

· A L L · D I G I T A L ·

ALL DIGITAL SUMMIT REPORT 2024



■ Highlights

Summit of Engaged Digital Citizenship



The **Summit of Engaged Digital Citizenship**, a joint event organised by ALL DIGITAL and Fundacion Esplai, aimed at raising awareness of digital rights and skills. This three-day event took place from October 15-17, 2024 in the beautiful city of Madrid, bringing together experts from all over Europe to share their knowledge and views on the latest digital education and training developments.

The **main objectives** on one hand were to generate knowledge and facilitate alliances in the fields of digital skills, employability, and entrepreneurship; On the other hand, to reach agreements on how digital rights are reflected in the different official international documents, as well to advance in the fight against social exclusion and discrimination, and towards a more conscious and committed citizenship.

The Summit featured **four key streams**, each focusing on a distinct aspect of engaged digital citizenship:

1. Fostering a Digital Society
2. Educating on Media Literacy, Data, and AI
3. European Digital Rights, Online Safety, and Wellbeing: Guiding Policy Principles
4. Empowering Digital Social Innovation

As a result of the 3 days' discussions between more than 500 participants, the organisers gathered ideas which resulted in the policy document - **"Challenges and proposals for an engaged digital citizenship"**

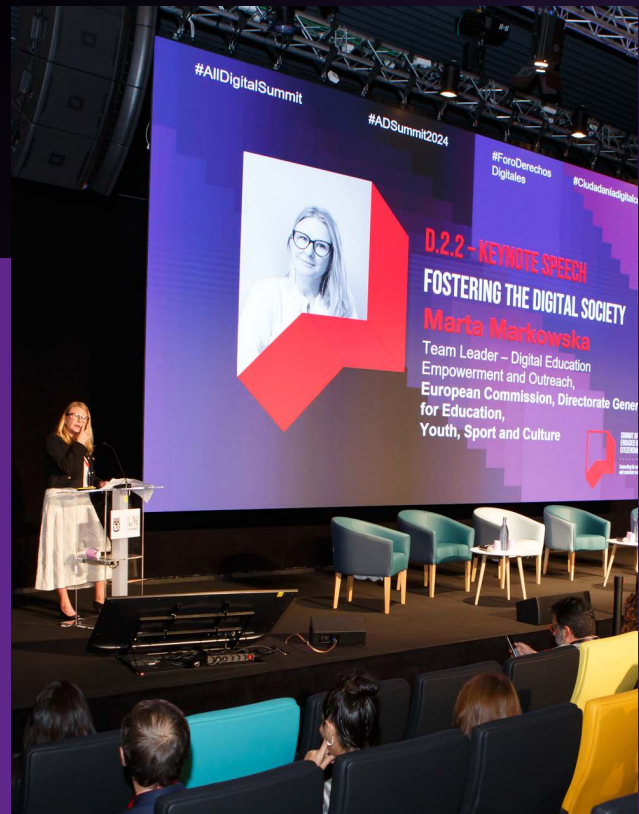


Tuesday, October 15

The workshop day, which preceded the main two days of the Summit, was dedicated to three practical workshops focused on three projects funded by the European Union, implemented by ALL DIGITAL's members. These projects were:

- **Anti Rumour**, coordinated by Stiftung Digital Chancen (Germany)
- **We Want to Decide**, coordinated by Colectic (Spain)
- **MyHood App**, coordinated by EPMA (Czechia)

The Summit started with the **Anti-Rumour** workshop, coordinated by Stiftung Digitale Chancen and supported by Dramblys. The project focuses on combating disinformation and conspiracy theories, emphasizing environmental awareness and social inclusion. The initiative develops open educational resources to empower citizens, especially youth, to discern accurate information from disinformation. The second workshop focused on the **“We Want to Decide”** project, which aims at incorporating children's perspectives into urban planning and public policy. This initiative is a collaboration with the Barcelona City Council and combines the use of the Decidim platform—with in-person workshops, discussions, and deliberations in schools. The third and last workshop of the day, **MyHood app**, presented by EPMA allowed participants to test the MyHood app and explore its educational content on climate change and urban sustainability directly on the streets of Madrid.



Wednesday, October 16

The second day of the summit kicked off with a keynote speech from **Marta Markowska**, Team Leader for Digital Education at the European Commission who highlighted the urgent need to address Europe's digital skills shortage, with many companies struggling to find ICT specialists. She emphasized digital literacy as essential for citizenship and combating misinformation, especially in the age of AI. Markowska **called for an inclusive and transparent digital society** rooted in values like equality and tolerance and previewed a 2025 roadmap to enhance digital education and equip learners with necessary skills.

An insightful panel on Fostering the Digital Society, moderated by **Javier Poleo Gutiérrez**, President and Director of Communication, INCIDE, tackled challenges and solutions for advancing digital citizenship. **Miriam Urbano** highlighted the need for improved access to information and the ability to filter it effectively, particularly for younger generations overwhelmed by content. **Sonia González Vázquez** emphasized inclusivity, focusing on digital citizenship for disadvantaged groups and the need to improve their skills and social protection.

Ronald Bieber stressed the importance of training educators and addressing the digital divide in

Austria. **Marta Markowska** discussed the European Commission's role in supporting member states with best practices and funding to ensure accessible, high-quality digital education for all, especially underserved communities. The panellists also shared key measures for the next two years, with **Urbano** calling for a focus on values and ethics in technology, **González Vázquez** advocating for strategic plans to support disadvantaged groups, **Bieber** proposing digital education and AI literacy in schools, and **Markowska** highlighting the importance of mental health in relation to technology and keeping people at the center of AI development.

Anahí Vallejos Mihotek, Director of Innovation and Management at Fundación Esplai Ciudadanía Comprometida, delivered a keynote speech on “**New emerging technologies**”, focusing on the intersection of social innovation and digital technology, emphasizing positive social impact through equitable digital access and participatory development. She highlighted key topics such as scalability, outreach, and equal access, while addressing challenges like the digital gap, sustainability, data security, and adaptability.

The second panel discussion, on “**Empowering Digital Social Innovation**”, moderated by **Mayte Celeiro Mallo**, Director at Fundación Esplai Ciudadanía Comprometida and founder of Asociación Arela, brought together experts to discuss the challenges and opportunities in digital social innovation. The panel



addressed key issues surrounding digital divide, digital literacy, and the role of different sectors in fostering inclusive digital advancements. **Stefan Chichevaliev**, Senior Expert, Diesis Network, Belgium stressed the transformative role of technology, while addressing the digital divide, not just in terms of access to devices but also in digital literacy and proficiency. He emphasized that those lacking digital skills face inequalities in education, employment, and basic services. **Anahí Vallejos Mihotek**, Director of Innovation and Management at Fundación Esplai Ciudadanía Comprometida advocated for co-creation in finding solutions, emphasizing the need for active involvement of people in the process and collective efforts for enhancing digital skills. **Ángel Niño Quesada**, Councillor for Innovation and Entrepreneurship, Madrid City highlighted the importance of user-centered and inclusive development of the programs to ensure that they are easy to use for all, regardless of the user's access to the latest technology. **Xavier Trabado Farré**, representative of m4Social on the Board of Directors of the Catalan Third Social Sector Organisations Board pointed out the significant impact of digital technologies on young people's mental health and job opportunities. He mentioned both positive and negative impacts of digitalization, highlighting the need to use technology for social good.



