Social Digital Innovation: matching digital transformation with social transformative change

Altheo Valentini, MA, CSS EPALE thematic coordinator

2007
- Master Degree in Sociology
- The dissemination strategy of adult education centres

2010
- Multilateral Grundtivg
- Cafè in Europe - Civil Awareness for Elders in Europe

2012
- Multilateral Grundtivg
- V.In.T.Ag.E - Valorization of Innovative Technologies for Ageing in Europe

Why EPALE Ambassador?
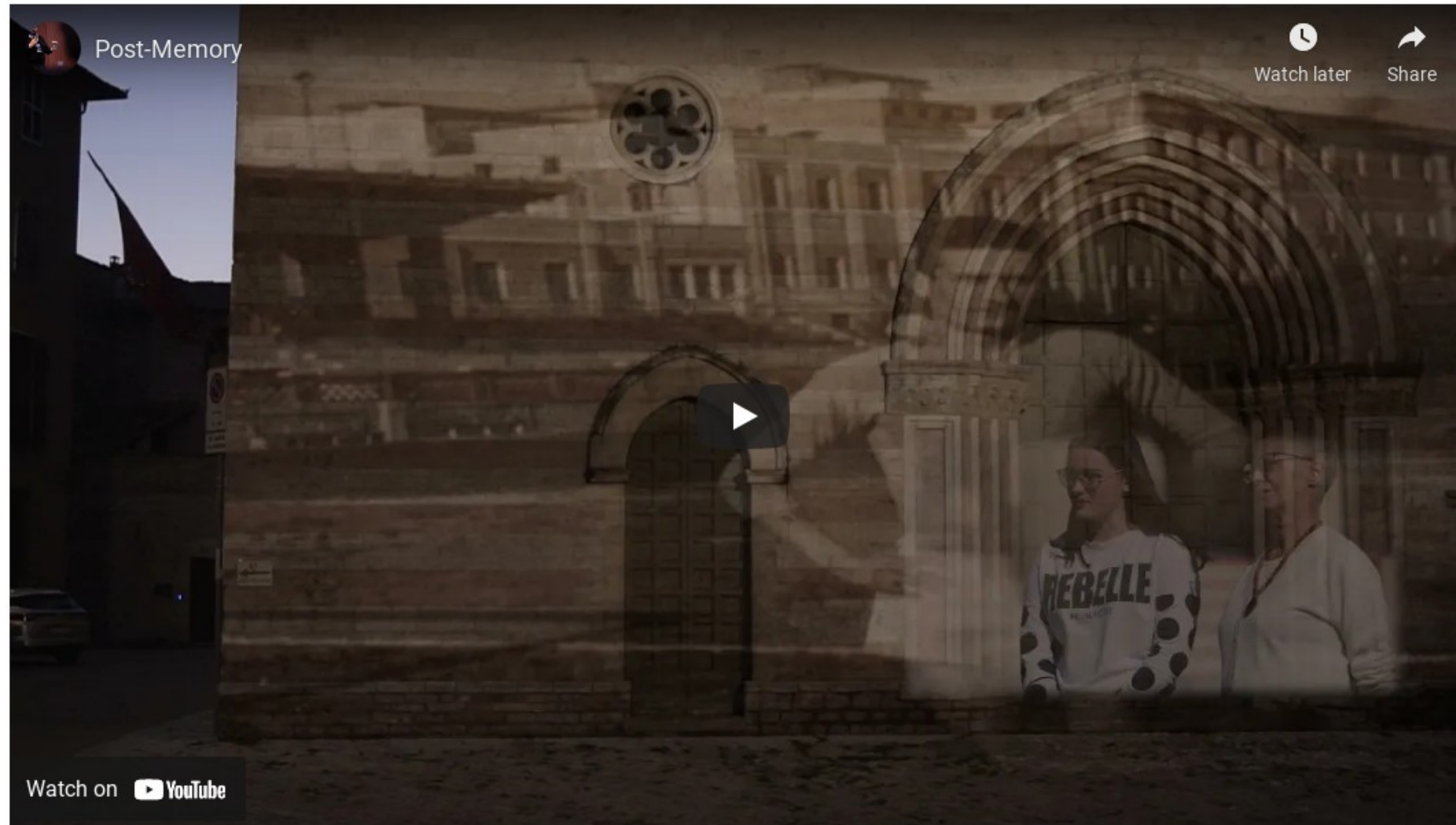
The Social Impact of Digital Innovation

The Social Impact of Digital Innovation

Digital Economy and Society Index

Legend
- 1 Connectivity
- 2 Human Capital
- 3 Use of Internet
- 4 Integration of Digital Te...
- 5 Digital Public Services

weighted score (0 to 100)

