our members.
- Access to reports and studies on areas of interest.

- Participatory procedures and governance
- Shared collaboration space
- Teams, working groups and clusters
- Repertoire of instruments, tools and resources
- Common projects
- Social and online media and platforms
- Campaigns
- Network-wide events
- Continuous and sustainable presence for **more than 10 years**

www.all-digital.org

GOVERNANCE

- ALL DIGITAL statute and code of ethics
- ALL DIGITAL annual General Assembly
- ALL DIGITAL Management Board
- Board of external experts

ENVIRONMENT

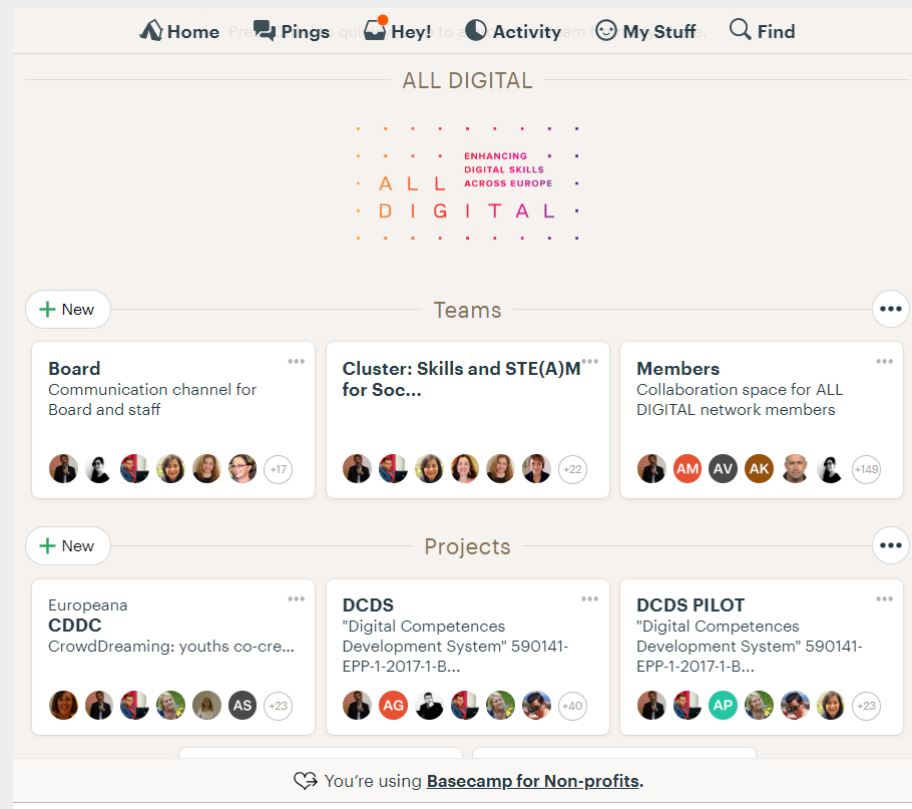
- Member of LLL Platform
- Collaboration with other networks

PROCEDURES

- Open membership - simple procedure
- Participation based on representation
- Regular online meetings of the Board - mandatory face-to-face meetings
- Mid and long term strategic plan approved after consultation
- Voting required for every major decision
- Annual presentation and approval of financial reports
- Annual members survey - collection of data - annual report

ALL DIGITAL

SHARED COLLABORATION SPACE



We use BaseCamp to exchange information and ideas, to store and share documents and resources, to collaborate and create new endeavours.

All members have free access to BaseCamp

TEAMS, WORKING GROUPS AND CLUSTERS

TEAMS

- Members
- Project teams

WORKING GROUPS

- DigComp
- Digital Cultural Heritage
- Artificial Intelligence (new)

CLUSTERS

- Basic digital skills
- Employability and entrepreneurship
- Coding
- Digital media literacy
- STE(A)M skills for society

INSTRUMENTS, TOOLS AND RESOURCES

INSTRUMENTS

- Shared calendar of events
- Funding Alert
- Trainings for members
- How to... workshops

TOOLS

- SAT on Digital Competences
- MOOCs
- Platforms and content developed in projects