The Summit continued with many different activities like simultaneous panels covering topics such as: - **Equality in Enjoying Cultural Goods in the Digital Era**, hosted by the Center for Social Innovation (CSI) in Cyprus, which explored the role of digital technologies in democratizing access to cultural goods; or **How to share training and certification tools in Europe?** This panel explored how to share training and certification tools in Europe through Pix, an online platform for assessing and certifying digital skills. As well during the 2 days of the Summit **ALL DIGITAL**, **Fundacion Esplai** and **Plataforma Red Contacta** members had the possibility to present their projects during the **Lightning Talks sessions**. Each organisations pitched and highlighted innovative approaches to digital inclusion and competence development. These talks collectively emphasized the importance of digital

skills, inclusivity, and employability in today's society. Moreover interesting workshops were delivered to the audience: an insightful example was the one on **"Generative Systems in a Regenerative Economy: Designing a Curriculum for an Era of More-than-Human Agency and Intelligence"** in the framework of the Cyanotypes project, presented by **Soenke Zehle**, designs educational modules that integrate digital and green skills to support sustainable futures.

Day 2 concluded with the **ALL DIGITAL Awards Ceremony**. In the Auditorium the ALL DIGITAL Network recognised the value of individuals and organisations working effortlessly to enhance digital skills at the community level with the purpose of leaving no one behind.



The last day of the Summit kicked off with two insightful keynote speeches from **Ahmet Murat KILIÇ**, Head of the Digital Transformation Unit of the Education Area at the **Council of Europe Directorate for Democracy**, who spoke on the “European Year of Digital Citizenship Education 2025”, and **Thibaut Kleiner**, Director for Policy, Strategy and Outreach, **European Commission DG Connect**, who highlighted the EU’s vision for a human-centered digital transformation that prioritizes inclusivity, safety, and security online. While digitalization offers several benefits, challenges like cyberbullying and fraud persist. The EU aims to address these through its Declaration on Digital Rights and Principles, promoting digital skills, informed online choices, and cybersecurity. Both keynotes highlighted the importance of aligning digital transformation with democratic values and inclusivity, setting the stage for deeper discussions throughout the day.

The panel discussion on Digital rights and principles through policies, moderated by Alejandra Solla, director of Fundación SES (Argentina) and of the Ibero-American League of Civil Society Organizations, featured four Spanish experts: Ignacio Azorín González, general director of Digital Strategy - Consejería de Digitalización de la Comunidad de Madrid, Patricia Bezunarte Barrio, general director of Family Diversity and Social Services - Ministry of Social Rights, Consumption and Agenda 2030, Antonio Llorente Simón, president of the Plataforma Red Conecta, and Isabel Salazar Páramo, director of Legal Counsel and Compliance, Fundación Telefónica. It emphasized the **critical need for digital inclusion**, highlighting challenges like the digital divide and lack of digital literacy for many citizens. The panelists stressed that digital services must be simplified and made accessible, with both public and private sectors working together to improve infrastructure and promote lifelong learning for all. The panel also underscored the importance of



a human-centered digital transformation that protects digital rights, ensures security, and includes all individuals, particularly vulnerable populations, in the digital world.

In her **keynote speech**, **Angeliki Giannakopoulou**, coordinator of the AI4AL project, urged attendees to adopt a more thoughtful approach to AI, emphasizing its potential to empower rather than replace it. She highlighted the crucial role of adult education in fostering informed digital citizenship in the digital age: “Our communities need us to be informed and empowered to engage with AI critically,” she stated, stressing the need for AI literacy among adult learners and educators.

Besides, great relevance was given to the **AI4AL project** - Building Inclusive AI with the AI4AL Tools – which during the last day organised three workshops to showcase the core tools developed through the project: AI4AL Matching Tool; Engagement Kit; Self-Paced Training Path for Educators.



Another interesting panel discussion with specialists covered the topic: **“Educating on Media Literacy, Data and AI”**. The ALL DIGITAL Academy panel’s discussion with representatives from Institutions (JRC, European Commission), tech industry (Intel and Skillab), academia



(University of Naples and Hellenic Open University – HoU) focused on the importance of integrating emerging technologies into education to enhance learning and teaching approaches. While in the workshop **“The ALL DIGITAL Academy: AI, IoT and GenAIEdu courses”**, the ADA partners presented the results of the course pilots to the public. **A workshop on “Immersive virtual reality”** delivered by Digital Creativity from the Netherlands, allowed participants to explore the creative possibilities of virtual reality (VR), how it operates and its applications in educational settings, especially for children. The session on **“Next steps on DigComp: Updates and discussion”** facilitated by Judith Cosgrove, scientific/technical officer, Joint Research Centre (JRC) and Stefano Kluzer, project consultant, ALL DIGITAL focused on the future of DigComp and reflected on the inclusion of new developments in version 3.0.

Hosted in the digital village, **the lightning talk sessions** were also important sessions, as they offered many organisations the opportunity to present their projects and activities and they transformed the digital village in



a place for dialogue and discussion for future projects. The Conference was closed with the announcement of The European Year of Digital Citizenship Education 2025 by **Ahmet-Murat Kilic, Council of Europe representative**. He explained how it represents **a platform aimed at increasing the understanding of the importance of competences for a democratic culture, and ways that they can be developed online.**

Lastly, the takeaways from the Summit were shared with the audience and the key recommendations resulting in the policy document developed over the 3 days and titled **“Challenges and proposals for an engaged digital citizenship”**, were read before the participants.



DAY 1

WORKSHOPS

“Anti-Rumour” project - coordinated by Stiftung Digitale Chancen

“We want to decide” - How to include children’s perspective in the design of our cities - Colectiv SCCL

“MyHood app” - EPMA





“Anti-Rumour” project - coordinated by Stiftung Digitale Chancen, Germany

The Summit started with the Anti-Rumour workshop, coordinated by Stiftung Digitale Chancen and supported by Drambllys. The project presentation covered Anti-Rumour’s results and resource development, followed by a workshop to test these tools.

The project focuses on **combating disinformation and conspiracy theories** with an emphasis on environmental awareness and social inclusion. The initiative develops open educational resources to empower citizens, especially youth, to discern accurate information from disinformation.

Key elements include the Anti-Rumour Guidebook, Anti-Rumour Toolkit, Anti-Rumour Serious Game, and Anti-Rumour Learning Modules.

“We want to decide” - How to include children’s perspective in the design of our cities - coordinated by Colectic SCCL, Spain

Anna Inglés Torres, from Colectic, facilitated the **“We Want to Decide”** workshop, part of a larger initiative by the Barcelona City Council, aimed to include children’s perspectives in city design and local public policy decision-making. During the workshop, she presented the



process that combines the use of **the Decidim platform**—specifically **the Decidim Kids module**, which ensures a safe environment for children’s online participation—with in-person workshops, discussions, and deliberations in schools. This **hybrid approach**, blending digital and face-to-face methods, encourages intergenerational cooperation and empowers children to engage in democratic processes. Through the project, children explored voting and political participation, addressing key issues such as bullying, mental health, environmental improvements, and children’s rights.

