ALL DIGITAL

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ANNUAL REPORT
2020

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FOREWORD

During 2020, our societies underwent rapid digital transformation, which affected every social and economic sector. The efficient adoption of digital technologies seemed the best solution at-hand, which in turn made it necessary to immediately fill the gap in digital competences.

The new framework programme that was announced by the European Commission and the policies that have been designed to implement it, all recognize digital competences as the key enabling factor to sustain the positive effects of digital transformation and the emerging forms of working and socializing. During this year of transition, ALL DIGITAL once more proved to be a trustworthy societal actor, addressing all European citizens and enabling them to benefit from digital transformation. We implemented numerous projects, some supporting competence development, some forward looking, others more research oriented; the mix clearly indicates the capacity and potential of our network. We paved the way for change at European level by establishing two very important Communities of Practice to support the evolution of DigComp and the birth of the European Digital Skills Certificate. We increased our visibility by organizing high profile events to promote ILAs and DEAP and by participating in networks and working groups. Throughout 2020, ALL DIGITAL and its members were here, tireless and active.

And now we feel strong enough to move onwards and increase our share with a new and ambitious strategy, at the heart of which lies the determination to do and achieve MORE. Our network will train more people, will support the acquisition of more competences, will produce more outcomes, will help implement more policies in more sectors. ALL DIGITAL can proudly stand on the shoulders of its members and look in the European horizon and beyond.

Prof. Achilles Kameas
Chair of the Board, ALL DIGITAL

Undoubtably 2020 was a unique year for ALL DIGITAL and its network. For the first time in history digital skills have become an absolute necessity. Digital skills are everywhere, and digital policy is very high on the political agenda.

There have been a number of recent high-profile actions, including EU Digital Strategy, Digital Education Action Plan, and Europe's Digital Decade: these are the flagship actions that will determine the work of the Commission for the next 5 years and will challenge ALL DIGITAL. Our aim is to establish ALL DIGITAL as the representative voice for digital competence development in Europe.

We present our work and achievements of 2020 in this Annual Report. We highlight the key results, we present our strategic objectives and priority actions that had determined our work in the last 3 years, and how we aligned our activities with the Strategic Plan. We explain how we influenced public policy through policy events, policy statements and recommendations. Despite the challenges, we successfully realised the ALL DIGITAL Week campaign (mainly online), organised ALL DIGITAL Summit (online), and implemented 19 projects. We launched and hosted two major communities of practice. We maintained partnership and collaboration with other European networks, organisations and industry partners. Throughout 2020, ALL DIGITAL supported and received support from 74 member organisations.

Until the beginning of December 2020, ALL DIGITAL was managed by Mr Renato Sabbadini, Chief Executive Officer, whose leadership made the organisation indisputably stronger and more forward looking. In the name of the organisation, I would like to thank Renato for supporting ALL DIGITAL.

Peter Palvolgyi
CEO, ALL DIGITAL

2020 IN NUMBERS

74 member organisations

470,000 organisations reached

35,000 TRAINING COURSES OFFERED

25,000 DIGITAL COMPETENCE CENTRES COVERED BY OUR MEMBER ORGANISATIONS

38,720 people involved in ALL DIGITAL Week's 396 events

3,500 FACEBOOK FANS

3,000 TWITTER FOLLOWERS
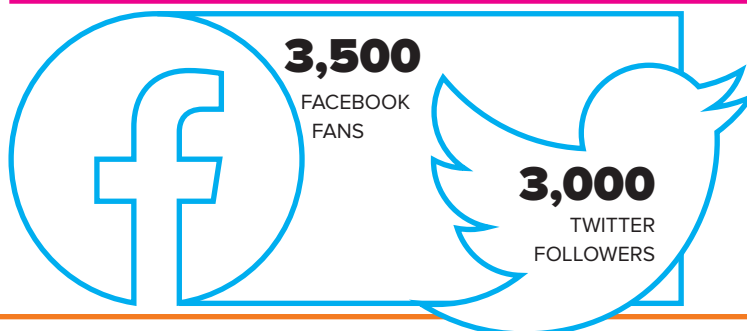
2 COMMUNITIES OF PRACTICE

7,500,000 people reached by our network

11,600 TRAINERS

1,600,000 Europeans trained by our network

1,200 members on our community networking platform Unite-IT

600+ 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

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

ALIGNMENT WITH THE STRATEGIC PLAN

Our Strategic Plan 2018-2020 entered into force in January 2018. It was aligned with our renewed identity launched in May 2017, which reflected the evolution of telecentres from access points to digital competence centres.

Our **annual Work Programme** was aligned to our Strategic Plan.

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

We worked towards ensuring the coverage of all EU countries by at least two strong member organisations in each country. In 2020 eight new members joined ALL DIGITAL from six EU countries, including a national training and certificate provider (Poland), a national ICT development centre (Finland), a regional-level training provider (Italy), a regional government (Spain), and an international training and certificate provider based in Brussels. We had 70 member organisations by the end of 2020.

We organised training and webinars to build the capacity of our member organisations. We managed four thematic clusters for supporting interactions, established and moderated two communities of practice (DigComp, Digital Competence Certificate), and continued to run the Unite-IT platform for digital inclusion stakeholders and practitioners.

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

We continued to develop our capacity to coordinate, partner, and facilitate partnerships and projects, with and beyond our membership, to exploit EU funding (we implemented more than 20 projects with our member organisations in 2020).

We were committed to lead and facilitate implementations of the DigComp framework across our network, due to its relevance to the training activities of our members. Many of our projects were aligned with the DigComp Framework; we provided services to JRC to design and test a self-assessment tool based on DigComp; established and managed a DigComp Community of Practice with more than 300 members.

We strengthened our capacity to collect relevant data and assure quality content that support our policy positions. To make the case for the digital competence centres, we invested more in effective advocacy tools.

3. Lead policy transformations at EU and member states levels

We aimed to shape and contribute to policies that impact education and training of those who lack basic digital competences, i.e., almost half of the EU population. We amplified the voice of our network by engaging policy experts to support our work and by organising policy events in Brussels or at the ALL DIGITAL Summit. We supported our members in shaping of digital skills strategies at the level of members states.

4. Strengthen engagement in partnerships and alliances with industry

We created a project-level partnership with JP-Morgan to support the re-skilling and up-skilling of unemployed people with low digital skills, with the involvement of three member organisations from Germany, Italy, and France. Our All Digital Week campaign was sponsored by Certiport. Our Advisory Board is composed of representatives from different sector areas including the business sector.

OVERVIEW OF ACTIVITIES

To ensure continuation, we ran our statutory and flagship activities - annual events, awareness-raising campaign, and awards - as they have proven to be successful and attract more and more participants every year. As in previous years, we also introduced new exciting topics such as re-skilling and up-skilling for digital transformation, supporting employability, use of open technologies in education, digital cultural heritage, social hackathons, fight against disinformation and fake news, and STE(A)M education.

Due to the extraordinary circumstances caused by the Coronavirus pandemic and the consequent impossibility to hold an in-person assembly in Brussels in May, the Board of ALL DIGITAL decided in March to hold the **General Assembly** of member organisations in May using the written procedure. The General Assembly through written procedure was quorate, and all documents were approved.

We organised one 2-day face-to-face **Board meeting** in Brussels on 20-21 February 2020. All other Board meetings took place online; the Board held seven regular meetings in addition to several ad-hoc meetings and in-camera sessions.

ALL DIGITAL Summit 2020 was organised online on 7-8 October 2020 in collaboration with our member organisations Helliwood, JOBLINGE, Digital Opportunities Foundation and with the support of the German Federal Ministry for Economic Affairs and Energy. It was converted into an online event with a hybrid component at the local

level in a few key locations where some participants were gathering locally to take part to the online event: the Radialsystem in Berlin (the original venue for the Summit), the L42 in Brussels, and in Foligno in Italy. The Summit was attended by more than 600 participants.

Our annual campaign, **All Digital Week** raises awareness on digital skills training and EU policy topics in this area, e.g., digital skills gap. All Digital Week activities took place across Europe organised by our members and other partner organisations. As the campaign period fell into the breakout of COVID-19, most activities took place online. Despite happening at the beginning of national lockdowns due to COVID-19, ALL DIGITAL with members and partners managed to organise almost 400 activities for 38,720 people.