Countries (left to right): Finland, Sweden, Denmark, Netherlands, Malta, Ireland, Estonia, United Kingdom, Belgium, Luxembourg, Spain, Germany, Austria, Lithuania, European Union, France, Slovenia, Czechia, Latvia, Portugal, Croatia, Hungary, Slovakia, Poland, Cyprus, Italy, Romania, Greece, Bulgaria
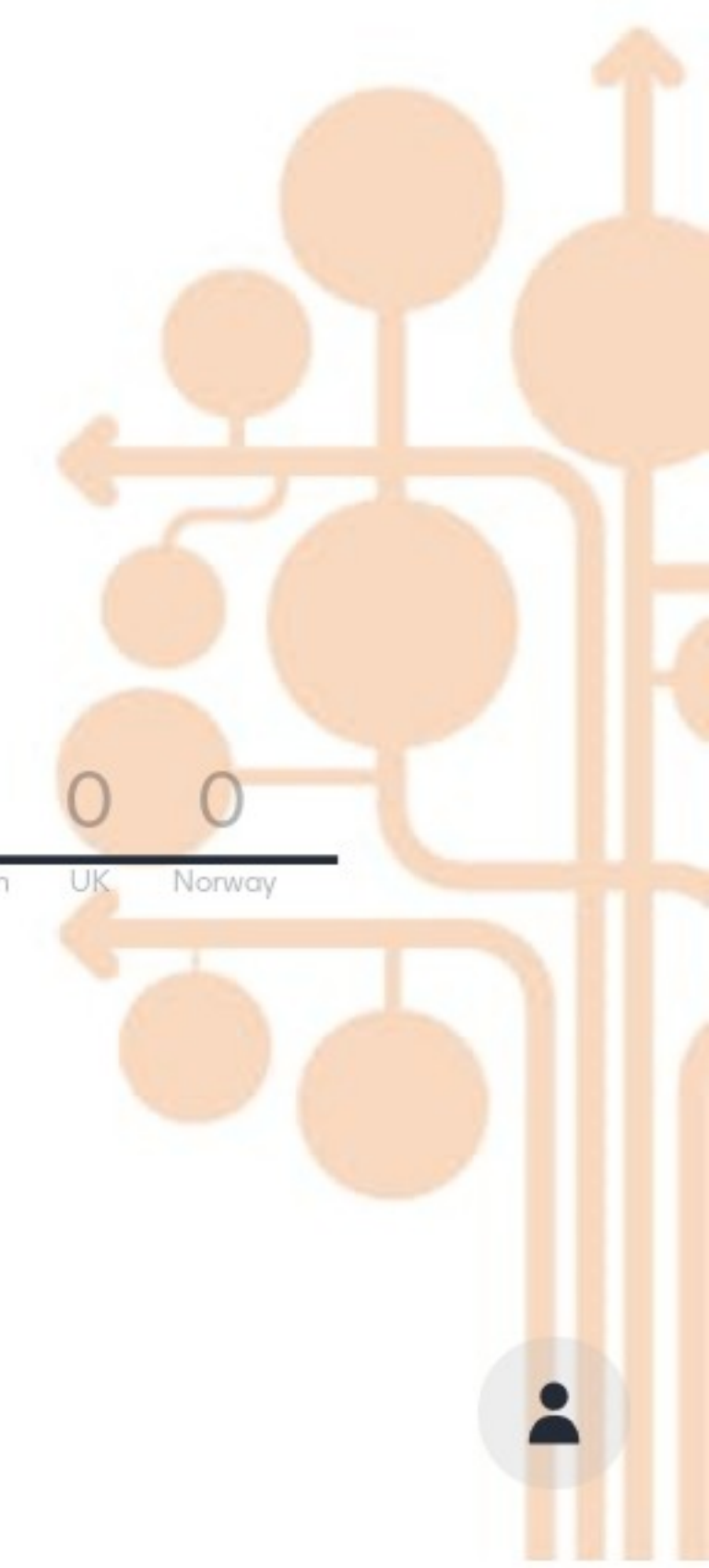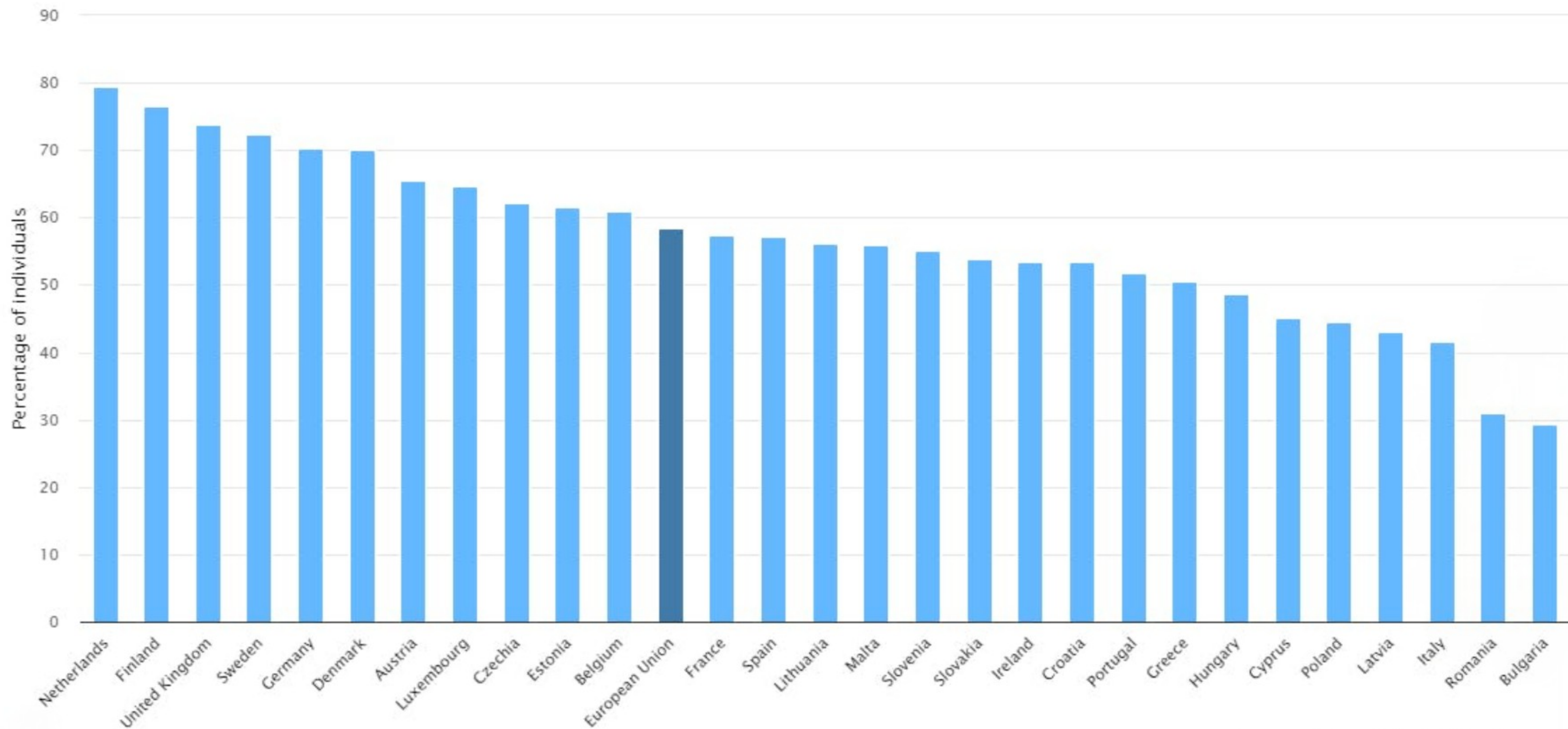
European Commission, Digital Scoreboard