During the workshop, participants focused on **developing guidelines for effectively including children’s perspectives in city design**, ensuring their voices are actively heard and incorporated into urban planning. This effort seeks to foster a more inclusive and participatory approach to shaping cities.

“MyHood app” - coordinated by EPMA, Czech Republic

Katerina Moreira, partners relations and Communication coordinator, EPMA and Iva Walterova, EPMA Director delivered the workshop on the MyHood Project which focuses on **educating youth** about the environment and sustainability while empowering them **to engage in decision-making processes**



within their communities. The project focuses on gathering feedback on local environmental issues and provides tools for connecting with local decision-makers, such as urban planners. It offers educational content through an interactive online tool, the **MyHood app**, designed to engage young users in learning about sustainable urban environments. It employs a **comprehensive methodology** that combines climate change knowledge with effective teaching methods.

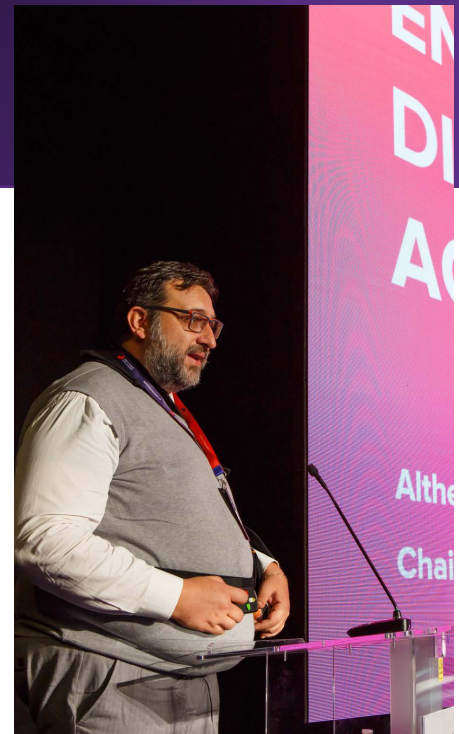
The MyHood app workshop was an interactive event that introduced participants to the MyHood app for engaging youth in creating sustainable and greener cities. **Participants were the first to use the app** and explore its educational content on climate change and urban sustainability directly on the streets of Madrid!

Through this **hands-on activity**, participants learned how to utilize the app to facilitate youth collaboration on urban enhancement projects and environmental assessments. By the end of the workshop, **valuable feedback and insights were gathered from the participants**, who shared ideas for improving the app’s functionality and usability.

DAY 2

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Institutional Welcome / Keynote speech: “Fostering the digital society” / Panel discussion: “Fostering the digital society” / Keynote speech - “New emerging technologies” / Panel discussion: Empowering Digital Social Innovation / Panel discussion: “Equality in Enjoying Cultural Goods in the Digital Era” / European Digital Rights, Online Safety and Wellbeing: principles guiding policies ” - “Essential Services Accessible to All” / Panel discussion: How to share training and certification tools in Europe? Lessons from the Pix experience” / Generative Systems in a Regenerative Economy: Designing a Curriculum for an Era of More-than-Human Agency and Intelligence / Panel discussion: “Digital skills and policies for employability” / Panel discussion: “Social innovation for change” / Workshop: “Observatorio de las Brechas Digitales. Towards an inclusive digital citizenship: connectivity, skills and equity for all” / Workshop: Harnessing MEGASKILLS: An Extra Life for Commercial Video Games in Training and HR sectors / Panel discussion: “Digital rights in the age of Artificial Intelligence” / ALL DIGITAL Awards Ceremony and closing.



Institutional Welcome

During the Institutional welcome, the speakers, **Ángel Niño Quesada**, Counsellor for Innovation and Entrepreneurship, Madrid City; **Altheo Valentini**, President of ALL DIGITAL; **Núria Valls Carol**, president of Fundació Esplai Ciutadania Comprometida; **Helder Ferreira**, European Policy Officer of European Anti-Poverty Network (EAPN); **Miguel López-Valverde Argüeso**, Digitalization Minister of the Community of Madrid; **Patricia Bezunartea Barrio**, General Director of Family Diversity and Social Services, Ministry of Social Rights, Consumption and Agenda 2030, stressed that **digitalisation shapes every aspect of life** — from education and employment to social relationships, highlighting the need for digital literacy to use technology ethically, securely, and responsibly. The objective of the Summit, as they underlined, emphasised **the transition from passive consumption of technology to active, conscious digital participation**, underpinned by knowledge of digital rights and ethical awareness.

Inclusivity was a core theme, with a call to ensure **equal access to technology**, particularly for disadvantaged groups. Equal access is viewed as essential to guarantee fairness and an inclusive digital transformation that doesn't leave any citizen behind. The speakers also highlighted the need for ethical guidelines, transparency in technology use, and the empowerment of citizens to understand and exercise their digital rights. Ultimately, they stated that an engaged digital citizen is someone that is informed, proactive, and contributes to a fair, inclusive digital society.



Keynote speech: “Fostering the digital society”

In her keynote speech, **Marta Markowska**, Team Leader, Digital Education, Training and Outreach, **Directorate General for Education in Sport and Youth Culture, at the European Commission**, emphasized the importance of education and training in fostering a competitive digital society in Europe. She highlighted the need for stakeholders to discuss how best to equip people with the digital skills necessary for a competitive Europe and the urgent need to address digital skills shortages, with 60% of EU companies seeking ICT specialists but unable to find them. She stressed **the goal of building a “Europe of Skills” is paramount**, as well that digital skills are essential for competitiveness and must be nurtured from a young age, as currently only 56% of adults have the necessary digital proficiency, far from the EU's 2030 objectives.

Moreover, digital literacy is a critical life skill for citizenship, helping combat misinformation, especially with the rise of AI and algorithms, where only 50% of young people are trained to distinguish fake news from reality. Markowska called for a more inclusive, transparent, and trustworthy digital society, emphasizing the importance of values like equality and tolerance. She also discussed emerging challenges like digital well-being and announced the publication of a **roadmap for the future of digital education in 2025**, which aims to equip all learners with the skills they need to thrive in the digital age.

Panel discussion with experts: “Fostering the digital society”

During the panel discussion on “Fostering the Digital Society,” moderated by **Javier Poleo Gutiérrez**, President and Director of Communication, INCIDE, experts explored the challenges and solutions for advancing digital citizenship. **Miriam Urbano**, digital wellness expert and author of the book “Digital Happiness”, highlighted the need for improved access

to information and the ability to filter it effectively, particularly for younger generations overwhelmed by content. **Sonia González Vázquez**, Delegations and Social Action Deputy Director, Action Against Hunger, covered mainly the inclusivity aspect of digital society, focusing on digital citizenship for disadvantaged groups and the need to improve their skills and social protection. **Ronald Bieber**, Secretary General, Austrian Computer Society, stressed the importance of training educators and addressing the digital divide in Austria, while **Marta Markowska** from the European Commission, Directorate General for Education in Sport and Youth Culture, discussed the European Commission's role in supporting member states with best practices and funding to ensure accessible, high-quality digital education for all, especially underserved communities. The panelists also shared key measures for the next two years, with Urbano calling for a focus on values and ethics in technology, González Vázquez advocating for strategic plans to support disadvantaged groups, Bieber proposing digital education and AI literacy in schools, and Markowska highlighting the importance of mental health in relation to technology and keeping people at the center of AI development.