Using an online collaboration tool (Basecamp) ALL DIGITAL ran four members-only **thematic working groups** on the following topics: 1) Coding, STE(A)M and AI, 2) Advanced Digital Skills, 3) Basic Digital Skills and Media Literacy, 4) Digital Cultural Heritage.

ALL DIGITAL also established and managed two open **Communities of Practice** on the following subjects: 1) Digital Competence Framework for Citizens (currently over 350 members), 2) Digital Competences Certification (currently over 250 members).

70% of our members have responded to the **Annual Membership Survey**. This annual activity is to collect evidence-base for advocacy and to improve our services. We collect information about our members, their outreach, services, training offers, needs of their learners, etc. In 2020, we collected data on how the COVID-19 pandemic and the consequent lockdown impacted the work of our member organisations.

Throughout 2020, we were monitoring **EU policy developments** and carrying out advocacy actions; organising own policy debates, contributing to external events and to relevant initiatives e.g. Digital Education Action Plan. We continued to advocate for the importance of digital skills and pushed to recognise the role of non-formal training providers in empowering Europeans with digital skills and bridging the digital divide. We were active

members of the European Internet Forum and the Lifelong Learning Platform. We organised a high-level event in February 2020 to explore the models and opportunities that derive from implementing **Individual Learning Accounts** (ILAs) in the 2020s across Europe.

Through our **European Affairs Service**, we provided regular news feeds explaining policy developments, e.g., European Education Area, Digital Education Action Plan, New Skills Agenda, Digital Skills and Jobs Platform focusing on aspects relevant to our members. Better understanding of the EU policy context also increased our members' capacity to successfully apply for EU funding. We provided concrete support by a bi-monthly funding alert and joint funding applications with our members.

ALL DIGITAL Awards recognize the achievements of individuals and organisations across Europe that enable people to exploit the benefits and opportunities created by digital transformation. In 2020, ALL DIGITAL Awards acknowledged individuals and organisations in three categories: 1) Best E-Facilitator, 2) Best Digital Changemaker, 3) Best Digital Resource. The finalists/winners were selected by the Jury and promoted online with videos created by nominators. The three finalists in each category were featured during the online Award Ceremony at the Summit in October.

In 2020, we continued to manage & facilitate the **Unite-IT community** with relevant content and news regarding developments in teaching digital skills and related to them EU policies, enrich the database, stimulate dissemination of good practices. Unite-IT is a platform with registered 1,200+ professionals in the field of digital skills training (teachers, trainers, librarians, ICT specialists, public servants), many of them engaged with our member organisations.

INFLUENCING PUBLIC POLICY

Our annual ALL DIGITAL Summit online conference on 7-8 October 20201 with more than 600 participants, was titled "Competences for the future".

It was opened by Commissioner for Jobs and Social Rights Nicolas Schmit and had keynotes, panels and workshops organized around four streams:

■ Towards a version 2.2 of DigComp > DIGCOMP

■ The future of digital competence centres > FUTURE

■ Recognition of digital competence certificates in Europe > CERTIFICATION

■ Lessons learned during Covid-19 > LESSONS

We organised a number of policy and dissemination events to raise awareness on EU policy agendas:

■ **Individual Learning Accounts in the 2020s** on 18 February 2020. It was a high-level event for policymakers, government, educators, and industry, with keynote addressed by Commissioner Nicolas Schmit. The event explored the models and opportunities that derive from implementing Individual Learning Accounts (ILAs) across Europe.

■ **Get Your Facts Straight! Fighting disinformation and fake news through media literacy** conference on 10 March 2020. It was the launch event of our annual All Digital Week and of the first European campaign on disinformation and fake news.

■ **Smart Cities for Smart Citizens** on 20 May 2020. This online event addressed the shortage of digital and transferrable skills in the municipalities' smart cities sector and the support of this sector's employees in their professional development.

■ **Ask4Job** online conference on 27 August 2020. The event explored pathways to support the development of digital competences and cognitive skills for low-skilled, long-term unemployed adults.

■ **Designing and Delivering VET Curricula in the Digital Age** online conference on 11 November 2020 in the framework of the European Vocational Skills Week. A group of speakers from the world of Vocational Education and Training (VET) addressed the challenges posed to the sector by the increasing need for digitized training and training on digital skills.

■ **Learning With and From Free and Libre (Floss) Culture** panel debate on 20 October 2020. The panellists debated on the use of FLOSS technologies in non-formal adult education. The event offered an insight to transferability and good practice examples of FLOSS utilisation and presented latest policy developments in the field.

■ **Digital Storytelling with Roma parents** on 3

December 2020. An international webinar presented an innovative methodology aimed at strengthening the collaboration between schools and Roma parents using digital storytelling methodology.

We promoted and exploited our key policy document, the **Digital Competences Manifesto for Enhancing Digital Competences Across Europe**. The Manifesto contains a series of key principles and recommendations under five main areas on how to maximise the impact of education and training, as powerful instruments towards a continuous development of digital competences for the European citizens:

1. The education and training offer

2. Access to education and training

3. Quality of education and training

4. European homogeneous validation

5. Sustainability and development

The Manifesto has been endorsed in total by 58 organisations from 19 European countries, and it is available in English, Greek, Italian, Polish and Spanish. The Manifesto was recognized and used in the development of Digital Education Action Plan 2020-27.

We continued to **advocate** for the importance of digital skills and push to recognise the role of non-formal training providers in empowering Europeans with digital skills and bridging the digital divide.

We provided our members with regular news feeds explaining **policy developments**, e.g., European Education Area, Digital Education Action Plan, New Skills Agenda, Pact for Skills, Digital Skills and Jobs Platform focusing on aspects relevant to members. We supported our member organisations by empowering them to advocate towards their national authorities to develop policies and strategies on digital skills and to base their arguments on European policies.

We established two **Communities of Practice (CoPs)**. Members can raise the issues of concern, join discussions, participate in working groups, exchange materials and experience, access good practices, learn from peers, share resources. The CoPs are open to everyone, individuals and organizations alike.

- The DigComp CoP has over 350 members and in 2021 it will support the revision process the Digital Competence Framework for Citizens, in partnership with the European Commission and the Joint Research Centre.

- The Digital Competence Certification CoP has more than 250 members, and in 2021 it will support a consultation process towards a European Digital Skills Certificate, as it is described in the Digital Education Action Plan.

In 2020, we

- Published a statement on the publication of the Digital Economy and Society Index 2020

- Published a statement on the publication of the Updated Skills Agenda

- Officially launched the "ILAs in the 2020s" report

- Were involved our members in testing the beta version of the new Europass tool

- Participated to the concluding event of the consultation on the new Digital Education Action Plan led by Vice President Margrethe Vestager

- Participated in the strategic dialogue with DG EMPL on the Skills Agenda organised by Lifelong Learning Platform

PARTNERSHIPS

We were an active member of the Lifelong Learning Platform and took part in several working groups: Erasmus+ Coalition, WG Digital Learning & Media Literacy, WG Europe 2020, WG Validation task force, WG Community of Project Managers, WG Wider Benefits of Learning.

We were also involved as a member in the European Internet Forum's activities, and we coordinated the debate "A European Digital Skills Strategy" held on 18 November 2020.

We collaborated with European Association of Viewers' Interests (EAVI) on the topic of disinformation and fake news and the organisation of a round table, with Public Libraries 2030 (PL2030) and European Association of Institutes for Vocational Training (EVBB) on mutually promoting each other's' initiatives and participating in joint project proposals.

We had a project-level collaboration with JPMorgan Chase; our ALL DIGITAL Summit was sponsored by Certiport; and we started discussions on close collaboration with Huawei Technologies and Everis.

IMPACT AND SUSTAINABILITY

Our activities have increased the number of people with digital competences acquired through non-formal learning; raised the level of digital literacy and use of online government services; improved employability prospects; and have better prepared youth to take on new digital jobs and ICT careers.

Currently digital skills are very high on the EU and national political agendas. ALL DIGITAL and its members – though policy recommendations, policy events and direct consultations – have greatly contributed to key policy developments such as European Education Area, Digital Education Action Plan, New Skills Agenda, the Digital Skills and Jobs Platform, and the Pact for Skills. Nearly 75% of our member organisations took an active part in consultations and discussions related to the above policies.

We worked closely with DG EMPL, DG EAC, DG HR, DG DIGIT, DG GROW, DG CNECT, DG JRC, and several MEPs. We started to take an active role in two main policy areas in collaboration with EU Institutions: the European Digital Skills Certificate (EDSC) initiative and the future of the Digital Competence Framework for Citizens (DigComp).

