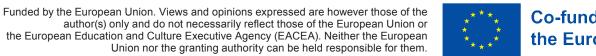


## ALL DIGITAL Weeks **2024** Report





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# The campaign

**725 EVENTS** 

17 International Events

8CORE THEMES 22 National 19 Strategic Partners 70.000 Participants

Co-funded by the European Union

Microsoft

25+ Countries Covered

131 Event Organisers

# Enhance Your Digital Skills

ALL DIGITAL Weeks 2024 ran for 3 weeks from 13-31 May. The campaign was supported by the European Commission, Microsoft and Certiport and involved international and national partners, as well as 131 participating organisations in different European countries. The campaign involved more than 40.000 participants in local events covering training, courses, lectures aimed at enhancing their digital skills.

The campaign built on what was achieved in 2023 and on its contribution to the success of the European Year of Skills, promoted by the European Commission. ALL DIGITAL Weeks 2024, on the occasion of the European elections in June, put aspects of digital democracy, civic participation and social responsibility into focus. Challenges

arising from disinformation online and a lack of information literacy for a large portion of Europe's citizens were in the spotlight, as much as initiatives, solutions and tools fostering participation, equity and inclusion. Artificial Intelligence technologies simultaneously promise and threaten to change the way we work, learn, create content, form decisions and interact in digital environments. In 2024 the AD Weeks highlighted how we can promote opportunities and limit risks generated by the emergence of AI.

The campaign actions were underpinned under the motto "Enhance your digital skills" which is a call to action for all European citizens and every individual living in Europe to learn new skills, both basic and advanced, to be able to face digital transformation with confidence.

## **Objectives**



to maximise the impact and visibility of participant organisations' events on digital skills, training and education



to create dialogue among policymakers, stakeholders and experts on digital education



to foster the dissemination of EU projects and activities focused on enhancing digital skills and competences for the digital transformation.

### **Core Themes**

The three weeks of the campaign focused on the following specific core themes under which all the training and events will be organised at international and national level across Europe:

- Digital Skills for "Equity, Diversity and Inclusion" from basic to advanced
  - Sub themes: Digital skills for life, employment, and reskilling for all
  - Sub themes: migration, democratisation, gender gap, ethnicity
- DigComp and Digital Skills Certifications
   (MyDigiSkills, European Digital Skills Certificate, DigComp Hub)
- Digital media literacy and culture
- Cybersecurity and safer internet
- Digital Skills for Environment and Sustainability (reference to Twin Transition, GreenComp, SDGs)
- Digital Skills for specific sectors (libraries, cultural and creative industries etc..)
- The application of AI (Artificial Intelligence) in education and training



The international launch event for the ALL DIGITAL Weeks 2024 campaign, themed "What's next for Digital Skills? Beyond the European Year of Skills and the European Elections", took place on May 14, 2024. Hosted at the prestigious Microsoft Technology Center in Brussels, the event boosted the ongoing

conversation surrounding digital literacy and skills development.

As the digital landscape continues to evolve, the ALL DIGITAL Weeks 2024 campaign aimed to address pressing issues such as digital democracy, civic participation,

social responsibility, the impact of artificial intelligence, and the crucial role of digital skills in employment, entrepreneurship, innovation and social inclusion. With an emphasis on digital media and information literacy, cybersecurity, and wellbeing, the campaign underscored the growing importance of digital competences for European citizens and residents alike to face the digital transformation with confidence.

The launch event welcomed an impressive lineup of keynote speakers and panelists, including: **Georgi Dimitrov**, Head of Unit "Digital Education," DG EAC, European Commission, **Jeremy Rollison**, Head of EU Policy, European Government Affairs, Microsoft and **Elisa Gambardella**, President, Lifelong Learning Platform.

Artificial intelligence, disinformation, an ongoing skills

revolution and rapidly evolving ways to teach, learn and develop education content: the challenges and opportunities for digital education and skills development abound. With the review of the Digital Education Action Plan launched in April 2024 by the Commission, you can shape its future.



Georgi Dimitrov

Head of "Digital Education" Unit,
Directorate-General for Education,
Youth, Sport and Culture

European Commission

In his intervention **Georgi Dimitrov** focusing on the DEAP highlighted that: "In 2024, digital education and skills development take center stage as challenges and opportunities including artificial intelligence, disinformation or an ongoing skills revolution - to name but a few – abound. We need focus and dedication to move forward and with the review of the Digital Education Action Plan launched in April by the Commission,

we invite you to shape its future."