Keynote speech - "New emerging technologies"

Anahí Vallejos Mihotek, Director of Innovation and Management at Fundación Esplai Ciudadanía Comprometida, delivered a compelling keynote speech on "New Emerging Technologies". Her presentation explored the intersection of social innovation and digital technology, emphasizing the potential to create positive social impacts through digital innovation. She addressed the challenges and opportunities

in ensuring equitable access to technology while fostering a participatory approach to its development. She highlighted three key pillars for impactful digital social innovation: the digital social context, scalability and outreach, and equitable access to digital technologies. She also identified several critical challenges, including the digital divide, financial and impact sustainability, data security and privacy, cybersecurity, adaptability to technological change, resistance to innovation, and the atomization of the digital ecosystem.

Concluding her address, she showcased best practices from successful initiatives, such as e-Rueca, DigitalizaciONG, Paloma (AI Against Loneliness), and FarmaLoop, offering practical insights into effective digital social innovation.

Panel discussion with experts: Empowering Digital Social Innovation

The panel discussion, moderated by **Mayte Celeiro Mallo**, Director at Fundación Esplai Ciudadanía Comprometida and founder of Asociación Arela, brought together experts to explore the challenges and opportunities in digital social innovation. The discussion focused on critical issues such as the digital divide, digital literacy, and the roles of various sectors in driving inclusive digital advancements. **Stefan Chichevaliev**, Senior Expert at Diesis Network (Belgium), highlighted the transformative role of technology in education, entertainment, communication, and commerce. He stressed that the digital divide goes beyond mere access to devices, encompassing digital literacy and proficiency. Without these skills, individuals face

Digital social innovation empowers communities to solve social problems collaboratively and sustainably, using digital technologies to create a positive and lasting impact. By fostering this innovation, we promote a more inclusive and equitable future, where everyone has the opportunity to contribute and benefit.



Anahí Vallejos Mihotek

Director of Innovation and Management
Fundación Esplai Ciudadanía
Comprometida



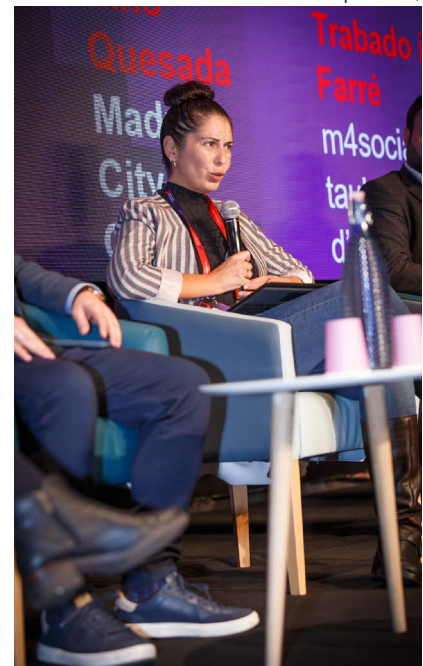
growing inequalities in education, employment, and essential services. **Anahí Vallejos Mihotek**, Director of Innovation and Management at Fundación Esplai Ciudadanía Comprometida, advocated for co-creation in developing solutions. She emphasized the importance of active participation from individuals and collective efforts to enhance digital skills. **Ángel Niño Quesada**, Councillor for Innovation and Entrepreneurship in Madrid, underscored the need for user-centered and inclusive program development. He argued that digital solutions must be accessible and intuitive for all users, regardless of their access to advanced technology. **Xavier Trabado Farré**, representing m4Social on the Board of Directors of the Catalan Third Social Sector Organisations Board, addressed the impact of digital technologies on young people's

mental health and employment opportunities. He noted both the positive and negative effects of digitalization, calling for a focus on leveraging technology for social good. The panel emphasized that addressing the challenges of digital social innovation requires a multi-sectoral approach. The social economy sector plays a vital role in raising awareness, providing digital skills training, and enhancing the visibility of social innovations. City administrations can contribute by training vulnerable populations in digital technologies and supporting them through targeted technological initiatives, such as the Paloma app for the elderly. Additionally, fostering interoperability between the third sector and public administrations is essential for ensuring cohesive and impactful digital initiatives.

Equality in Enjoying Cultural Goods in the Digital Era” panel coordinated by Center for Social Innovation (CSI), Cyprus

This panel explored the role of digital technologies in democratising access to cultural goods. Moderated by **Vaggelis Gettos**, Head of the Culture & Arts Unit and Project Management Executive at CSI (Cyprus), the discussion centered on how digital platforms have facilitated global

access to culture, particularly during the COVID-19 pandemic. **Christy Romer**, Communication Manager at the European Theatre Convention, highlighted how theaters adapted to digital formats during the pandemic. This adaptation led to the creation of new categories of digital performances while addressing the challenges posed by diverse legal copyright frameworks. **Aisté Ulubey**, Founder and manager of Artscape Arts Agency, shared innovative, boundary-crossing performances, including a “Taxi Driver Performance” to humanize drivers and guided performances in prisons to foster dialogue between inmates and visitors. **Jolan Wuyts**, Collections Editor at Europeana,



discussed their mission to make Europe's digital cultural heritage accessible to all. With over 60 million cultural items available online, Europeana encourages creative reuse and actively engages marginalized communities to share their stories. The panel emphasized the transformative potential of digital technologies in broadening cultural participation and fostering inclusivity in the arts.



European Digital Rights, Online Safety and Wellbeing: principles guiding policies” - “Essential Services Accessible to All” coordinated by Maks, Belgium

The discussions underscored the critical need to ensure **inclusivity** and **accessibility** in the face of rapid digitalization. The EU’s Digital Decade strategy aims for 100% of public services, including healthcare, to move online by 2030, highlighting the growing gap between digital ambitions and the reality of widespread **digital vulnerability**. Fully digital services, like those for schools, banks, and essential utilities, risk excluding large portions of the population, widening the **digital divide**. While some propose artificial intelligence as a solution, it is evident it cannot replace the human empathy required in many situations. The key to bridging this divide lies in **bottom-up approaches**, starting the process from the neighborhoods of the cities and taking actions such as training youth to assist **vulnerable populations**, and establishing **frameworks for digital citizenship and digital inclusion** to ensure everyone has the basic digital skills necessary to navigate essential services.