According to the annual membership survey and other data collected from our members, the number of citizens served by our network on an annual basis is close to 1.6 million.

We have trained over 150 trainer staff of digital competence centres in the Open-AE, Crowddreaming, Social Hackademy, Get Your Facts Straight!, ICTSkills4All, and eMedia projects.

We were awarded with eight new projects in 2020, four of which are implemented with member organisations.

ALL DIGITAL believes that digital skills are more important than ever, and we are experiencing a forced and accelerated digital transformation.

The sustainability of the organisation is based on:

- Engaging more and strong member organisations
- Providing continuous support to our member organisations and their engagement
- Playing a very active role in formulating and implementing of EU policies
- Widening the funding base and following a more ambitious fundraising strategy
- Creating new partnerships with the industry
- Increasing human and financial capacities of the organisation

MEMBERSHIP

ALL DIGITAL is about communities of people and organisations who become **empowered to create, collaborate** and grow so that they can overcome the **new combined factors of** digital, social, and pandemic exclusion.
In 2020, the network members faced many challenges due to the COVID-19 **pandemic** and national lockdowns, but many managed to turn those **challenges into** opportunities to boost the digitalization and to empower their **communities.**

The ALL DIGITAL network keeps growing and evolving. Our members are diverse in their structures, audiences, products, and skills, but they all share a common purpose of supporting communities in digital transformation.

At the beginning of 2020, ALL DIGITAL had 66 member organisations. During the year, the networkwelcomed eight new organisations. At the same time, eight other organisations left the network, some of them to come back under a different name with the similar objective of empowering citizens to learn and improve their digitals skills.

Throughout 2020, ALL DIGITAL had **74 members**, including **eight new organisations**:

- TIEKE Finnish Information Society Development Centre - Finland, https://tieke.fi

- Digital Europe Foundation - Poland, www.digitaleurope.pl

- iRights.Lab - Germany, www.irights-lab.de

- Dataninja srls - Italy, www.dataninja.it

- European Grants International Academy - Italy, https://egina.eu

- CYLDigital - Junta de Castilla y León - Spain, www.cyldigital.es

- ICDL Europe srl - Belgium, www.icdleurope.org

- Fundación Xul para la Comunicación y el Desarrollo - Spain, www.fundacionxul.org

70% of members responded to the Annual membership survey for 2020, which, among other questions, asked to provide feedback and input on the network work and services.

According to our members, the most useful services of the network in 2020 were learning about other members' activities and about relevant EU policy initiatives or opportunities. That was a change in preferences in comparison with all the previous years, when the most important benefits were seen in participating in the General Assembly and ALL DIGITAL Summit. Participating in the Summit was still ranked third by members, but apparently the online event could not beat the in-presence experience. Among other benefits that members underscored there were Funding Alerts, participating in the General Assembly and All Digital Week, and implementing projects together with other members.

2020 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 four focus areas of ALL DIGITAL: Basic Digital Skills and Media Literacy; Advanced Digital Skills; Coding, STE(A)M, and AI; Digital Cultural Heritage

- Participation in the General Assembly and ALL DIGITAL Summit

- ALL DIGITAL Awards category Best Digital Resource targets 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 'Training Opportunities' section on our website 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.

UNITE-IT

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 1,200 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 also 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 2020, 100 blogposts and 34 events were posted on the platform, curated and edited by ALL DIGITAL staff.

COMMUNICATION, EVENTS & CAMPAIGNS

Our communication efforts strive to support our advocacy work, promote our **members and their** activities, build new and strengthen existing partnerships **within the** network and with other associations, and thereby raise the profile of ALL DIGITAL and our members. Thanks to our capacity to reach various audiences, communication and dissemination is ALL DIGITAL's key role in most of the projects we implement.

In 2020 we continued our communications work increasing our visibility and advocacy at European level, reinforcing ourselves as an important player in the field of digital skills and inclusion. In parallel, we stay in close communication with our members to understand their needs, support, and advocate for them.

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

- Official website www.all-digital.org (5,800+ monthly visits on average with peaks around key activities)

- Newsletters (1,300 subscribers)

- Community site www.unite-it.eu (1,200+ members)

- Social media: Facebook (3,500+ fans), Twitter (3,000+ followers) & LinkedIn (670+ followers)

- Project websites and social media for Biblio, Smart-DevOps, STEAMonEdu, Social Hackademy, CDDC - Crowddreaming, Open-AE, ICTSkills4All, ICT4theElderly, ReStory, DigInv, Digital SkillShift, Get Your Facts Straight

- Lifelong Learning Platform newsletter & members' Basecamp area

- Partners' channels & other pan-European platforms (European Internet Forum, EPALE, digitalskillsmap. com, etc.) to share educational resources, training, events and initiatives

- Participation in working groups, steering committees, etc.

- Our own and external 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.

■ Seven policy events discussed relevant policy initiatives and issues:

— "Individual Learning Accounts in the 2020s" on 18 February, in Brussels and streamed online, with Commissioner Nicolas Schmit

— "Get Your Facts Straight! Fighting disinformation and fake news through media literacy" on 10 March in Brussels and streamed online;

— Smart Cities for Smart Citizens online on 20 May;

— Ask4Job project final event Developing Digital Competences and Cognitive Skills of Low-Skilled Unemployed Adults online on 27 August;

— Open-AE project final event Learning with and from Open and Libre (FLOSS) Culture online on 20 October.

— Designing and Delivering VET Curricula in the Digital Age online on 11 November

— Digital Storytelling with Roma parents online on 3 December 2020.

We attended and actively contributed to other stakeholders' events, where we spread our messages and promoted our network, members, and projects: EIF breakfast debates, Media Literacy Expert Group meetings, DEAP Education Hackathon, EC and EESC events, Internet Governance Forum Village.
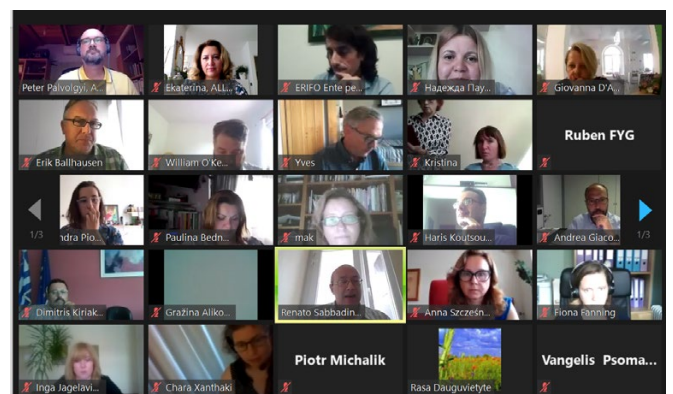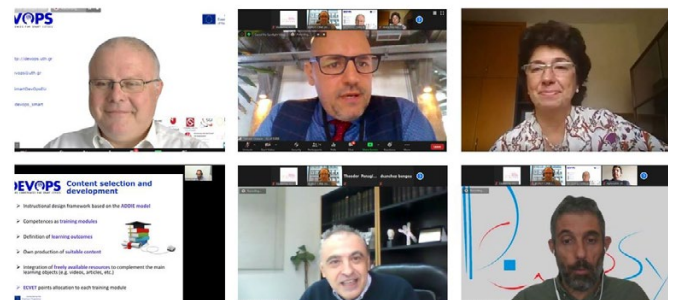
ALL DIGITAL Summit "Competences for the Future"

On 7-8 October 2020, ALL DIGITAL organised its 13th annual summit in collaboration with our German members **Helliwood, JOBLINGE, and Digital Opportunities Foundation**. The event was supported by the **Ministry for Economic Affairs and Energy of the Federal Government of Germany**, which had the Presidency of the European Union from 1 July to 31 December 2020. The German Government had made **digital learning one of the key priorities** for education and training during their EU Presidency.

The original place for the Summit was supposed to be Berlin, but due to the increase of COVID-19 cases in many European countries, the ALL DIGITAL Summit 2020 was converted into an online event with a hybrid component in a few key locations where some speakers and moderators gathered locally to take part in the online event. These locations were: the Radialsystem in Berlin – the original venue for the Summit; the L42 in Brussels; and our member EGInA's office in Foligno, Italy.