Main source for statistics on *digital transformation*

# Which EU Country has the highest % of citizens with at least basic digital skills?

EPALE
Electronic Platform for Adult Learning in Europe

O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	**O**	O	O	O	O	O	O	O	O	O
Austria	Belgium	Bulgaria	Croatia	Cyprus	Czech Republic	Denmark	Estonia	Finland	France	Germany	Greece	Hungary	Ireland	Italy	Latvia	Lithuania	Luxembourg	Malta	**Netherlands**	Poland	Portugal	Romania	Slovakia	Slovenia	Spain	Sweden	UK	Norway

2a1 At least Basic Digital Skills
All Individuals (aged 16-74)

European Commission, Digital Scoreboard

2a2 Above basic digital skills

All Individuals (aged 16–74)

European Commission, Digital Scoreboard
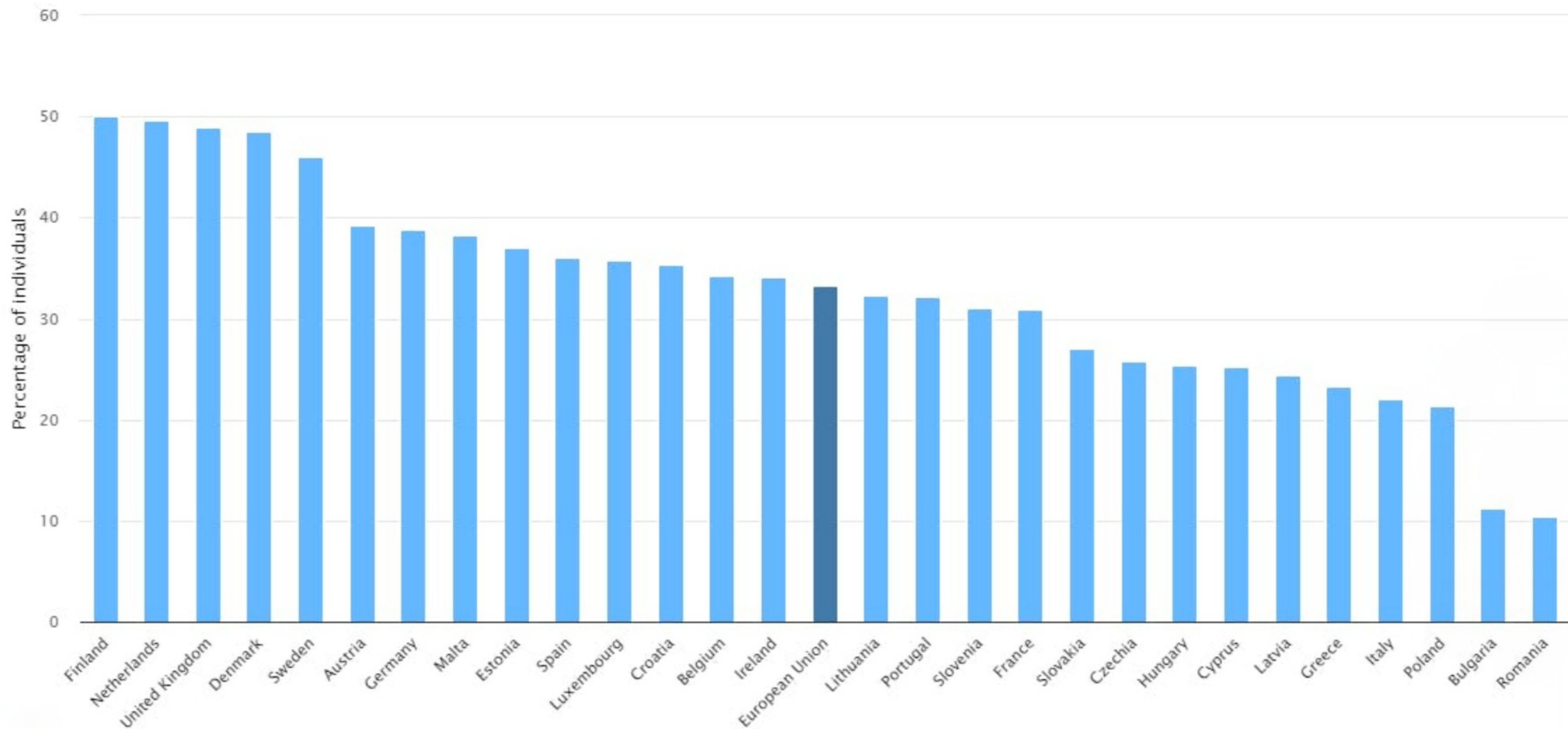
What is the highest % of people who have never used the Internet?

0	0	0	0
35.3%	24.5%	9.45%	1.81%

3a1 People who never used the internet

All Individuals (aged 16-74)

European Commission, Digital Scoreboard

ALL DIGITAL

ENHANCING DIGITAL SKILLS ACROSS EUROPE

ALL DIGITAL

Leading pan-European association based in Brussels, representing 70 member organisations that work with 25,000 digital competence centres, providing training and advice to 1.5 million people in Europe every year.