Panel: How to share training and certification tools in Europe? Lessons from the Pix experience” - GIP Pix, France

The panel, moderated by **Jean-François Plard**, International Sector Manager at Pix, focused on how to share training and certification tools in Europe through the experience of Pix, an online platform open for everyone to assess, develop, and certify their digital skills. **Stefano Kluzer**, DigComp expert from ALL DIGITAL, discussed current trends and policy initiatives, including the Digital Decade 2030 goals and the Digital Education Plan, highlighting the active role of the DigComp Community in fostering the exchange of know-how and collaborative learning in digital transformation. M^a Jesús García San Martín, Area Coordinator, Secretaría de Estado de Digitalización e Inteligencia Artificial, Ministerio para la Transformación Digital y de la Función Pública de España, emphasized the added value of European coordination in digital skills certification to reduce costs and to avoid duplication of work and multiplication of funding and efforts, highlighting the need for interoperability and standardized guidelines. **Marie Bancal**, Deputy Director of Pix, showcased Pix’s adaptable and sophisticated framework offering a tailor-made test that can be easily adaptable to national contexts. **Aurélien Fiévez**, Digital Advisor to the Government of Wallonia-Brussels Federation, shared their positive experience of using Pix in the context of Belgium stressing that the tool was very useful as it was based on the DigComp framework, it was intended for public use and it combined the features of assessment, training

and certification. Lastly, **Begoña Uribesalgo Micás**, Department of Economic Development, Tourism, and Commerce, Diputacio de Barcelona, Spain, shared insights from their local pilot implementation of the tool saying that the tool encouraged self-assessment and skill development among jobseekers and workers.

Generative Systems in a Regenerative Economy: Designing a Curriculum for an Era of More-than-Human Agency and Intelligence, Cyanotypes project workshop

During this workshop, facilitator **Soenke Zehle** from K8 posed a thought-provoking question: How can the concepts of digital and sustainable development work hand in hand? He emphasized the need for a shift in the learning model to achieve this integration. Zehle pointed out that public systems often isolate departments from one another, resulting in fragmented problem-solving approaches. To address this, he advocated for restructuring and uniting diverse groups—such as environmental and technological teams—to bridge the gap and foster collaboration. Rather than viewing ecology and technology as





opposing forces, Zehle proposed framing them as part of a multiple interdependence. He stressed the importance of applying this perspective in companies and technological environments, where technology can actively contribute to the creation of sustainable natural spaces that promote respect for the environment and animal life. This approach highlights the potential for technology to support sustainability in a meaningful and impactful way.

Panel discussion: “Digital skills and policies for employability”

Moderated by **María Cecilia Torre**, Communications Coordinator at Fundación CEPAIM, the panel composed by **Gustavo Sánchez Cuadra**, Director of the Training and Employment area at Fundación Esplai Ciudadanía Comprometida,

José Antonio Naveros, General Director at Arrabal AID, **Ricardo Jiménez Torrijos**, Director of Business Development at GDOCE, explored the challenges and opportunities in employability across different age groups.

The panel highlighted that while young people excel in technical skills, they often lack managerial experience and need broader exposure to workplace realities. They noted that individuals over 55 bring strong management skills but often face digital skill gaps. Besides, often there is lack of coordination between entities, companies, and administrations in identifying the needed skillset. To bridge these gaps, the panel proposed integrating cross-functional digital skills training across all sectors and fostering collaboration between organizations to align training with the specific needs and realities of local communities.

Panel discussion: “Social innovation for change”

Moderated by **Maribel Merino Arranz**, Coordinator of Fundación Rondilla, this panel brought together **Oliva Carrión Carmona**, Equality and Social Innovation Technician at La Noria of the Diputación de Málaga; **Isa Ludita**, CEO and Co-Founder of La Nave Nodriz; **Noemí Menéndez García** from La Rueda Asociación; and **Lorena Silvestri** from .jes to discuss the intersection

of digital technology and social innovation.

The speakers emphasized that digital tools are inherently designed and its creation must always be approached from a humanistic perspective. The focus should shift from the machine to the relationships it fosters, creating conversations to better understand human needs.

The panel called for a culture of experimentation, highlighting the need to move beyond a system that rewards success and punishes failure, which stifles innovation and the adoption of new digital tools. They proposed building alliances and bridges between citizens, public administrations, and other stakeholders to eliminate barriers and foster collaboration. Additionally, they stressed the importance of embedding a humanistic discourse into the business world, showing that this approach is compatible with both technology and profit.

The panellists concluded by observing that social innovation requires time, a willingness to take risks, and a narrative shift that empowers individuals as agents of change. By testing and iterating with innovation as both a mindset and a method, and by fostering open sustainability through collective action, meaningful change becomes achievable.



Workshop: “Observatorio de las Brechas Digitales. Towards an inclusive digital citizenship: connectivity, skills and equity for all”

Caterine Fagundes, Senior Researcher at OBD, emphasised the



critical role of digital connectivity and education in fostering digital skills, which are essential for social integration and employability in the modern world. She highlighted that being disconnected in a digital era often equates to being excluded from fundamental rights, making it imperative to recognise digital connectivity as a universal human right, which isn't yet.

To bridge the digital divide, Catherine proposed targeted actions to support vulnerable groups, including promoting inclusive digital training, fostering digital literacy from an early age, ensuring access to devices, and providing universal internet connectivity. These measures are vital for building a more inclusive and equitable digital society.



Harnessing MEGASKILLS: An Extra Life for Commercial Video Games in Training and HR sectors - Megaskills project workshop

In this session, **Flavio Escribano** from GECON explored the growing need for companies to enhance specific soft skills in their employees, a challenge many organizations face due to uncertainty about how to effectively develop these skills. To address this gap, a pioneering project was introduced that leverages video games as a tool for improving targeted soft skills. Through interactive gameplay, employees can engage in **dynamic, immersive scenarios that foster essential skills** such as communication, teamwork, and problem-solving, offering a creative and engaging solution to a critical business need.

Panel discussion: “Digital rights in the age of Artificial Intelligence”.

David Domínguez González, Territorial Coordinator Madrid. Coordinator of Digital Transformation and Third Sector Management at Fundación Esplai moderated the discussion with the panellist **Ignasi Belda Reig**, director of the State Agency for the Supervision of AI; **Isabel Candil**, digital advisor – EMEA Energy Industry of Microsoft; **Nerea Luis**

Mingueza, Artificial Intelligence expert; **Marek Tuszynski**, executive director and co-founder, Tactical Tech, who discussed the digital right in the age of AI.

Key topics included citizens' uncertainty about pursuing digital training, future job transformations, and regulatory challenges surrounding AI. **Privacy and data protection emerged as critical concerns**, with the panellists emphasizing the need for robust measures to safeguard citizens' information. Proposals focused on transparency, ethical implementation of AI, and fostering collaborations across sectors to promote responsible innovation. Training programs at all levels were highlighted as vital to empowering citizens and bridging the digital divide, especially for vulnerable groups such as the elderly. The discussion also underscored the importance of addressing dependency on large tech companies and encouraging a people-centered approach to AI to enhance job performance without fear of replacement.

Ultimately, the panel called for AI to be a transformative tool for societal good, urging companies, governments, and educators to prioritize inclusivity, accountability, and the equitable distribution of its benefits.

ALL DIGITAL AWARDS CEREMONY

BEST DIGITAL EDUCATOR:

Pedro Maria Vega Rodriguez

BEST DIGITAL CHANGEMAKER:

Marilena Maragkou

BEST DIGITAL RESOURCE:

LearningML by Juan David Rodriguez Garcia

ALL DIGITAL Weeks

Best Event:

Edih Northeast,
Czech Republic

ALL DIGITAL Weeks

Best Campaign:

Stati Generali
dell'Innovazione, Italy

GenAIEdu

Best use of GenAI in Education:

Sofronia Maravelaki, Greece



To close the second day of the **Summit of Engaged Digital Citizenship “Connecting for an Informed and Conscious Society”**, La Nave Auditorium hosted the much-anticipated ALL DIGITAL Awards ceremony, celebrating the achievements of organizations and individuals who are driving digital inclusion and skill development across Europe.