Thanks to our partners, the technical support of the platform (Microsoft Teams) was managed from Berlin, while a series of high-level guests, including from the Federal Ministry for Economic Affairs and Energy, broadcast their speeches from the German capital through the main platform channel.

This year, inevitably, Covid-19 did not only determine the format of the event, but also became the invisible thread that connected all the topics in the programme. Historically

pandemics have been precipitators of crisis and accelerators of change. A future that seemed near, but not yet close, has suddenly been thrust upon us: teaching and learning from home, working from home at a rate thought inconceivable before, finding ways to stay close to those we could not stay close to, acquiring skills that we never thought we would need.

A deep rethinking of what had been done during the first months of the pandemic; understanding this new world we are in; assessing which competences we will need the most to continue to thrive; how to improve skills on our own and the methods to help others improve theirs; how to increase the recognition by as many subjects as possible of the skills we have acquired – these thoughts had driven the choice of the ALL DIGITAL Summit's theme **"Competences for the Future"** and the following **four streams of subjects** running through keynotes, panels, workshops, and lightning talks, i.e.:

■ Towards a version 2.2 of DigComp > **DIGCOMP**

■ The future of digital competence centres > **FUTURE**

■ Recognition of digital competence certificates in Europe > **CERTIFICATION**

■ Lessons learned during Covid-19 > **LESSONS**
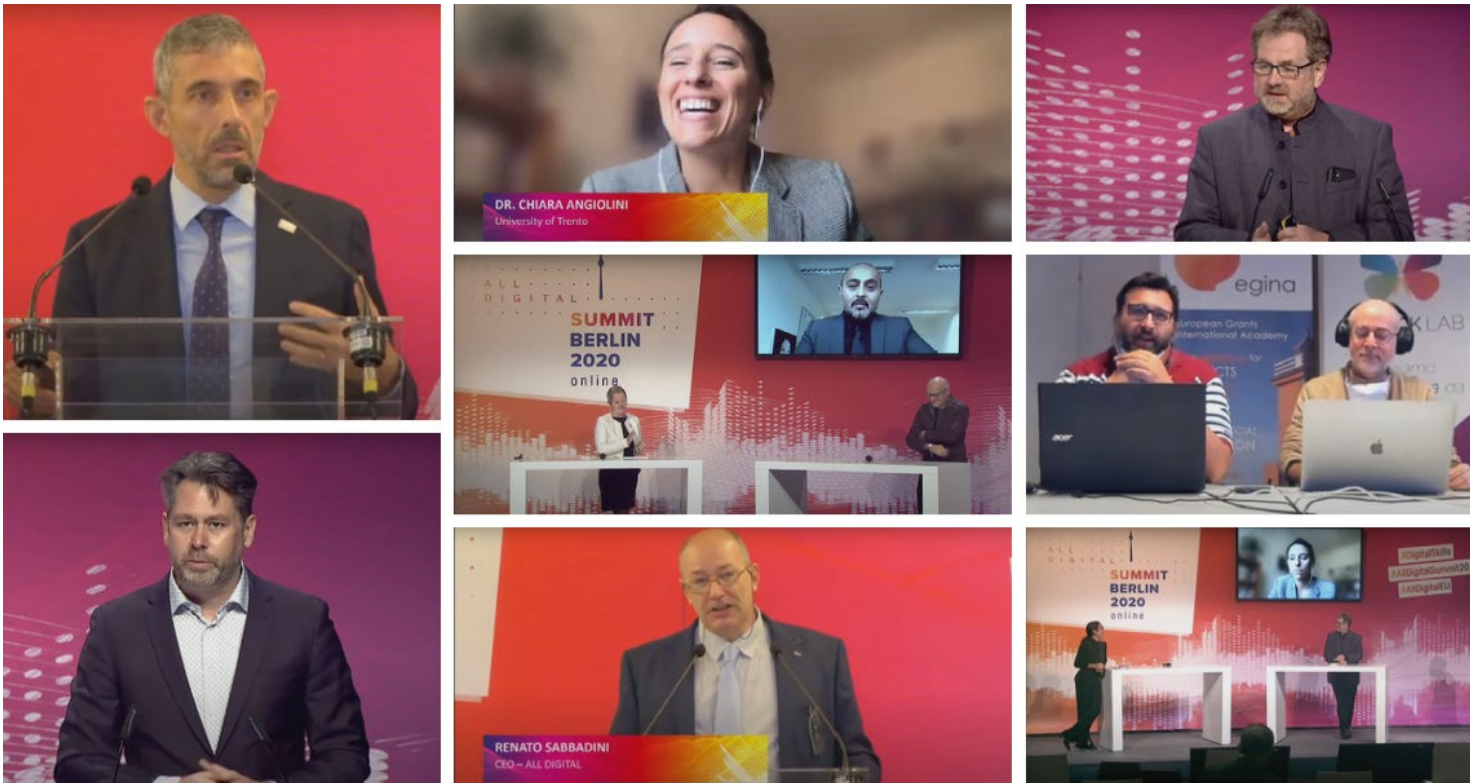
Extra sessions were grouped under 'Heritage'.

The Summit engaged 40 speakers and offered a variety of keynotes, panel discussions, presentations, workshops around those topics, and specifically highlighted the experience of two projects: Crowddreaming: Youth Co-Create Digital Culture – CDDC and Digital SkillShift.

It is estimated that at least 600 people participated in the Summit via the platform, while the first day video had over 9,200 views.

- Live Streaming of plenary sessions on Day 1

- Live Streaming of plenary sessions on Day 2

- Playlist with workshops recordings

- Programme with links to speakers' presentations and blogs

- Speakers
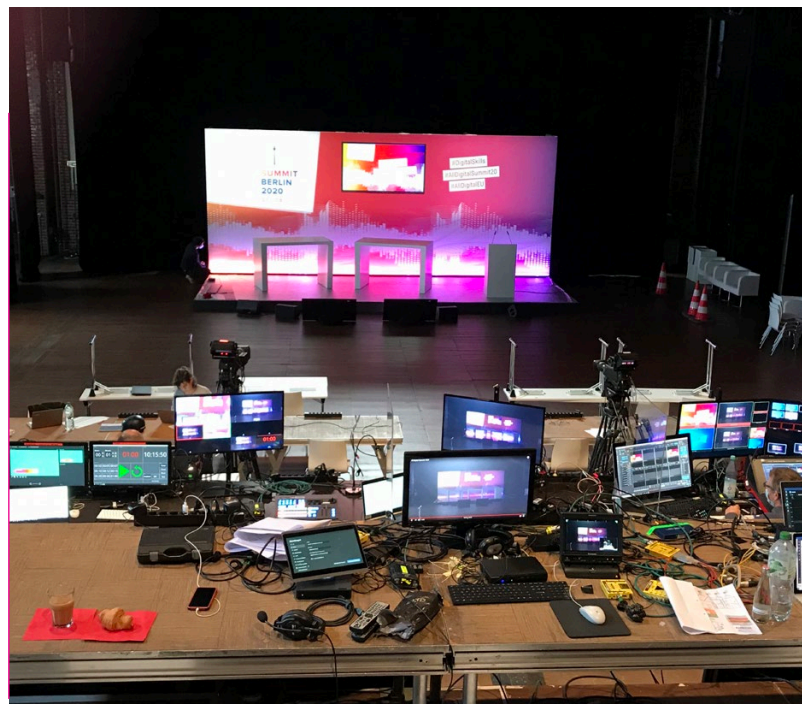
ALL DIGITAL Awards

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.