To empower everyone to thrive in the European economy, we have a collective responsibility to bridge critical skill gaps in areas like Al, cybersecurity and sustainability.



**Jeremy Rollison** Head of EU Policy, Senior Director, European Government Affairs Microsoft

empower everyone to thrive in the European economy, we have a collective responsibility to bridge critical skill gaps in areas like AI, cybersecurity and sustainability".

**Jeremy Rollison** stressed that "To

Elisa Gambardella Lifelong Learning Platform

For Europe to thrive in the digital era we need all people to be able to understand, navigate and take action also in the digital dimension of our lives. At the end of the European Year of Skills and on the eve of the EP Elections we cannot solely focus on high-order digital skills, but we must have high ambitions to invest in digital basic skills and in digital citizenship education to empower all people in Europe to fully participate in society.

Elisa Gambardella highlighted: "For Europe to thrive in the digital era we need all people to be able to understand, navigate and take action also in the digital dimension of our lives. We cannot solely focus on high-order digital skills, but we must have high ambitions to invest in digital basic skills and in digital citizenship education."

The event continued with a dynamic panel discussion titled "Digital Skills: Equity, Citizenship, Entrepreneurship, Cybersecurity" which featured different perspectives on the relevance of digital skills in the way we learn, work and live and insights from esteemed experts: Anna Carrero,

DG EMPL, European Commission; Nina Olesen, European Cybersecurity Organisation; Stefano Kluzer, Research, ALL DIGITAL; Guillem Porres, Fundacio Esplai; Elin McCallum, Bantani Education;

> Stella Meyer, The Lisbon Council.

The day ended with an enlightening session focused on the Al applications for the future of skilling. Following this, participants engaged in a valuable networking

session, seizing the opportunity to build synergies and exchange ideas for future collaborative actions and projects.

Check the launch event programme. Check the recordings of the International Launch Event here. The pictures are available here.





In the framework of the ALL DIGITAL Weeks 2024 campaign ALL DIGITAL, in collaboration with Mediawijs organised a conference highlighting local and regional approaches to digital inclusion in Brussels, featuring perspectives from academic research and good practices from around Europe.

Digital inclusion remains one of the biggest challenges of the digital transformation. Considering the increasing digitalisation of essential services, the labour market and social and democratic participation, it is those parts of society which already face exclusion or are otherwise disadvantaged who risk being further disconnected and left behind the most.

In addition, there is a lot of attention on this year's European elections, and on the EU's regulatory power continuing to make great strides in the digital sector with the AI Act, the Digital Services Act, and the Digital Market Act. However, digital inclusion measures are ultimately implemented on the local and regional level, and in many parts of Europe local elections are taking place simultaneously

with the European elections.

The event, attended by 91 participants from 20 countries, was opened by Altheo Valentini, the President of ALL DIGITAL, followed by Alenka Le Compte representing Mediawijs, and Gerardo Franco, Europe Philanthropies Lead at Microsoft who hosted the event at their Brussels Technology Centre.

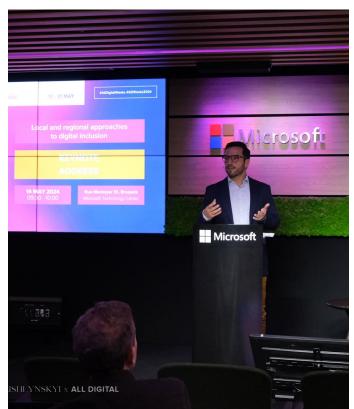


ALL DIGITAL President, Altheo Valentini stressed that "We try to use the projects (where ALL DIGITAL is involved) as a cooperation opportunity to bring innovation to the digital education sector and also produce something that can be used at local level by our members as a follow up opportunity with a different target group"

Gerardo Franco: "We face two major challenges when bringing our regional/ national strategies to local level, one of them is ensuring coherence and cohesiveness: as you translate from national or regional to local level, things might get lost along the way). The second one is ensuring we have efficiency and scalability of our initiatives".