RESOURCES

- Policy documents and studies
- Data
- Proposal preparation guides
- Project presentations
- Best practices
- Blogs and articles
- Member profiles
- Other digital resources (e.g. training content)

DCDS is an innovative multilingual Digital Competences Development System that provides non-formal blended training to low-skilled adults. It offers:

- Self-Assessment Tool
- Recommender System
- Base / Alternative Learning Pathways
- Assessment and online badges

DCDS is fully compatible with DigComp 2.1

www.dcds-project.eu
digitalcompetences.eu

MOOC English (en) Social networks

Addressing Global Citizenship Education through Digital Storytelling

PRESENTATION OF UNITE-IT PLATFORM

VIDEO INSTRUCTIONS

DISCLAIMER

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Enrolment options

Addressing Global Citizenship Education through Digital Storytelling

The online course "Addressing Global Citizenship Education through Digital Storytelling" responds to crucial training needs that are emerging among young people, such as intercultural and cross-cultural skills, critical thinking, collaborative and project-based learning, creativity and digital literacy.

Course participants will acquire the knowledge needed to meet the global challenges emerging in contemporary society, including sustainable development and lifestyle, social inclusion and cultural diversity, gender equality, peace and human rights, active citizenship and democracy, and learn how to engage young people in the production of Digital Stories on these challenges, both in schools and in non-formal educational contexts.

Promotion for the Brights MOOC




The BRIGHTS project developed a blended training course for secondary school teachers and trainers working with young people. It produced:

- A MOOC on Addressing Global Citizenship Education through Digital Storytelling
- A gallery of digital stories
- The first European GCE online community

www.brights-project.eu



10+ years of project management and coordination

We are currently running:

- ✓ 5 EU-funded projects as **Project Coordinator**: DCDS, Welcome, Codinc, Open-AE, CDDC
- ✓ 7 EU-funded projects as **Project Partner** with a specific role in the dissemination and exploitation activities: UMI-Sci-Ed, Ask4Job, ICT4All, ICT for the Elderly, DigInv, eMedia, DevOps

Funding programmes:

- **ERASMUS+ KA3**: BRIGHTS, CODINC, DCDS, and CDDC
- **ERASMUS+ KA2 Strategic Partnership**: Open-AE, DIGINV, Ask4Jobs, HURISTO, Smart Women, ICTskills4All, eMedia, ICT for the elderly, Pathways for employ
- **ERASMUS+ Sector Skills Alliance**: DevOps competences for Smart Cities
- **AMIF**: Digital Welcome
- **Horizon 2020**: UMI-Sci-Ed “Exploiting Ubiquitous Computing, Mobile Computing and the Internet of Things to promote Science Education”
- **EC tenders**: Digital Skills and Job Coalition, DigComp

EXAMPLES OF PROJECTS



Establishes a framework to provide the low-skilled adult European population with basic digital and transversal competences needed for employment, personal development, social inclusion and active citizenship



Boosting global citizenship education using with the help of digital storytelling techniques.



Fostering STEM education of disadvantaged youth through an inclusive educational approach based on peer learning



**DIGITAL
WELCOME**

Exchange best practices, and to develop and pilot an innovative methodology for social inclusion, including creative IT workshops and digital storytelling



Establish and support national-level digital skills multi-stakeholder coalitions



Develop an educational pathway for the unemployed to contribute to digital citizenship and digital inclusion.

OPEN-AE

Promote open source technologies in non-formal adult education

Define and assess the digital competences profiles of entrepreneurs and virtual office workers.



Support the training of educators in media literacy and digital citizenship for all




Use Digital Invasions Methodology for the promotion of cultural heritage

Design and deliver a training programme specialising in entrepreneurship and eCommerce



Enhance the attractiveness of science education and careers for young people via the use of latest technologies

- ALL DIGITAL website
- Unite-IT networking platform
- ALL DIGITAL Twitter, FB
- ALL DIGITAL newsletter
- www.all-digital.org
- <http://unite-it.eu>
- @AllDigitalEU
- Subscribe on the website



ABOUT BLOGPOSTS WORKING GROUPS EVENTS

WELCOME TO UNITE-IT: THE E-INCLUSION NETWORK IN EUROPE!