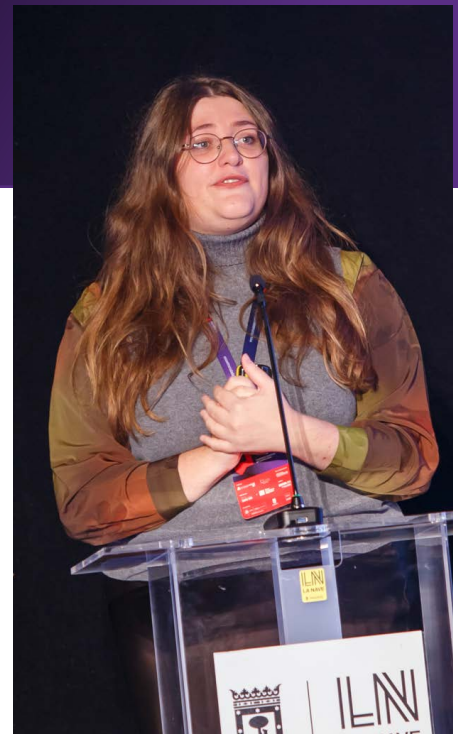
To honour their innovation, dedication, and the profound impact they have on countless individuals, ALL DIGITAL established the ALL DIGITAL Awards. This year’s ceremony, brought together over 100 participants from our network, who enthusiastically applauded the remarkable achievements, hard work and passion of both the nominees and winners.

The six awards were presented by members of the ALL DIGITAL Board and Advisory Board, recognising the vital contributions of trainers, educators, and digital resource developers in advancing digital inclusion across Europe. Check the categories and the winners here below.

DAY 3

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Institutional Welcome / Keynote speech: “Fostering the digital society” / Panel discussion: “Fostering the digital society” / Keynote speech - “New emerging technologies” / Panel discussion: Empowering Digital Social Innovation / Panel discussion: “Equality in Enjoying Cultural Goods in the Digital Era” / European Digital Rights, Online Safety and Wellbeing: principles guiding policies ” - “Essential Services Accessible to All” / Panel discussion: How to share training and certification tools in Europe? Lessons from the Pix experience” / Generative Systems in a Regenerative Economy: Designing a Curriculum for an Era of More-than-Human Agency and Intelligence / Panel discussion: “Digital skills and policies for employability” / Panel discussion: “Social innovation for change” / Workshop: “Observatorio de las Brechas Digitales. Towards an inclusive digital citizenship: connectivity, skills and equity for all” / Workshop: Harnessing MEGASKILLS: An Extra Life for Commercial Video Games in Training and HR sectors / Panel discussion: “Digital rights in the age of Artificial Intelligence” / ALL DIGITAL Awards Ceremony and closing.



Institutional welcome and plenary sessions

The last day was opened by **Antonio Llorente Simón**, President of Plataforma Red Conecta, who underscored the platform's commitment to community development through bridging the digital divide. He called for targeted policies to eradicate poverty, fostering a fair, secure, and inclusive digital ecosystem where technology benefits everyone.

Francis Valverde Mosquera, President of La Liga Iberoamericana de Organizaciones de la Sociedad Civil, highlighted her organization's dedication to human, social, and community development, with a particular focus on youth. She emphasized the critical role of young people in driving digital transformation and the importance of involving communities and civil society to fight poverty and social exclusion while building safe and respectful societies.

Marianna Marcucci, Deputy President of ALL DIGITAL, introduced the ALL DIGITAL Weeks campaign, which has engaged over 1.5 million people since 2010 enhancing digital skills across Europe. She stressed the urgency of digital empowerment, pointing out that even younger generations often lack essential skills, such as navigating online spaces safely.

In his keynote speech, **Thibaut Kleiner**, Director for Policy, Strategy and Outreach, **European Commission, DG Connect**, emphasised the EU's vision for a **human-centered digital transformation** that prioritizes inclusivity, safety, and security online. Despite many spending 6.5 hours daily on the internet, issues like cyberbullying, fraud, and lack of regulation persist.



The European Commission envisions an inclusive and secure internet, reflected in the **"European Declaration on Digital Rights and Principles"**. This document is divided into six key areas: 1. Putting people at the center of the digital transformation; 2. Solidarity and inclusion, ensuring essential digital skills for all; 3. Freedom of choice, enabling informed choices online; 4. Participation; 5. Safety and security; 6. Sustainability, addressing the climate footprint of digital technologies. He also highlighted the positive

He emphasized the positive effects of digitalization, including its role in enhancing resilience during the pandemic, while underscoring the importance of digital empowerment to enable individuals to navigate the internet safely and critically.

In the following panel discussion on "Digital rights and principles through policies", moderated by **Alejandra Solla**, director of Fundación SES (Argentina) and of the Ibero-American League of Civil Society Organizations, the panel featured key figures including **Ignacio Azorín González** from the Community of Madrid, **Patricia Bezunartea Barrio** from the Ministry of Social Rights, **Antonio Llorente Simón** from Plataforma Red Conecta, and **Isabel Salazar Páramo** from Fundación Telefónica. The discussion focused on the **critical need for digital inclusion, highlighting challenges like the digital divide and lack of digital literacy for many citizens**. Participants stressed that digital services must be simplified and made accessible, with both public and private sectors working together to improve infrastructure and promote lifelong learning for all. The panel also underscored the importance of a human-centered digital transformation that protects digital rights, ensures security, and includes all individuals, particularly vulnerable populations, in the digital world. Moving forward, collaboration is essential to create a safe, inclusive digital future.

Angeliki Giannakopoulou, AI4AL Project Coordinator, EAEA, highlighted the potential of AI in adult learning to enhance skills assessment, provide tailored learning opportunities, and support teachers and educators by automating repetitive tasks while maintaining human connection. She emphasized AI's role in removing barriers for vulnerable groups but stressed the need to address biases in data and algorithms to ensure inclusivity.

The AI4AL project offers tools like a skills matchmaking platform and self-paced learning for educators to explore AI's ethical and practical applications. Advocacy and participation in the project's community of practice are encouraged to shape inclusive, responsible AI use in education.

ALL DIGITAL Academy (ADA) Panel discussion - "Integrating Emerging Technologies in Education"

The panel led by the moderator, **Afonso Araujo**, head of the ALL DIGITAL Academy project – involved

representatives from EU Institutions, academia and industry: **Judith Cosgrove**, scientific/technical officer, Joint Research Centre (JRC), **Juan-Pablo Ferrero**, director of Education Sales in Western Europe, Intel Corporation | Global Education Center of Excellence, **Achilles Kameas**, DAISy research group, Hellenic Open University Professor and Director of Studies, **Davide Marocco**, professor at UNINA, and **Christoph Bretgeld**, co-founder of SkillLab (AI4AL).