The keynote lecture centred on a research project about "Localising digital inclusion policy: A comparative analysis of local policy responses to digital exclusion in Belgium, France, and Norway", presented by **Dr. Sarah Anrijs** from MICT-UGent and **Paola Verhaert** from SMIT-VUB, who led the research. The report highlighted that "the main challenges that local government face in working on digital inclusion:

- finding suitable and sufficient staff
- generate internal support
- inter-municipal cooperation
- private partnerships
- lack of finance



Alenka Le Compte, Digital Inclusion Expert with Mediawijs followed by presenting her organisations work in supporting, local governments on digital inclusion in Flanders. She underlined that: "I strongly believe that the place where we need to support these people (i.e. people who have some lack of digital literacy) is at a local level, at local community center [...] where they can ask their digital question and digital support. So it is up to us, (the digital inclusion expert or digital inclusion organization) to make sure that this local organizations getst all the tools and skills in order to support people"

The event continued with a panel of inspirational practices, and good practices from Belgium and Europe". It consisted of Josie Vranken from District09, the IT partner for the city of Ghent, Flanders, Veronique de Leener from CABAN, the Collective of Digital Accessibility Actors in Brussels, representing Belgian perspectives.



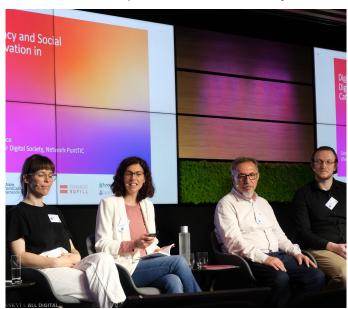




They were supplemented by further European examples with Liliana Arroyo, Director General for Digital Society with the Catalan government presenting the Catalan Digital Alliance, and Miomir Rajcevic, presenting the Media Education Centre, a non-for-profit NGO promoting information literacy in Belgrade, Serbia. The session was moderated by Norman Rohner, Policy Officer at All Digital.

The event was rounded out by a networking workshop and small group Q&A and discussion session with each small group facilitated by the individual speakers.

Watch the recap video here: Recap













#### **ADWeeks 2024 Closing Event**

On the 19th of June 2024, ALL DIGITAL hosted an online international closing event for the ALL DIGITAL Weeks 2024. During the webinar, we had the opportunity to share the achievements and learnings related to digital education, empowerment, and inclusion gained during the 2024 campaign. The event included invaluable support from our national coordinators, who are current members of ALL DIGITAL. These coordinators played a crucial role in connecting with local organizations dedicated to enhancing digital skills in their respective countries. They ensured the campaign's visibility, managed local partnerships, and monitored performance at the national level.

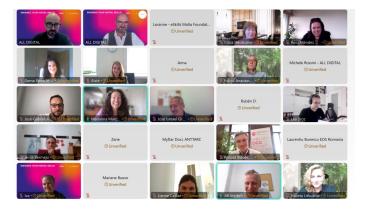
Embracing the campaign's motto,
"Enhance Your Digital Skills," our national
coordinators organized and promoted
a variety of events, conferences,
courses, and training sessions that
equipped diverse population groups with
essential digital skills and education.
These initiatives aimed to boost digital
knowledge and skills in the eight core
areas covered by our themes. The
national coordinators organized and

promoted events, conferences, courses, and training aimed at increasing the digital knowledge and skills of their participants in the areas covered by the 8 core themes:



- Digital Skills for employment, entrepreneurship and innovation (reskilling and up-skilling for all from basic to advanced skills)
- Digital Skills in "Equity, Diversity and Inclusion" – from basic to advanced (migration, democratisation, gender gap, ethnicity

- DigComp, DigCompEdu and Digital Skills Certifications (MyDigiSkills, European Digital Skills Certificate, DigComp Hub)
- Digital media literacy and disinformation
- Cybersecurity and safer internet
- Digital Skills for Environment and Sustainability (reference to Twin Transition, GreenComp, SDGs)
- Digital Skills for specific sectors (education, cultural and creative industries, transportation, health...).
- The application of AI (Artificial Intelligence) in education and training



Marianna Marcucci, deputy chair of the ALL DIGITAL board, opened the event and highlighted the campaign's success over the three-week period. She emphasized the diverse range of national events and impressive achievements.