Check out our **working groups**, explore the resources, share your **success stories** or **join a discussion**.

Keep yourself informed about **upcoming events** and **latest news** in the **digital inclusion sector**.

And it's a great place to **find like-minded professionals** and **start new projects!**

WELCOME TO UNITE-IT

COMMUNITY GROUPS

 <p>Global Citizenship Educa...</p> <p>110 members</p>	 <p>EU Skills Agenda</p> <p>22 members</p>	 <p>Social Innovation</p> <p>29 members</p>	 <p>Gender Equality</p> <p>31 members</p>	 <p>Vulnerable Groups at Ris...</p> <p>51 members</p>	 <p>Education, Training and ...</p> <p>112 members</p>	 <p>Youth Employability</p> <p>50 members</p>
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JOIN OUR COMMUNITY

UPCOMING EVENTS

International Day of Education
January 24, 2019 from 6am to 11pm – Worldwide

Global Education and Skills Forum
March 22, 2019 at 9am to March 24, 2019 at 6pm – United Arab Emirates


+ Add an Event View All

POWERED BY

ENHANCING DIGITAL SKILLS ACROSS EUROPE

ALL DIGITAL

SUPPORTED BY



Unite-IT is a community of people, interested in digital inclusion and digital empowerment in Europe, to:

- exchange good practices,
- share resources and visions on digital competence for inclusion
- take advantage of successful practices already in place

[Check the video](#)

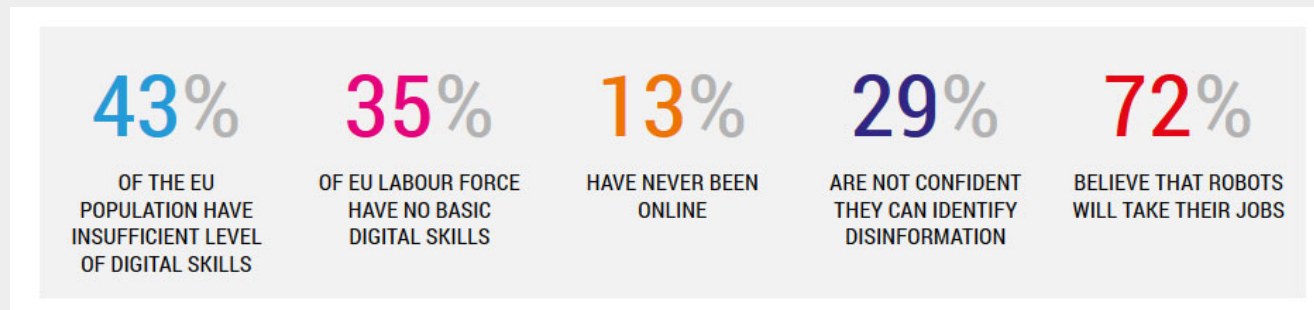
www.unite-it.eu



- an **annual digital empowerment campaign** that engages people to use technology and the Internet with confidence and skills that allow them to benefit from online opportunities
- organised in March since 2010

ALL DIGITAL Week 2019 united 2,500 partners from 31 countries to offer 3,700 events to over 130,000 participants.

Why join us for the ALL DIGITAL Week?



www.alldigitalweek.eu
#AllDigitalWeek

<http://summit.all-digital.org>

On 18-19 October 2018 in Brussels, ALL DIGITAL held its 11th annual summit under the title DIGITAL JOURNEY: FROM INCLUSION TO EMPOWERMENT. **Summit 2019 - in Bologna on 10-11 October!**



ALL DIGITAL ANNUAL AWARDS

Every year during the ALL DIGITAL Summit, we award our members that have excelled in important aspects of our mission, thus bringing us closer to achieving our vision. More information at:

<https://all-digital.org/awards-2019/>

Prizes are awarded, following the recommendations of a panel of experts for Best e-facilitator, digital changemaker, digital resource and cooperation project.







THANK YOU !

WWW.ALL-DIGITAL.ORG