ALL DIGITAL has been implementing an Erasmus project called **ALL DIGITAL Academy** to create a hub for learning content on emerging technologies, such as AI and IoT. The hub grew to 4000 stakeholders and came to an end in October. **Judith Cosgrove (JRC)** emphasized the European Commission's investments in digital transformation, prioritizing digital skills, well-being, and emerging trends like AI in education. **Juan-Pablo Ferrero (Intel)** highlighted Intel's Skills for Innovation program, which provides free AI-aligned training for teachers, enabling personalized learning and reducing administrative tasks, with certification available. **Achilles Kameas (Hellenic Open University)** discussed the IoT course for adult educators, integrating IoT and AI concepts aligned with **DigComp 2.2** standards, targeting

those with intermediate technical skills. **Davide Marocco (University of Naples)** outlined the AI course for ADA, which combines a historical overview of AI's evolution with technical insights into its functions and applications. **Christoph Bretgeld (SkillLab)** shared SkillLab's experience using AI tools to support migrants and refugees by mapping skills to job opportunities, promoting societal inclusion and improved employment outcomes.

"The Challenges of Artificial Intelligence Literacy in Education and Employment: Integrating Data and AI Skills into Curricula and Preparing the Workforce for the Future"

Moderated by **Nicola Bruno** (Dataninja, Italy), this panel explored integrating AI and data skills into education and employment. Speakers included **Helder Touças** (Lisbon City of Learning), **Fabio Nascimbeni** (European Training Foundation), and **Riina Vuorikari** (ALL DIGITAL Advisory Board).

Nicola Bruno outlined two pressing challenges: understanding AI to counter misinformation and adapting teaching to the rise of generative AI. **Fabio Nascimbeni** highlighted contrasting perspectives: cautious optimism from policymakers, unpreparedness among educators, and enthusiasm from startups



embracing AI's potential. **Riina Vuorikari** stressed embedding AI into curricula to close skill gaps while aligning with the DigComp framework. **Helder Touças** emphasized the need for technical knowledge, critical engagement, and ethical considerations. Panelists also discussed practical efforts to integrate AI into education, such as Yale's large-scale adoption of AI assistants and ETF's Learning Club community, which prioritized AI literacy tools for teachers. Initiatives like the Cities of Learning network were also mentioned, promoting lifelong learning and connecting educational institutions with training opportunities, fostering digital inclusion and AI literacy.

Workshop - "The ALL DIGITAL Academy: AI, IoT and GenAIEdu courses"

The workshop introduced courses developed under the ALL DIGITAL Academy project, focusing on AI, IoT, and generative AI in education.

Davide Marocco presented the AI MOOC, which explores AI's history, functionality, applications, and ethical implications through modules like How AI Works



and Ethics in AI. Adopting a constructivist approach, the course includes practical AI exercises on Google Colab, fostering critical engagement.

Theodor Panagiotakopoulos showcased the IoT MOOC, which covers IoT concepts, architectures, and applications within the European DigComp framework. It addresses key topics such as privacy, security, and real-world IoT implementations, using a flexible, self-paced, and tutor-supported learning model to enhance accessibility and engagement. Both MOOCs aim to equip learners with essential digital skills, preparing them to navigate and contribute to the evolving tech landscape.

Dea Kralj, ALL DIGITAL, presented the role of GenAI course to empower and support digital education and transformation stakeholders across Europe, in the provision of basic digital skills and competences, specifically the knowledge and understanding of Generative Artificial Intelligence (GenAI) and integrating GenAI in their education and training services.

Panel discussion - "Digital transformation in the Third Sector".

The session, moderated by **Eva Tirado** from Asociación Mar de Niebla, brought together several key figures to explore the challenges and potential solutions

regarding digital transformation in the Third Sector. The speakers included **Víctor García Souto** from Fundesplai, **Antonio García Del Real** from Techsoup, **Myriam Pérez Andrada** from Inicia, and **David Dominguez**, Fundacion Esplai.

A recurring theme in the discussion was the lag of legislation behind technological development. **Myriam Pérez** highlighted that this gap is especially evident when it comes to ensuring rights and protections in the digital world, particularly for vulnerable groups such as women, migrants, and minors. The absence of inclusive digital legislation remains a fundamental challenge that needs to be addressed to create safe, equitable virtual spaces for all. **Víctor García** also touched on the challenge of data security, emphasizing the importance of ensuring that the digital transformation does not leave people or organizations behind, especially smaller entities that might lack resources or access.

Antonio García del Real focused on the defense of people's rights in this context, noting that technology, while powerful, can also be a source of inequality if not properly managed. **David Dominguez** added a self-critical perspective, acknowledging that the sector often struggles with embracing digital transformation, viewing it as a luxury or secondary to their

core mission. He argued that it is essential for social organizations to engage with technology not just for operational efficiency, but to empower themselves in their advocacy work, as social educators with digital knowledge are necessary.

“Immersive virtual reality” - A virtual reality workshop to experience the virtual world in a creative way. Digital Creativity, Netherlands.



The “Immersive Virtual Reality” workshop, presented by **Digital Creativity** from the Netherlands, explored the creative possibilities of virtual reality (VR) technology. The session explained how immersive VR works and its use in educational settings, particularly with children. Key benefits of VR highlighted included its ability to introduce students to immersive digital environments, enhance spatial awareness, and unlock creativity. The technology also provides lifelike experiences where users

can interact, sparking curiosity about new technologies. After the presentation, participants had the chance to experience VR firsthand, gaining a deeper understanding of its potential to inspire creativity and discovery.

Panel discussion - “From analog to digital: A workshop on safe and creative digital media education in schools, coordinated by ECSWE

The session, moderated by **Dora Šimunović** from the European Council for Steiner Waldorf Education, focused on the challenges and proposals related to digitalization and holistic education. Speakers included **Pieter Bastin**, pedagogical supervisor for media education, Flemish Steiner Schools, **Márti Domokos**, project coordinator, European Council for Steiner Waldorf Education, **Hilary Siddons**, coordinator of the Scuola Novalis in Italy (Conegliano).

The discussion highlighted the resistance some schools face in embracing activities that promote a holistic approach to education, which can act as barriers to progress. The increasing presence of digitalization in children’s lives, starting at a younger age, was also identified as a growing concern,

particularly regarding its impact on children’s well-being.

The proposals centered on the importance of holistic education that involves all sectors and educational agents in a child’s life. Innovative methodologies discussed during the works that are tailored to each child’s abilities were emphasized, allowing children to develop their imagination while gradually building necessary competencies at their own pace. The speakers argued that children should be given the chance to fully develop their imagination before being exposed to the challenges of the digital world, advocating for efforts to delay access to technology.

Workshops - “Artificial Intelligence for Adult Learning (AI4AL): a practical experience for adult educators on the Engagement kit, AI-based tool that links skills to career and training paths, and Self-paced training path for adult educators”

The AI4AL project - Artificial Intelligence for Adult Learning organised its final event within the ALL DIGITAL Summit with a series of insightful sessions. Following the keynote speech by **Angeliki Giannakopoulou**, coordinator of the AI4AL project, earlier on the same day highlighting the



importance of the mindful adoption of AI in adult learning, Christoph Bretgeld from SkillLab, leading the development of an AI-based tool, participated in the ADA panel discussion. The project organized the following workshops in the afternoon:

1. AI4AL Matching Tool: Christoph Bretgeld from SkillLab led this session, where participants explored the AI4AL Matching Tool App. This tool links learners' digital skills assessments to relevant micro-credentials, enabling educators to design personalized training programs that address specific learner needs.