SUPPORT THE

42%
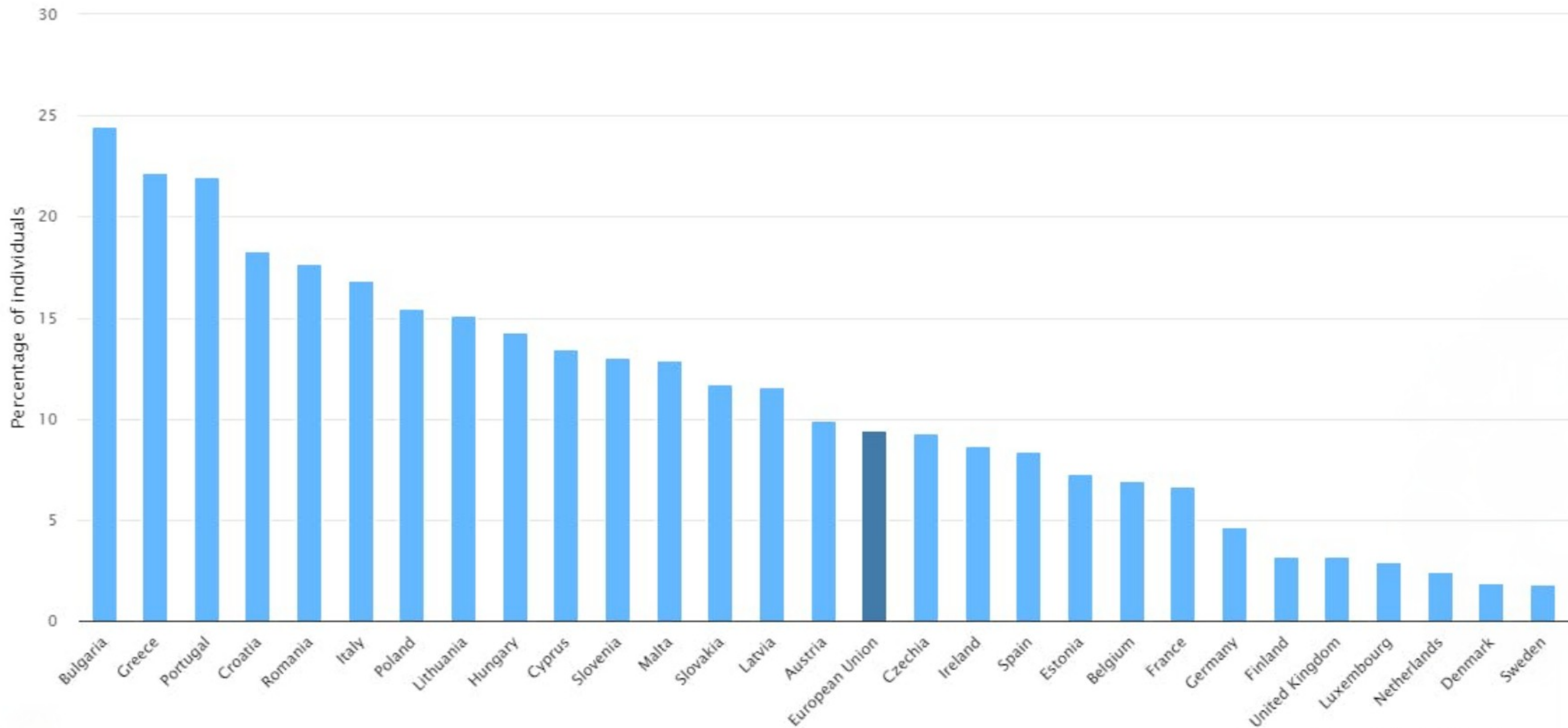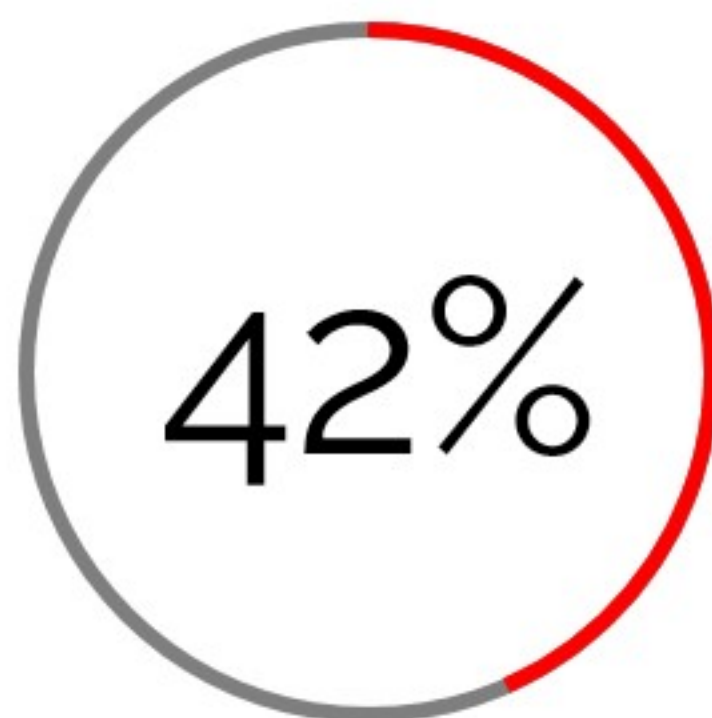
OF EUROPEANS WITH
INSUFFICIENT DIGITAL
SKILLS