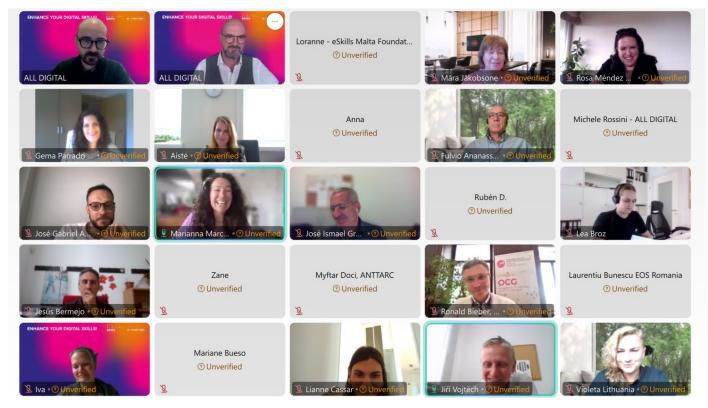
Afterwards, **Peter Palvolgyi**, CEO of ALL DIGITAL, took the floor to explain more about the numbers and objectives of the campaign, which was co-funded by the European Commission and supported by industry partners like Microsoft. ALL

DIGITAL partnered with 22 National coordinators, who disseminated the results and engaged partners and participants in their respective countries. To ensure the European visibility of the campaign, ALL DIGITAL engaged with 19 strategic partners, who also promoted and supported our campaign and activities.

Following these introductory remarks, the floor was given to Rosa Mendez Calvo from Somos Digital and Gema Parrado Leon from AUPEX. They discussed cybersecurity, digital skills for employment, and Al. Rosa, with Somos Digital, organized an event called "CiudananIA Digital," which focused on the application of AI in Education and Training. The event brought together experts from different companies and an audience of more than 200 people. Gema Parrado Leon explained how AUPEX worked to improve digital skills among unemployed people, with a special focus on the core themes of this year's campaign. AUPEX organized 74 events, with around 700 participants, helping people develop critical thinking and stay safe online. Gema emphasized that these efforts had a significant impact on their community in the Extremadura region of Spain, and that the goal is to continue reaching more people.



The second topic was discussed by the two National coordinators from Malta:



Lianne Cassar from the Local Council's Association and Loranne Avsar from eSkills Malta. Lianne Cassar focused on how they could engage more people with training sessions and how social media could influence the elections that took place in Malta on June 8th. The video created to promote both the ALL DIGITAL Weeks and the elections, with a call to action to use the vote, reached more than 6,000 views, successfully reaching the target audience. Loranne was the next speaker, presenting all the events organized in Malta within the framework of the ALL DIGITAL Weeks 2024.

The third point was presented by **Mara**Jakobsone from LIKTA. Mara discussed how it was possible to organize up to 300 events with more than 150 national and regional partners in Latvia. They aimed to address both the topics proposed at the European level and specific topics proposed for each territory by LIKTA. The strong connections established with national and regional partners also led

to new partnerships with organizations outside the network.

DigComp, DigCompEdu, and Digital Skills Certifications were all points discussed with Fulvio Ananasso from Stati Generali dell'Innovazione, an organization striving to integrate digital transformation and education. SGI organized 21% of their events in the field of Digital Skills for employment, entrepreneurship, and the application of AI in education and training. However, they didn't overlook other relevant themes of the campaign. They achieved this by organizing a macro event divided into several micro events. each related to multiple themes, in order to reach more people and cover a broader range of topics.

The next speakers represented the Knowledge House of the University of Minho and Vila Verde: José Gabriel Andrade and José Ismael Graça. The topics chosen by the University of Minho are crucial for digital transformation and

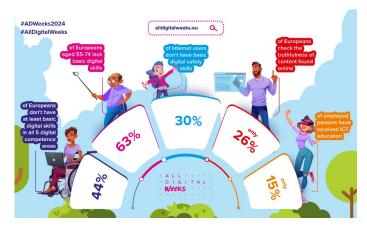
social inclusion, especially in northern Portugal, where they were most active during the campaign. Fighting disinformation and developing skills in education and cultural creative industries were key themes discussed during the three-week campaign in Portugal. The third theme focused on equity, diversity, and inclusion in access to digital skills—an important topic for our Portuguese partners who believe that everyone should have the opportunity to develop digital skills.

Next, Violeta Čiuplytė Bogdanovič from the Association "Langas j ateitj" (LIA) and Lithuanian local ambassador Aistė Bartulė took the floor. Over the three weeks, Violeta explained how they focused on three themes: cybersecurity, digital skills (from basic to advanced), and safer internet practices, including Al in education. These topics were chosen because of their close relationship with the Lithuanian Public Library network, which comprises more than 150 libraries across the country. The library visitors and staff formed their main audience, primarily consisting of working-age adults and seniors. The three themes also translated into three webinars: the first dedicated to digital immunity, the second on staying connected, and the third addressing challenges children face online, including bullying. Violeta also mentioned that, in cooperation with a Human Rights documentary film platform, they watched films on uncomfortable topics such as digital rights and responsibilities, fake news, and hate crimes on social networks. The campaign had a significant impact in Lithuania, as

demonstrated by the numbers shared by Aistė.