ALL DIGITAL Awards 2020 celebrated the finalists and winners on 7 October online during the ALL DIGITAL Summit 2020:

- **Best E-Facilitators**: Katerina Hadjigeorgiou, Cyprus, Robotics instructor from Frenaros (nominated by Cyprus Computer Society), and Maria Angeles Leal García, Spain – e-facilitator from NCC Montehermoso, Digital Competence Centre of the Digital Skills Programme for Employability in Extremadura / AUPEX

- **Best Digital Changemaker**: Jean Guo, CEO and Co-Founder of Konexio; Paris, France

- **Best Digital Resource**: 'Turtle Coding Box' by Helliwood, Germany

Blog: Meet ALL DIGITAL Awards Finalists

Blog: Celebrating ALL DIGITAL Awards Finalists and Winners

Watch the Awards Ceremony
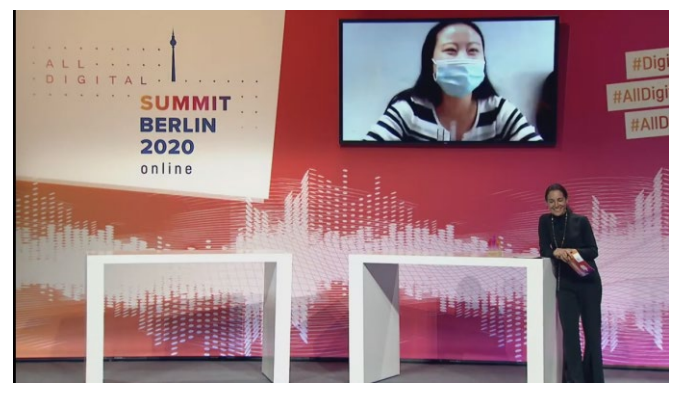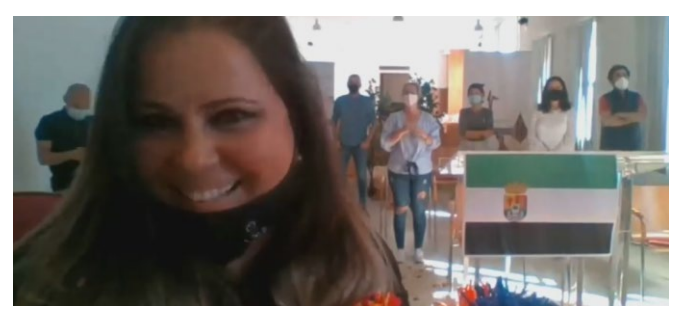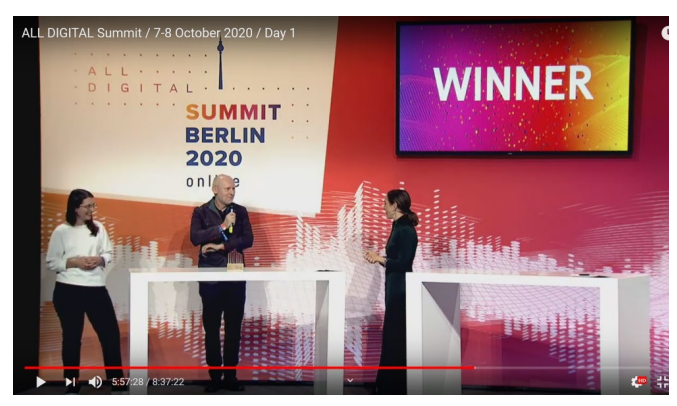
ALL DIGITAL Week

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. It raises awareness on digital skills training and EU policy topics in this area, such as digital skills gap.

All Digital Week 2020 aimed to:

◼ Advocate for a lifelong learning approach to enhancing digital skills

◼ Promote media literacy and critical thinking

◼ Build trust in technology by developing cybersecurity and online safety skills

◼ Develop skillsets for workforces affected by digital transformation

The campaign was organised by 20 national partners, was kindly supported by Certiport and ran in strategic partnership with major European organisations: Lifelong Learning Platform, Europeana, Public Libraries 2030, CEPIS, and European Cybercrime Centre of Europol.

All Digital Week 2020 fell into the very breakout of COVID-19, when things were changing every day, and all partners had to transform their work immediately to respond to the crisis and move most of their activities to an online format. To support our partners, we created Stay at Home Digital Toolkit – collection of **resources in English** for learning and leisure taken from various lists and groups in the 'education and training' communities. We also organised a series of video interviews where our members shared their experience of working in the pandemic and how they supported their communities.

The campaign was still **launched** in a face-to-face event on 10 March in Brussels and was streamed online. 27 representatives of civil society organisations, educators and media literacy practitioners gathered for the event "Get Your Facts Straight! Fighting disinformation and fake news through media literacy".

Despite happening at the beginning of national lockdowns, ALL DIGITAL with members and partners managed to organise almost 400 events (mostly online) for 38,720 people.Those included media literacy events, training on effective telework; helpdesks for teachers moving their work online, helplines for citizens teaching them how to make video calls.

◼ All Digital Week 2019 online report

◼ Launch Event recording

◼ Video interviews on working in the pandemic

PROJECTS

AMeLIE
"Advanced Media Literacy Education to counter online hate-speech"

PERIOD: 01/09/2020 — 31/08/2022
FUNDING: Erasmus+ KA2 - Strategic Partnerships for school education
COORDINATOR: EGInA srl
WEBSITE: coming soon; Facebook: @AMeLiE.EU

The AMeLiE project addresses the issue of online hate speech. The aim is to train teachers and representatives of school communities (school managers, digital facilitators, but also representatives of families) on a specific methodology, which goes beyond basic computer skills and focuses on the formation of advanced media literacy skills for those in educational roles. The methodology is based on an Italian project, Parole Ostili, promoting kind speech and supporting educators.

The project foresees the creation of three Intellectual Outputs:

- Blended training course for educators

- Virtual Network of schools for countering online hate-speech

- Policy Recommendations for policy makers and educational institutions

AMeLiE is structured in three training phases:

- First phase, 10 trainers (with expertise in media literacy) of the partner organizations will be trained on the specific methodology of AMeLiE and on innovative techniques for training and teaching.

- Second phase, a group of 25 teachers and representatives of the school communities (chosen from the schools participating in the project as associated partners) will test the methodology thanks to the blended course and the interactive platform of the project.

- Third phase, each trained teacher will have to involve at least 5 colleagues or people belonging to the school community, thus reaching a core of 150 people who will have experienced the methodology and tools offered.

At the end of the project, at least 3,000 students from the partnership countries (Italy, Belgium, Greece, Romania, Germany) will be involved, including other countries and other communities thanks to the Virtual Network and the central role of the "pilot" schools.

ASK4JOB
"Adult Skills for Job Oriented Breakthrough"

PERIOD: September 2017 — August 2020
FUNDING: ERASMUS+ KA2 Strategic Partnerships for adult education
COORDINATOR: E.RI.FO. Ente per la ricerca e formazione, Italy
WEBSITE: https://www.ask4job.net
FACEBOOK: @Ask4JobProject

Ask4Job produced a set of tools to assess, educate, and recognize digital competences. This result was achieved through the realization of three products:

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

- Capability MOOC - The educational pathway was designed and implemented in a blended mode. The theoretical and procedural aspects were delivered through the MOOC, while experiential laboratories (workshops) allowed a collaborative peer-to- peer learning process.

- Appreciative Validation - The piloting phase, which involved 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
FUNDING: ERASMUS+ KA2 Sector Skills Alliances
COORDINATOR: University of Bari Aldo Moro, Italy
WEBSITE: https://www.biblio-project.eu
FACEBOOK: @DigitalBiblio
TWITTER: @digital_biblio

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.

In 2020, the project analysed the training needs and offers in the library sector and identified two emerging job profiles: Community Engagement and Communication Officer and Digital Transformation Facilitator. For each profile, partners started to design a modular VET curriculum.

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

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

- 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.

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

CDDC
"Youth Co-Create Digital Culture"

PERIOD: January 2019 — April 2021
FUNDING: ERASMUS+ KA3 Social Inclusion
COORDINATOR: ALL DIGITAL
WEBSITE: http://www.crowddreaming.eu
FACEBOOK: @CrowddreamingEU

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 embedded in 'the Europa Square' - a physical square 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. The Crowddreaming methodology utilises digital cultural heritage as means for inclusive education and promotion of European values among youngsters.

The CDDC scales up the best practices by creating a formalised methodology used by teachers in schools. This process entailed analysing teachers' needs and developing a curriculum that enables teachers to learn about digital cultural heritage and get skills to guide and lead the workshops with young people to create the digital scenes. In 2020 the project consortium developed and delivered the MOOC, which 137 teachers completed. Teacher's training was followed by piloting of the Crowddreaming methodology in Croatia, Greece, Italy Latvia. 1631 students (13-19 years old) participated in 210 workshops and created 236 digital thanksgiving scenes. The 80 best digital scenes were uploaded to the Europa Square digital monument.

Europa Square exists in two formats: (1) Augmented Reality format, which was installed at the premises of all participating schools and (2) Virtual Reality format. This action was taken to address the challenge of presenting the digital scenes in an online environment because any public gatherings and events were not allowed due to COVID-19 restriction measures. Europa Square was inaugurated at the ALL DIGITAL Summit 2020.