PRIORITY

Our focus is to support Europeans who have an insufficient level of digital skills. This means they have less chances to find work, to use online services, to have a better quality of life, to be included in today's society.
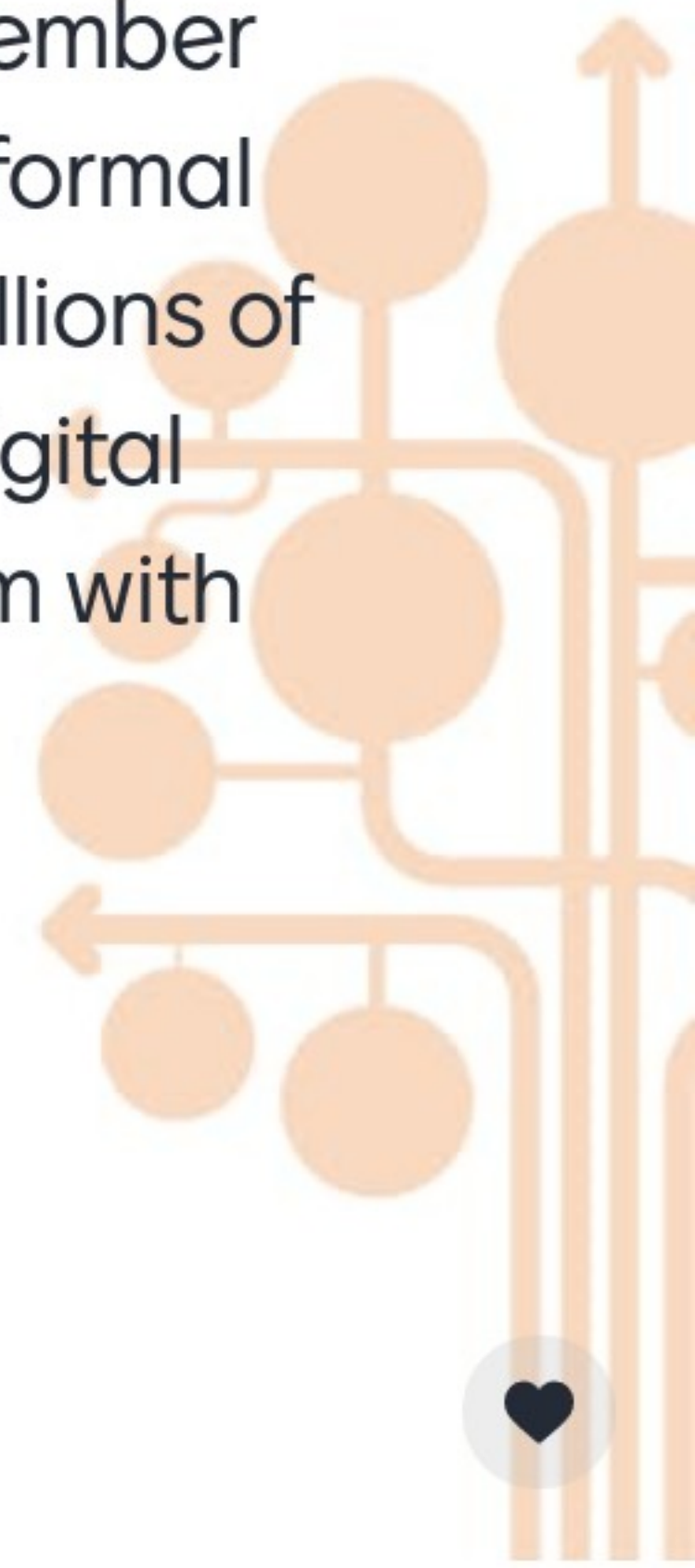We believe that every European should be able to exploit the benefits and opportunities created by digital transformation.

MISSION

Our mission is to empower our member organisations representing non-formal education providers to support millions of Europeans to succeed in the digital transformation by providing them with training and advice.

Research on basic digital skills

The main objective of the project is to develop an integrated modular system, the "Digital Competences Development System - DCDS" and use it to develop basic digital and transversal competences of low-skilled adults in five European countries (Greece, Latvia, Italy, Romania and Spain).

European Digital Competence Framework for all citizens

Erasmus

DIGITAL COMPETENCES DEVELOPMENT SYSTEM

PALE

Turn editing on

DASHBOARD	PROFILE	SELF ASSESSMENT	PROGRESS	RECOMMENDER TOOL	LEARNING PATHS	GRADES	OER

PLAY

Completion Progress

Mouse over or touch bar for info.

Overview of learners

Information and data literacy · Communication and collaboration · Digital content creation · Safety · Problem solving · **Completed Successfully**

All

Overall progress %   0

Progress: 0 / 2	Progress: 0 / 2	Progress: 0 / 2	Progress: 0 / 2	Progress: 0 / 2
BROWSING SEARCHING AND FILTERING	EVALUATING DATA AND INFORMATION	MANAGING DATA INFORMATION AND DIGITAL CONTENT	INTERACTING THROUGH DIGITAL TECHNOLOGIES	SHARING THROUGH DIGITAL TECHNOLOGIES

Demo Learner View

You are currently seeing the **Instructor** view.

Create a DemoLearner

Creating a Demo Learner account enrolls a user called DemoStudent into your course. You can then log in as your DemoStudent to test different learner experiences in your course.

Navigation

- ∨ Dashboard
  - ∨ My courses
    - › Strumento di autovalutazione
    - ∨ **self-assessment-en**
      - › Participants

Which of these factors impact most on an individual's level of digital competence?

1st	Level of education
2nd	Age
3rd	Employment status
4th	Gender
5th	Geographical location
6th	Civil condition

EDUCATION

LOW-SKILLED PEOPLE

A lower level of education and qualification usually includes a low digital competence and a higher risk of social exclusion

EMPLOYMENT

UNEMPLOYED

Old and new forms of unemployment often depend on the lack of digital skills and adequate training for upskilling

AGE

SENIORS

Although also younger generations need to be trained on specific basic digital skills (eg. security), the majority of the seniors do not have enough skills in the digital domain

Results from the DCDS research

What are the main motivating factors for improving one's digital skills?