The last country experience came from the Czech Republic, represented by Iva Walterova (CEO of EPMA), who is also the Chair of the ALL DIGITAL Weeks Board committee. Despite being a small community in Czechia, EPMA organized 18 events during the three weeks, attracting thousands of participants across all age groups. They collaborated with public, private, and non-profit sectors. EPMA's approach was broad, covering most of the topics related to the ALL DIGITAL Weeks rather than focusing specifically on one. Zuzana Krejcova specifically discussed their online teaching, projects, activities, and events organized in the Czech Republic to raise awareness in the country, highlighting the achieved results.

After a quick recap of the campaign in Austria by Ronald Bieber (CEO of the Austrian Computer Society), the floor returned to Iva Walterova for the closing comments of the webinar. Iva expressed gratitude to everyone for sharing their experiences and thanked Andrea Bedorin (Senior Communications Officer at ALL DIGITAL) for organizing the closing event and serving as the campaign coordinator.



# nternational events

13-15 May

**Local Democracy for Global Impact** 

ALDA Festival - Barcelona, Spain

**14 May** 9:30-13:00

Local and regional government approaches to digital inclusion

ALL DIGITAL and Mediawijs conference - Brussels, Belgium

**14 May** 14:00-16:00

INTERNATIONAL LAUNCH EVENT

What's next for Digital Skills? Beyond the European Year of Skills and the European Elections - Brussels, Belgium

**16 May** 10:00-11:30

Fostering the Green and Digital Transition of Social Economy Organisations
Webinar organised by the SETS project

**17 May** 10:00-12:00

Can we use video games to train soft skills?

Webinar organised by MEGASKILLS project

**21 May** 16:00 - 17:00

Let's talk about GenAl! Ehancing equity and inclusion with the use of Al Webinar organised by GenAlEdu project

21-22 May

The Digital Storytelling Festival

**22 May** 19:00 - 20:30

How to Build Media Maturity at Home

Webinar (not only) for parents organised by the European Parents' Association, the European Network of Steiner Waldorf Parents, and the Norwegian Steiner School Parents' Association

22-23 May

Stronger Together – Fostering Transnational Cooperation in Applied Universities
EURASHE 33rd Annual Conference - St. Pölten, Austria

22-24 Mav

The EVENT - European Agenda for the Future of VET Event organised by EfVET, EVBB, EVTA - Brussels, Belgium

**23 May** 

Stay sharp during elections – How cognitive biases and media influence our decisions

ebinar organised by SALTO Participation & Information

**28 May** 10:00 - 11:00

Empowering Educators: A Digital Literacy Revolution Webinar organised by D-PAIDEIA project

**28 May** 

How to Build Media Maturity at Home

Webinar (not only) for parents organised by the European Parents' Association, the European Network of Steiner Waldorf Parents, and the Norwegian Steiner School Parents' Association

**29 May** 

**Effective Empowerment of Innovation Ecosystem Actors** for Better Healthcare Delivery and Well-Being

29 May

A New Paradigm of Healthy and Active Ageing in Europe

19 June

ALL DIGITAL WEEKS CLOSING EVENT

6, 21, 27 **MAY** & 7 **JUNE** 

AI4AL webinar series

## **AI4AL Online-Capacity Building Programme**



#### 6-27 MAY & 7 JUNE

The Al4AL online capacity-building programme consisted of 4 workshops organised during the months of May and June in parallel with the ALL DIGITAL Weeks 2024 campaign. Each workshop was specifically designed to equip educators and trainers, as well as their organisations, with the knowledge and tools to integrate Al in their practices and organisations.