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

PERIOD: September 2019 — July 2020
FUNDING: European Commission Joint Research Centre
COORDINATOR: ALL DIGITAL

The project aimed 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 created was a 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

The key stages of the project were:

■ 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
■ Make the first test on the initial item bank among 150 individuals in Ireland.
■ Carry out Psychometric and Statistical analysis (including Factor analysis) of results, refine item bank as necessary.
■ Make the 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.

DIGINV "DIGigital INVasions for the Promotion of Cultural Heritage"

PERIOD:
September 2018 — August 2020
**FUNDING: ERASMUS+ KA2 Strategic Partnerships**
COORDINATOR: Municipality of Bevagna, Italy
WEBSITE: http://www.digitalinvasions.eu/
FACEBOOK: @diginv

The main objective of the project is to valorise 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 project challenges the idea of sterile visits to museums and other cultural 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, 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. DIGINV project organised training activities for Cultural Operators in Italy and "Digital Invasion" events in Cyprus, Hungary, Italy, and Malta. Due to the COVID-19 pandemic, the training activities planned in Italy were postponed to 2021.
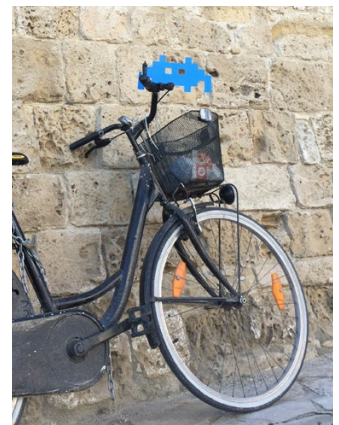
Digital SkillShift

PERIOD: December 2018 — June 2021
FUNDING: J.P. Morgan Chase Foundation
COORDINATOR: ALL DIGITAL
WEBSITE: https://digitalskillshift.eu/

The Digital Skillshift project created a scalable training programme on digital and soft skills to help unemployed people who have difficulties finding a job due to their lack of digital skills to access job opportunities. The target audience were short-term unemployed (below 12 months), low-skilled adults within an age group of 20 to 40 years old. It created a curriculum to reskill and upskill these citizens for the role of a Digital Assistant to provide them with digital competences for employability. It was piloted in France, Germany, and Italy with a target of 225 beneficiaries completing the course and 150 finding work placements as a result.

There were significant challenges faced in reaching trainees and employers during the pandemic period in 2020. The materials were adapted by each implementing partner to fit the regional contexts of the pandemic. This effort was very well received. Overall course feedback was broadly positive as participants reported feeling the training helped them to develop more confidence and competence with digital skills and modern work modalities. These outcomes showed similar trends across all three implementing partners, showing that the methodology for course implementation was sound.

Results:

- More than 50 companies / employers in 3 countries were involved in the context analysis

- More than 300 participants were identified and enrolled in training, from which 220 participants completed the course.

- There was promotion of the project to the ALL DIGITAL network during the 2019 and 2020 Summits where more than 200 digital competence centre partners learned about the project.

DocEnhance – "Enhancing skills intelligence and integration into PhD programmes"

PERIOD: January 2020 — December 2022
FUNDING: Horizon 2020
COORDINATOR: The Arctic University of Norway
WEBSITE: https://docenhance.eu
NEWSLETTER: https://docenhance.eu/newsletter/
TWITTER @DocEnhance, **LINKEDIN** @docenhance

DocEnhance aims to enhance transferable skills intelligence and integration into existing PhD programmes by involving the non-academic sector in developing a more employment and innovation-oriented curriculum for PhD programmes, facilitating work-based learning and business-education partnerships through developing PhD courses, and tracking of PhD graduate career paths.

During the first year of the project, partners published an open Career Tracking Survey for recent PhD graduates from partners' universities to better understand career paths of doctorate holders, including skills utilisation and added value of the doctorate. The partnership also launched the online platform to access open educational resources to enhance PhD curricula and connect with academic and non-academic institutions EU-wide.

DREAMS "Digital Education Among Roma Minorities in Schools"

PERIOD: September 2019 — March 2021
FUNDING: ERASMUS+ KA2 Strategic Partnerships
COORDINATOR: MAKS vzw, Belgium
WEBSITE: https://all-digital.org/projects/dreams/
FACEBOOK: Dreams

The DREAMS project aimed 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 was 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 was achieved through digital storytelling technique with low-skilled Roma parents. Digital storytelling was used to highlight a societal problem, the drop out of Roma children from schools, discrimination, segregation, lack of opportunities.

DREAMS was implemented in Romania, Bulgaria, and Belgium. The project was based on exchange of adult education methodologies of involved countries. Roma parents learnt how to tell and edit digital personal narratives based on their personal life experience as a digital illustration. Digital stories aimed to create empathy from the educational environment towards Roma children and would be call for action to think about changes and pathways that help resolve the problems that Roma children and parents face.

Video summing up the project

eMedia "Media literacy and Digital citizenship for All"

PERIOD: September 2018 — August 2021
FUNDING: rasmus + KA2 Strategic Partnerships
COORDINATOR: La ligue d'enseignment, France
WEBSITE: https://all-digital.org/projects/emedia
FACEBOOK: @emedialiteracyproject
MOOCs: https://formation.laligue.org/course/

The focus of the eMedia project is to promote education by educating active and responsible citizens in the digital world. This is done through the production of MOOCs and three educational booklets teaching digital practices, to be used for the training of the educators in non-formal and formal education centres on robotics and coding, digital media literacy and digital content creation.

The project developed and promoted a Handbook on Educational Robotics and a Handbook on Media Literacy. It also developed three MOOCs addressed to educators: Educational Robotics, Media Literacy, and Online Expression.

Get Your Facts Straight

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

The "Get Your Facts Straight" targets 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 five hours for each group separately and five hours of activities where young people and parents come together. The training outline was developed 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. After completing the training, participants understand what disinformation is and how to identify it online; become more aware of the danger that disinformation poses to their private sphere, society and democracy, and how to respond.

The training programme was tested in 2020 during the first COVID-19 lockdown. Consequently, partners needed to adapt the training to an online context. The transformation and piloting were very successful, as almost 900 (250 was the target) people participated in the training activities organised in seven EU countries. The piloting experiences are collected and analysed in the piloting report. In parallel, partners ran a social media campaign to raise awareness about the importance of media literacy and critical thinking. Campaign activities reached over 1 million Europeans. Consortium upgraded the Training Toolkit for educators to support them in the implementation course after the piloting and collected the most valuable resources tested during the piloting and compiled them on the project resource hub.

Project activities and results were presented at a workshop during the European Week of Regions and Cities 2020 and at the Media Literacy Call 2020 Information day.
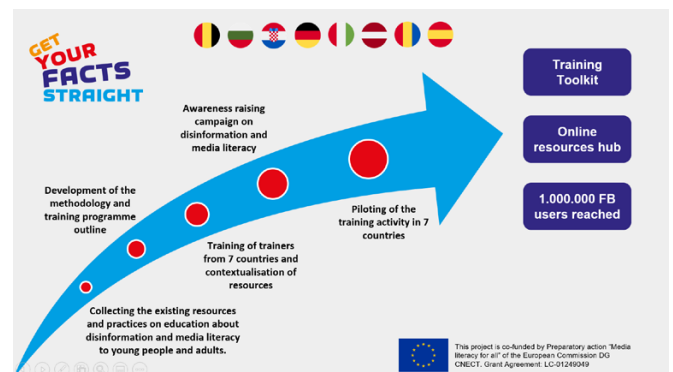
ICT4Elderly

PERIOD: September 2018 — December 2021*
*extension subject to formal approval by Maltese E+ NA
FUNDING: ERASMUS+ KA2 Strategic "Strategic Partnership for adult education"
COORDINATOR: Malta Communication Authority, Malta
WEBSITE: https://ict4theelderly.com
FACEBOOK: @ICT4theElderly

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. 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, they were planning to select individuals through a call for applicants to take part in the pilot training sessions as ambassadors of the project and empower their peers. Two pilot training sessions were planned - one in Malta and one in Berlin in April and May 2020 involving 24 older adults in total as ambassadors.

However, as partners were starting to select participants for the two trips - to Malta and to Berlin - and to make preparations for the training sessions, COVID-19 pandemic hit, and the training sessions were postponed. They kept being postponed throughout 2020, while partners used this time to improve the curriculum. Partners kept contact with selected participants through webinars. The project got its first extension of six additional months and is expected to be further extended till the end of 2021.