0
Professional situation

0
Personal interests

0
Civic participation

0
Leisure and entertainment

0
Parental role and supervision

0
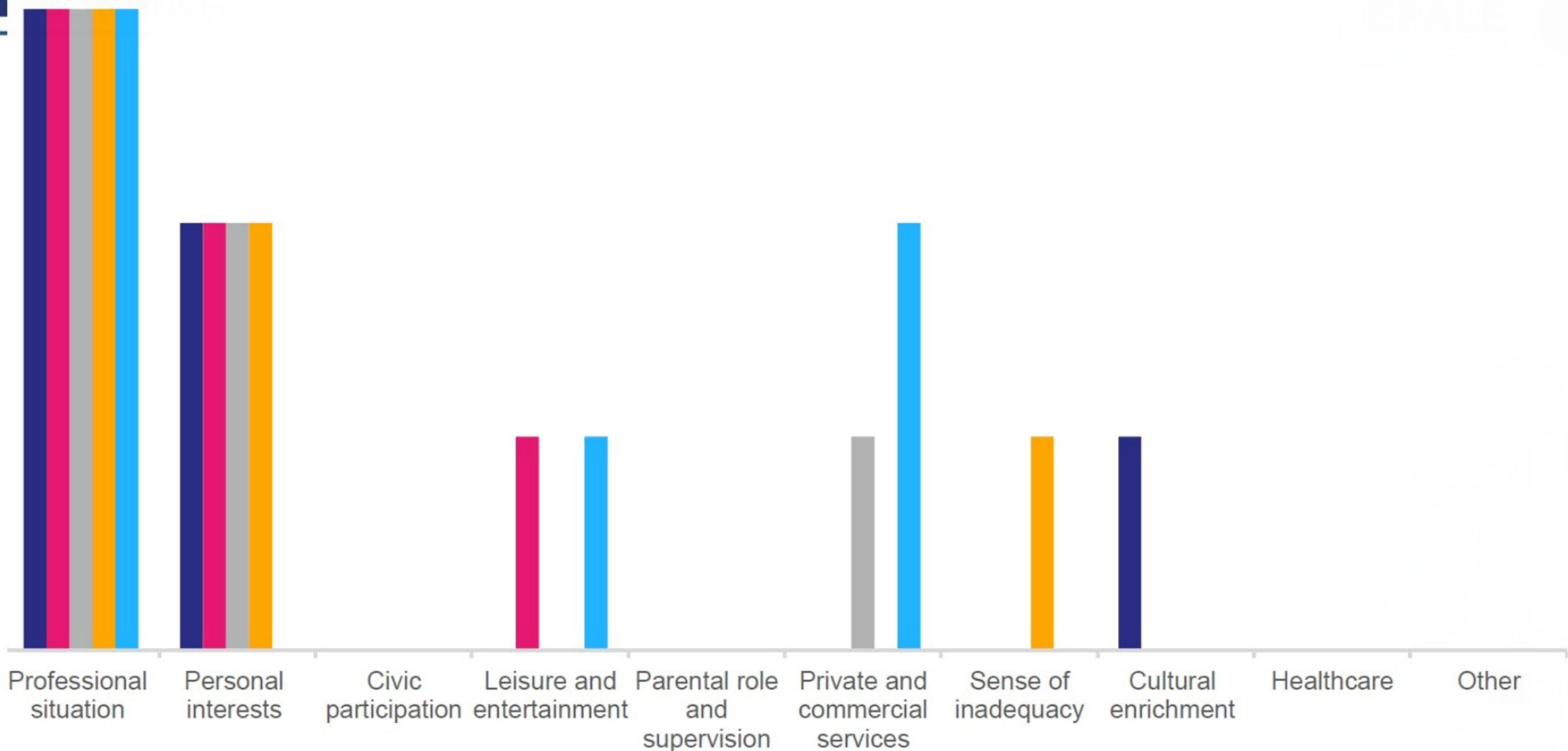Private and commercial services

0
Sense of inadequacy

0
Cultural enrichment

0
Healthcare

	Professional situation	Personal interests	Civic participation	Leisure and entertainment	Parental role and supervision	Private and commercial services	Sense of inadequacy	Cultural enrichment	Healthcare	Other
■ Spain										
■ Latvia										
■ Romania										
■ Italy										
■ Greece										

ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

ALL
DIGITAL

MANI
FES
TO

for enhancing
digital competences
across Europe

MORE INFORMATION ON
www.all-digital.org

MANIFESTO

→ Improved citizenship is the primary aim of developing digital competences.

→ Supporting citizens to enhance their digital competences should be done with the purpose to include them in modern societies that undergo digital transformation. No citizen should feel excluded

→ Read and endorse at **https://all-digital.org/manifesto/**
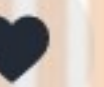
IMPROVING AND EXTENDING THE EDUCATIONAL OFFERING

→ Applying a **modular approach** to digital curriculum creation and design to improve and increase customisation of content and delivery.

→ Encouraging the **co-design of curricula** and courses with stakeholders from different sectors to ensure rapid adaptation to changing needs of the audience, technology and context.

→ Guaranteeing the presence of **qualified personnel**, able to develop and update self-training courses in order to select tools and methods suited to the context and possibilities of the institution.

