



PERIODICAL
NEWSLETTER ON
THE PROJECT

OUR DIGI SPACE

Issue 1 2019 Jun

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► OUR DIGI SPACE at a glance

The main objective of Erasmus + KA2 project OUR DIGI SPACE is to provide hard-to-reach adults with flexible learning opportunities through face-to-face interactions and an interactive e-learning platform and a mobile application equipped with gamification strategies to foster their digital skills.

The project will also bring together small groups of these adults in events and show them how to transfer their digital skills into real life situations and how to use technology to improve their lives.

The project aims to:

- Provide adults with 21st century skills and encourage them to take action and gain self-confidence, by enabling them to perceive their situations as a serious game in which they should play to win,
- Encourage them to see that they are "capable of changing their situations" by using their digital skills and gamification strategies in the society more effectively,
- Build the capacities of adult educators through trainings about gamification strategies in fostering hard-to-reach adults' digital skills and integrating these strategies into real life situations. The target group will include "50 hard-to-reach adults " and "50 adult educators".

The partnership is formed by 6 organizations from 4 countries: UOM – University of Macedonia (Greece), APEC – Educational Enterprise (Turkey), Kerigma – Innovation and Social Development Institute of Barcelos, PRSC – Panevezys District Education Centre (Lithuania), Nara Education Technologies (Turkey). The partnership is led by Ministry of National Education (Turkey).

The project OUR DIGI SPACE is with 30 months duration and will be implemented from November 2018 to April 2021.

Intellectual Outputs: Gamification of Digital Tasks – Guideline, Open Interactive e-learning Platform – "My Digi Space", Mobile Application – "My Digi Box".



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During the meeting, all institutions presented their goals, implemented activities, and coordinated projects for adult education.

► Why gamification?

Adults have a variety of learning experiences, some of them have memories of normal schooling that cause unpleasant memories. Therefore, in order to involve adults in the learning process and to provide them with the competence required for the 21st century, an inclusive learning environment is needed. Such an environment is facilitated by the gamification of the learning process, which provides learning pleasure and encourages the self-confidence of adults, the desire to achieve their learning goals. Adult educators will help learners understand their situation as a serious game, encourage them to understand that they can change their situation more effectively by using digital skills and gamification elements.



► All events

1ST TRANSNATIONAL MEETING
@TURKEY HOST: APEC

2ND TRANSNATIONAL MEETING
@LITHUANIA HOST: PRSC

3RD TRANSNATIONAL MEETING
@PORTUGAL HOST: KERIGMA

4TH TRANSNATIONAL MEETING
@ÇANAKKALE, TURKEY HOST: NARA

5TH TRANSNATIONAL MEETING
@GREECE HOST: UOM

6TH TRANSNATIONAL MEETING
@ANKARA, TURKEY HOST: DGLL



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