In 2021 partners are planning to deliver the training and produce policy recommendations for policy makers and training providers how to reach older adults and improve their digital literacy.

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

PERIOD:
September 2018 — February 2021
FUNDING:
ERASMUS+ KA2 "Strategic Partnership for adults"
COORDINATOR:
University of Porto, Portugal
WEBSITE: https://up.pt/ictskills4all/
FACEBOOK: @ICTskills4All

ICTskills4All project aimed at fostering digital skills, self-confidence and online safety of older people aged 55 years and over who have minimal or no engagement with digital technology.

ICTskills4All was coordinated by the University of Porto and involved five partners from five countries (Portugal, Poland, Latvia, UK, and Belgium).

The project developed and piloted an intergenerational and peer-to-peer ICT Learning Programme to improve confidence, digital skills, and online safety of older people with no or basic digital skills in four of the project countries. The key project results are summarised below:

- Report on existing online resources to improve digital skills in older adults, including type of information and content;

- Report on intergenerational and peer-to-peer educational programs to improve digital skills in older adults;

- ICTskills4All Learning Programme;

- Project Recommendations based on the results of training activities, for further transferability and upscaling of the project results.

The ICTskills4All Learning Programme includes a dedicated online platform with information, training tools and resources addressed to older people with low digital skills, and face-to-face support using the intergenerational and peer-to-peer approaches addressed to those who have no digital skills. The platform is available in project languages: English, Latvian, Polish, and Portuguese.

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

PERIOD: November 2018 — October 2020
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 achieved this by developing a modular curriculum based on free and open source software and culture. The Curriculum addresses educators working in the non-formal adult education sector and aims to reinforce their digital skills.

It consists of 18 modules mapped to DigCompEdu framework and covers transversal and specific digital skills by utilising open education approach. The Open-AE consortium produced an online Toolkit that enables the implementation of the Curriculum by using several Open Educational Resources (OERs) and learning scenarios available on Open-AE Online Academy in six different languages.

These project outputs were tested in four countries (Belgium, Italy, Spain and Switzerland) through an Open-AE Course pilot completed by 89 e-facilitators. Based on the evaluation of the piloting activities, the project partners produced the Guidelines for transferability and up-scaling of project results, aimed at both educators working in the non-formal adult education sector and policymakers.

Open-AE project is the first structured attempt to promote the FLOSS culture as a whole in adult education. The high number of participants directly involved in the Open-AE training activities (twice as much as planned) and their overwhelmingly positive feedback on this experience proved the effectiveness of Open-AE in improving teaching and digital skills of e-facilitators through a modular blended course for adult learners based on open source education.

RAYUELA "Empowering and educating young people for the internet by playing"

PERIOD: October 2020 — September 2023
FUNDING: Horizon 2020
COORDINATOR: Universidad Pontificia Comillas, Spain
WEBSITE: https://www.rayuela-h2020.eu/
FACEBOOK: @RayuelaH2020
TWITTER: @rayuela_h2020
LINKEDIN: @rayuela-h2020

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

RAYUELA proposes a series of solutions to help the EU in the prevention, investigation and mitigation of cybercrime related to online grooming, cyberbullying and human trafficking, while incorporating the perspective of gender and cultural diversity. RAYUELA will develop a serious game environment to act as an enabler and amplifier of the project's research methodology, which will allow modelling, in a friendly and non-invasive manner, online habits and user profiles related to cybersecurity and cyber criminality based on a large and diverse sample covering the most representative geographical areas in Europe.

The project's research methodology together with the analysis of the massive data gathered through the serious game will provide law enforcement agencies (LEAs) with scientifically sound foundations to define appropriate policies and measures. RAYUELA's serious game will have an educational purpose and will pay special attention to drivers for new forms of cyber criminality, such as the ever-increasing number of internet-connected devices (IoT) or the dissemination of 'cybercrime-as-a-service' (CaaS) business models.

Re-STORY – "ReWrite your story"

PERIOD: September 2020 — August 2022
FUNDING: KA202 - Strategic Partnerships for vocational education and training
COORDINATOR: University of Peloponnese (UOP), Greece
WEBSITE: https://restorytocare.eu/
FACEBOOK: @erasmusrestory

ReStory project aims to develop a methodology based on storytelling practices for professional caregivers and e-facilitators working with elderly people. The aim of this methodology is to help elderly people gain an active role in society by producing cultural products, such as digital storytelling dance and physical theatre performances, stop motion video, video dance, and literature. Project's target groups are professional caregivers and e-facilitators working with elderly people.

The purpose is to arm the caregivers and e-facilitators with skills that will help elderly people regain an active role in society. During piloting, 140 professionals and trainers will take part in the programme and improve their skills. After the training, caregivers will have the opportunity to use a handy tool that will help them assist their beneficiaries (end users of the project), the seniors, to create their own stories and recreate them by working together through the techniques of artistic means.

In 2020 the consortium implemented online focus groups with caregivers and e-facilitators as well as a desk survey across Europe.

Smart DevOps
"DevOps Competences for Smart Cities"

PERIOD: January 2019 — December 2021
FUNDING: ERASMUS+ KA2 "Sector Skills Alliances"
COORDINATOR: University of Thessaly, Greece
WEBSITE: http://devops.teilar.gr
FACEBOOK: @SmartDevOpsEU, **TWITTER:** @devops_smart

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. ALL DIGITAL leads communication and dissemination work package.

In the first year of the project, the consortium conducted needs analysis to identify competences needed for Smart City (SC)/Municipal professionals. In 2020, three emerging job profiles were identified: SC Planner, SC IT Manager and SC IT Officer. Consortium prepared a VET curriculum and educational programme combining digital and transferable skills for each profile, corresponding to their roles and tasks. The educational programme consists of: (1) Smart DevOps MOOC and (2) three specialisation courses. The MOOC was conducted between October 2020 and January 2021. 938 professionals and students from 58 countries participated and 234 completed it.

ALL DIGITAL together with partners organised three online events: Digital transformation – digital skills of smart city executives' workshop, Key competences for smart cities stakeholders, and Designing and delivering VET Curricula in the Digital Age.

HackAd
"Social Hackademy"

PERIOD: January 2020 — January 2022
FUNDING: Erasmus+ KA3 Social Inclusion
COORDINATOR: ALL DIGITAL
WEBSITE: https://socialhackademy.eu/
FACEBOOK: @hackadeu

The #hackAD project wants to foster young people's (age 16-29) digital skills and competences from disadvantaged backgrounds by implementing collaborative educational activities based on the Social Hackademy co-creation methodology. The methodology empowers young people by helping them acquire and develop digital skills to find digital solutions to social challenges and improve trainers' capacity to foster digital skills of youth at risk of social and digital exclusion.

This is done through Social Hackademy Labs, which combine training courses on Visual Design, Web Design and Native Mobile App Development, and Social Hackathons, which utilise a co-creation and multidisciplinary approach for solving real societal challenges.

In 2020, the project consortium developed curricula for all three training courses and a Handbook for trainers, launched Social Hackademy Online Platform, and prepared a Training for Trainers to be organised in 2021. It also prepared an introduction to the Social Hackademy methodology and developed guidelines for piloting training courses and hackathons in Croatia, France, Greece, and Italy in 2021.

STEAMonEdu
"Competence development of STE(A)M educators "

PERIOD: Period: January 2020 — December 2021
FUNDING: ERASMUS+ KA3 Support for Policy Reform, Forward Looking Cooperation Projects (FLCPs)
COORDINATOR: Computer Technology Institute and Press "Diophantus" (CTI), Greece
WEBSITE: https://steamonedu.eu/
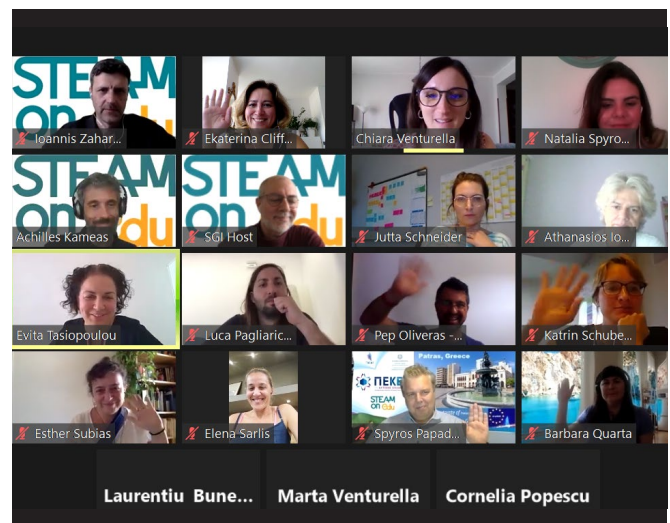**FACEBOOK:** @STEAMonEdu
TWITTER: @STEAMonEdu

STEAMonEDU project aims to increase the adoption and impact of STE(A)M education by investing in the community of stakeholders and the professional development of educators.