ENSURING WIDER ACCESS TO TRAINING AND EDUCATION PATHWAYS

→ Diversifying the **modes of delivery** (online, face-to-face, blended, or a combination of these)

→ Exploiting the possibilities offered by technological innovations so as to ensure **access for all**, anywhere, anytime, regardless of device

→ Paying particular attention to **groups at risk of exclusion** and to the physical, cognitive, emotional and cultural obstacles
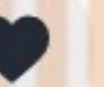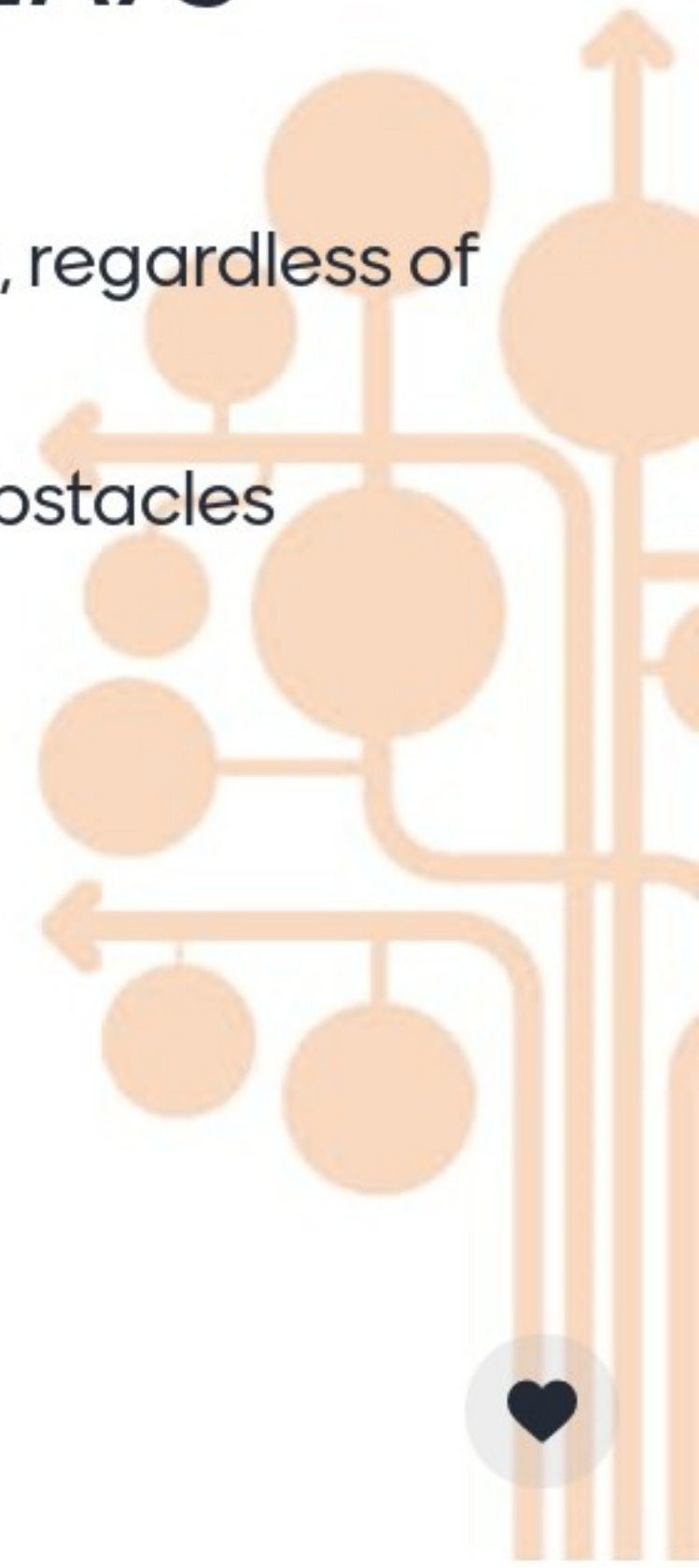
RAISING THE LEVEL OF QUALITY OF PATHWAYS

→ Taking advantage of the **European reference frameworks** (such as DigComp, DigCompEdu, e-CF etc.)

→ Basing instructional design on concrete **Learning Outcomes** to describe what the learner will have learned, what he/she will be able to do

→ Using the **EU-recognised competence recognition** tools (Europass, ECVET, ESCO) also in order to facilitate people's mobility.

CONTRIBUTING TO THE DEVELOPMENT OF A HOMOGENEOUS VALIDATION SYSTEM AT EUROPEAN LEVEL

→ Adopting and promoting the use of **DigComp** to establish a European digital skills classification and contribute to the mapping of all certifications.

→ Promoting the **integration of formal and non-formal** training, testing and consolidating practices for the assessment and certification of competences

→ Introducing **new certification mechanisms** based on OpenBadges and other protocols, also benefiting from the innovations that will result from AI

ACTING IN ACCORDANCE WITH THE PRINCIPLES OF SUSTAINABLE DEVELOPMENT

→ Promoting initiatives aimed at encouraging citizens to improve their digital skills, including **ethics and sustainability**, through courses or ODRs

→ **Valuing the results** obtained by sharing them as much as possible with consortium members and all those who share the same needs and objectives.

→ Highlighting digital innovation practices that respond to the **challenges of the society** of today and that of the near future,

Contribute Actively
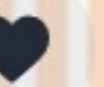
https://all-digital.org/communities-of-practice/

Thank you!

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