2. Engagement Kit: Valentina Brilli from EGINA led an interactive workshop focusing on the Engagement Kit, which includes a Methodological Guide and an Online Scenarios Repository. Educators learned how to tailor the AI4AL wiki platform and its scenarios to better align with their interests and the practical needs of the classroom.

3. Self-Paced Training Path for Educators: Alex Ursulescu from CPIP led the third workshop on the self-paced training path, focusing



on the foundational knowledge of AI and its ethical applications. Participants discussed key themes and mapped out strategies for integrating AI into adult education, with an emphasis on responsible and inclusive practices.

Next steps on DigComp: Updates and discussion

The session, featuring **Judith Cosgrove**, scientific/technical officer, Joint Research Centre (JRC) and **Stefano Kluzer**, project consultant from ALL DIGITAL, focused on the recent update to the Digital Competence Framework (DigComp), with a particular emphasis on competencies. The update to version 3.0 aims to strike a balance between maintaining stability and integrating necessary updates. One of the key additions to **DigComp 3.0** is the inclusion of learning outcomes, which are essential for understanding what

students have truly learned and for aligning educational and labour market needs. These outcomes are intended to be useful and constructive, requiring ongoing dialogue and collaboration to ensure they are valued and understood by users.

The development of the learning outcomes involved analysis across 15 countries and will reflect emerging trends in digital competencies. The final update will differentiate between attitudes and knowledge, offering a more dynamic and detailed framework. The work leading to DigComp 3.0 is ongoing, with continuous review and input from literature and stakeholders.

Panel discussion - "Inclusion and the right to digital accessibility"

The session, moderated by **Gema de la Hoz Ortego**, director of Asociación Candelita, addressed the challenges digitalization poses to vulnerable groups. Speakers included **Adolfo García Arellano** coordinator of Digital Transformation Area, Fundación CNSE, **Esther Martín Pariente**, head of Cognitive Accessibility at Plena Inclusion Castilla y León and **Miguel Rodríguez**, TIC TAC Digital Training, Fundación Esplai.

The discussion highlighted how the rapid advancement of digital technologies can create additional

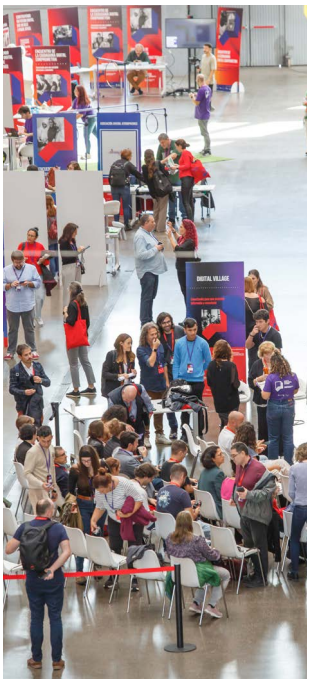


The proposals focused on the need for both legislation and citizen commitment to ensure inclusive digital advancement. Additionally, the third sector was urged to foster a better understanding of diversity and adopt a sensitive approach when introducing technology to diverse groups, ensuring that their specific needs are met with care and consideration.



LIGHTNING TALKS

DAY 2



- **How to design and implement a scalable media literacy/ data/AI (Open the Box) initiative**, Nicola Bruno, Dataninja, Italy.
- **Media and digital literacy**, Miomir Rajcevic, Media Education Center, Serbia
- **eRueca Virtual Social Center**, Noemí Menéndez, La Rueca Asociación, Spain
- **Training course for art teachers to use AR in their teaching**, Davide Diletti, Consorzio Ro.Ma. School ART Gallery, Italy
- **CybARverse: Digital literacy in VET through cybersecurity training with immersive technologies**, Rita Šukytė, Association “Langas į ateitį”, and Toumazis Toumazi, Cyprus Computer Society, Cyprus
- **The importance of having sufficient data to analyze digital divides**, Marta Fullola and Angie Carrasco, Fundació Ferrer i Guàrdia, Spain.
- **Free software to bridge the digital divide**, Ainara Pérez, Saregune, Spain
- **DigCompLabor: Digital Competence Framework for employability professionals**, Lara Vidal González, Cruz Roja, Spain
- **Using ICT tools with people with disabilities**, Ángel Martín Sanchez, CyL Digital / Junta de Castilla y León, Spain
- **MOSAIC project**, Eleonora Santini, Materahub,
- **Authentic and Inclusive Gender Inclusive Digital Practices**, Charalambos Vrasidas, CARDET
- **#FamiliesTIC**, Anna Inglés, Colectic
- **FAB Circular Network of Territorial Innovation. New spaces for experimentation**, Gema Parrado Leon, Diputación de Cáceres, Spain
- **Digital transformation plan**, Laura Lopez, Arrabal-AID, Spain
- **Mapping of formal and non-formal education programs for DigComp 2.2**, Mara Jakobsons, LIKTA, Latvia.
- **Fostering social innovation through inclusive entrepreneurship**, Achilles Kameas, DAISy Research Group, Greece
- **Project R que R: Recycling and reuse of technological components. Assembly and repair of computers and mobile devices**, Gema de la Hoz, Candelita Association, Spain.
- **Collaboratori Catalonia, a Lab of Labs**, Alba Soler, i2CAT Foundation, Spain

LIGHTNING TALKS

DAY 3



- **Digital Equity tool, Eric Roig, Fundacion Bofill Countering online hate speech with an online game**, Eleni Georgakakou, DAISy research group
- **Future Networks 4 Society Policy Lab**, Alba Soler, i2CAT Foundation
- **Cultural & Artistic Digital Citizenship**, Vaggelis Gettos, Center for Social Innovation – CSI
- **mSchools Lab project**, Assiri Valdes, GSMA and Angie Carrasco, Mobile World Capital Barcelona Foundation
- **Vulnerable youth and democracy**, Kilian Wirthwein, INCIDE, Spain
- **Es por tu BIENestar**, Gema Parrado Leon, AUPEX, Spain
- **Digital Dive in people with severe mental illness** Gema De la Hoz, Asociación Candelita, Spain
- **Digitalización in the project of citizens participation**, Lucía Veredas, Fundación Plan B Educación Social, Spain
- **National language technology platform Hugo.lv**, Jānis Ziediņš, Culture Information Systems Centre of Latvia
- **“Mobile World Capital Barcelona Global Award”**, Cecilia Conde, Mobile World Capital Barcelona Foundation
- **Inclusive STEAM Educator Competence Framework, part of the SPICE project**, Achilles Kameas, DAISy Research Group
- **A3 Learning project, Learning Anywhere, Anytime, from Anyone**, Iva Walterova, EPMA
- **EIPASS certification service**, Antonella Milella, Certipass
- **EDIFY_EDU: Equality, Diversity and Inclusion for improving the quality of Management Education** Elisabetta Mei, EGI nA Srl



ALL DIGITAL SUMMIT 2024



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*See you next year
in Malta!*

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RUE DU COMMERCE 123
1000 BRUSSELS

contact@all-digital.org
T. +32 2 893 0201

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