This is achieved first by identifying the necessary STE(A)M competences and the skills required for teaching STE(A)M and then by providing targeted training of educators supported by a set of instruments. The training will be implemented as a blended course that will include a MOOC.

In 2020, the project Consortium achieved the following key results:

■ A collection and analysis of 66 STE(A)M Education practices and 20 policies available on the STEAMonEdu online community.

■ 285 STEAMonEdu platform registered users (educators and practitioners, including from project partners organisations).

■ Development of the STEAM Educator Competence Framework, which was evaluated by more than 300 educators from all over Europe through an online survey (completed in 2021).

■ Reached at least 7,000 people through events; at least 20,000 through websites and newsletters; 709,000 through social media.

■ ALL DIGITAL organised five capacity building webinars addressed to project partners and contributed to the production of an internal Policy Influence Toolkit.

■ ALL DIGITAL hosted a project online event during ALL DIGITAL Summit 2020, which was replicated in December 2020.

■ Partners started developing the STEAMonEdu MOOC to be delivered in 2021.

THREE-D-PRINT

PERIOD: September 2020 — August 2022
FUNDING: Erasmus+ Strategic Partnerships for Adult Education
COORDINATOR: EU15, UK
WEBSITE: https://www.3dprint-training.com/

The aim of the THREE-D-Print project is to provide support for the educational and training challenges related to equipping the future workforce with relevant and needed skills to participate in the 3D printing revolution.

The project produced a guide on how to introduce 3D printing in adult education and will create and pilot a training programme on 3D printing for adult trainers. The key focus of the project is on providing an entry-level, easily accessible course that could motivate adults with fewer qualifications. Foster creativity, innovation, experimentation and a DIY maker mentality that can be usefully employed in an entrepreneurial as well as an industrial setting.
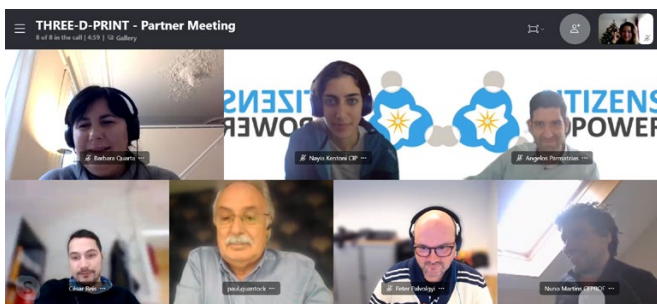
THE MEMBER ORGANISATIONS

List of members A-Z by country

BELGIUM
- BECODE
- BRUXELLES FORMATION
- DIGIPOLIS – DIGITAAL.TALENT@GENT
- EDUCENTRUM
- ICDL EUROPE
- 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

FINLAND
- TIEKE – FINNISH INFORMATION SOCIETY DEVELOPMENT CENTRE

FRANCE
- EMMAÜS CONNECT
- KONEXIO
- SIMPLON.CO

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

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

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

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- ASSOCIATION STUDY CENTER CITY OF FOLIGNO
- CUBIT - CONSORTIUM UBIQUITOUS TECHNOLOGIES
- DATANINJA
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- GUGLIELMO MARCONI UNIVERSITY
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- OPEN GROUP SOCIETA' COOPERATIVA SOCIALE ONLUS
- STATI GENERALI DELL'INNOVAZIONE (GENERAL STATES OF INNOVATION, SGI)

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

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

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- MALTA COMMUNICATIONS AUTHORITY (MCA)

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- HAN UNIVERSITY OF APPLIED SCIENCES

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

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- EDUCATING FOR AN OPEN SOCIETY ROMANIA FOUNDATION (EOS)

SLOVENIA
- SIMBIOZA GENESIS SOCIAL ENTREPRENEURSHIP

SPAIN
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- AUPEX: FOLK-HIGH-SCHOOL ASSOCIATION OF EXTREMADURA
- BASQUE COUNTRY'S NETWORK OF FREE PUBLIC TELECENTERS – KZGUNEA
- COLECTIC
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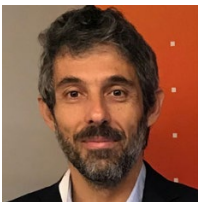**SWEDEN**
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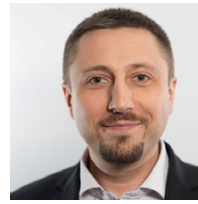- GLASGOW CALEDONIAN UNIVERSITY
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(until September 2020)

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Digipolis Gent
Belgium

(until November 2020)
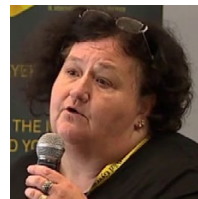
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Our Team

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Chief Executive Officer

(until December 2020)

PETER PALVOLGYI
Chief Operating Officer

BARBARA QUARTA
Chief Programmes Officer

ALESSANDRA ACCOGLI
Programme Officer

BORUT CINK
Programme Officer

EKATERINA CLIFFORD
Communication and Membership
Manager

GABRIELA RUSEVA
Programme Officer

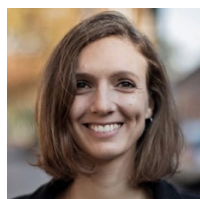**PIA GROENEWOLT**
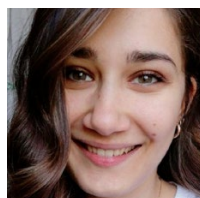Programme Officer

TIZIANA PARRETTI
Programme Officer

VICTORIA SANZ
Events, Communication and
Administration Officer

Interns supporting ALL DIGITAL in 2020

FEDERICA TAEKO CENTRA

EMANUELA MAROTTA

FINANCIAL OVERVIEW

INCOMES - EXPENSES STATEMENT 2020

OPERATING INCOME	**632.176,73**
Membership fees	**27.532,86**
Corporate support	**37.584,73**
EU tenders	**77.498,00**
EU projects	**482.572,21**
EU-funded projects	357.572,21
Operating Grant	125.000,00
Other operating income	**6.988,93**
Sponsorship of Annual Summit	721,33
Sponsorship ALL DIGITAL Week	5.000,00
Reimbursement of expenses	1.267,60
OPERATING CHARGES	**605.912,06**
Services and other goods	227.422,56
Remuneration, social security, taxes	377.043,71
Other operating charges	1.445,79
FINANCIAL INCOMES AND CHARGES	**2.282,63**
Other financial incomes	1,28
Other financial charges	2.283,91
RESULT OF ORDINARY ACTIVITIES	**23.982,04**
EXTRAORDINARY CHARGES	**2.454,32**
Membership fees not paid (before 2020)	2.000,00
Invoices not paid (before 2020)	454,32
BALANCE OF THE FINANCIAL YEAR	**21.527,72**

BALANCE SHEET 2020

ASSETS	
FIXED ASSETS	**5.538,90**
Financial assets	5.538,90
CURRENT ASSETS	**766.690,48**
Customers	3.500,00
Amounts receivable	57.275,53
Liquidity reserves at bank	74.850,46
Cash at bank and in hand	630.672,09
Deferred charges	392,40
TOTAL ASSETS	**772.229,38**

LIABILITIES	
SOCIAL FUNDS	**176.514,74**
Reserves	75.000,00
Accumulated profit/loss	79.987,02
Profit/loss of the financial year	21.527,72
AMOUNTS PAYABLE	**595.714,64**
Suppliers	14.884,18
Taxes, remunerations, social security	26.460,90
Holiday pay provisions	42.426,80
Grants to be transferred to project partners	259.125,47
Accrued charges and deferred income	252.817,29
TOTAL LIABILITIES	**772.229,38**

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1000 BRUSSELS

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