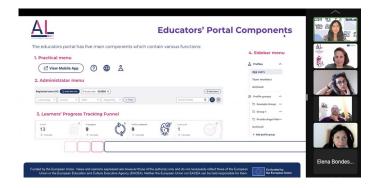
## Workshop 1: Facilitating Al Integration: Strategies for Methodological and Technological Transfer

In this very first workshop attended by 12 adult educators and trainers from Belgium, Bosnia Herzegovina, Greece, Italy, Romania and Spain, experts in facilitation methods from EAEA and EGInA guided participants through strategies and tools to effectively integrate AI solutions into their teaching practices. **Read more here.** 



#### Workshop 2: Exploration of the AI4AL matching tool

The second session showcased the innovative AI4AL Matching Tool designed using the ESCO and DigComp frameworks. SkillLab, AI4AL partner leading the development of the tool, guided 12 participants through its functionalities. **Read more here.** 



## Al4AL Online-Capacity Building Programme



#### 6-27 MAY & 7 JUNE

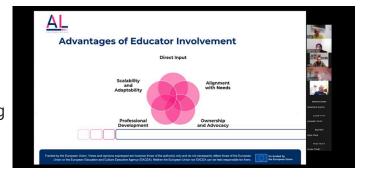
### Workshop 3: Strategies for adopting AI4AL methodology and tools

The third workshop attended by 7 adult educators was specifically designed to bring together educational organisations and Al4AL piloting partners experts to collaboratively develop strategies for adapting Al4AL methodology and tools to different organisational setups. **Read more here.** 

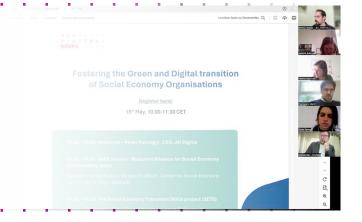


#### Workshop 4: Final steps to Al4AL resources integration

This final workshop focused on the sharing of experiences and reflections from piloting partners and associated educators, particularly dedicated to discussing the implementation and piloting phase of the Al4AL matching tool and exploring its possible adoption in various educational contexts. **Read more here.** 



# Fostering the Green and Digital Transition of Social Economy Organisations



#### **16 MAY**

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

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



#### **17 MAY**

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

Effective Empowerment of Innovation Ecosystem Actors for Better Healthcare Delivery and Well-Being



#### **17 MAY**

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

#### Let's talk about GenAl!:

Ehancing equity and inclusion with the use of Al



#### **21 MAY**

On the 21st May 2024, 'Let's talk about GenAl!' webinar was organised as a part of the ALL DIGITAL Weeks. "Let's talk about GenAl!" series aims to bring experts in the field of Artificial Intelligence together with educators, teachers, and trainers for informal discussion, Q&A sessions, and resource sharing. In this session we discussed the use of Al in enhancing equity and inclusion, with the invited expert Héctor Martinez from Fundacio Bofill.

During the event, we discussed how AI technologies can be used to address inequities and promote inclusion in education, in what ways AI can empower educators to create more inclusive learning environments, shared concrete examples of successful AI applications that have contributed to fostering equity, and focused on various challenges and limitations that AI might also bring into creating inclusive learning environments.

**Empowering Educators:**A Digital Literacy
Revolution



#### **28 MAY**

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

How to foster gender inclusive gaming education?





#### **30 MAY**

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

# APPLY FOR THE ADWEEKS 2024 AWARDS FOR:

Best national campaign

**Best Event** 



Also in 2024 we are going to assign 2 Awards for the ADWeeks campaign to recognise the consistent and impactful work done by our members, as national coordinators, and by the local event organisers at the grassroots level in enhancing digital skills through activities directed to expand the knowledge and competencies of all people present on the European territory.

The 2 awards categories are:

- Best national campaign, dedicated to the best national coordinator
- Best event, dedicated to the event organisers filling in the map of events

# Supporters





## 22 National Coordinators













































The campaign was sustained and promoted with the support of selected national coordinators across Europe. The 22 national coordinators are ALL DIGITAL members that liaised with organisations involved in digital skills, promoted the campaign across their networks, and monitored the performances at national level.

They fostered the visibility of the ALL DIGITAL Weeks in their countries, and supported and coordinated the local partners in the organisation of local events, training and courses which provide different population groups with digital skills and education.

# 19 Strategic Partners





































We invited national networks, umbrella organisations, or those with capacity to have a big regional or national reach to join as partners of the campaign. We asked them to support us in promoting the campaign and planned activities to their network and raise awareness on digital education issues tackled by the campaign in their country.

We invited them to organise an international event in English and have it featured in the ALL DIGITAL Weeks 2024 agenda as well to encourage local organisations to add their events on the map of events.



- Map D I G I Weeks of Events

# Mank Uou! Keep enhancing your digital skills!

See you in 2025.



Participants portrayed in this report have given consent for their photographs to be used for public reporting and dissemination purposes by ALL DIGITAL. These images may be shared with third parties as outlined in our agreement with participants.

