



PERIODICAL
NEWSLETTER ON
THE PROJECT

OUR DIGI SPACE

Issue 2 2019 Dec

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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".



The project "Enhancing Digital Skills of Hard-to-Reach Adults for Better Life Chances" (No 2018-1-TR01-KA204-058750) has been funded with support from the European Commission.

► The 2nd project ODS partner meeting

The 2nd transnational meeting of the project OUR DIGI SPACE was hosted by Panevezys district Education Centre (PRSC), Lithuania from the 11th to the 12th of September 2019. The venue of the meeting was at the Hotel Congress in Vilnius. Agenda was divided into two parts, Day 1 and Day 2 of the meeting. New items have been added into the agenda during the meeting when partners considered them necessary. After meeting on the first-day Social dinner was organized for all participants from project partner's institutions. Because the project coordinator has been changed and the project application contained many interpretable theses and terms that needed to be discussed and agreed upon for the smooth running of the project, this meeting was very important for healthy execution of the rest of the project.

The main goals of the meeting were:

- To introduce a new project coordinator
- To present adult education and adults' digital skills in Greece
- To talk over the achieved results
- To discuss the process of Gamification of digital skills – Guideline



- To discuss the framework for workshops of hard-to-reach adults
- To prepare for a quality Interim report
- To present project dissemination
- To discuss the ideas of the 2nd e-newsletter
- To discuss general activities and outputs of the project
- To discuss how we are going to deliver intellectual outputs

► Virtual conference

On October 23, the project's target group members of the Eriskiai Community (Panevezys District, Lithuania) had the first opportunity to interact with partners from Greece, Portugal, Turkey in the "Erasmus+" project "Our Digital Space" in Panevezys District Education Center. The virtual conference was held using a Hangout and translating participants' presentations into Lithuanian and English.



The videoconference aims to break down stereotypical thinking, build a united Europe, present the goals of the project and explore the digital needs of adults, which will guide the development of training scenarios, an e-learning platform and a mobile application.

The conference was welcomed by the project coordinator Mehtap Akgun (Turkish National Ministry) and all project partners. The target group presented their digital skills, most of them use computers to read the news. The organizers of the conference were cheered on by the request of one of the participants to develop a new project where he could meet partners not only online but also in their countries. Later, hard-to-reach adults expressed their wish to learn how to create emails, take pictures, film, write emails, attach photos and send them.



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► Access to Technology and Willingness to Learn More

On October 25th, Kerigma had its first and second workshop with hard-to-reach adults. The first workshop was called "Access to Technology and Willingness to Learn More" and it was about: introducing the project and explaining the purpose of the workshop; sharing international experiences amongst participants; discuss their access to technology and measure their desire to learn more technology. The second workshop was called "Daily Challenges and Needs of HRA" and it was about discussing the daily challenges and needs HRA have regarding digital skills. Both sessions had 19 participants and a considerable part of the group was eager to learn.

► Your Thoughts on Basic Digital Skills

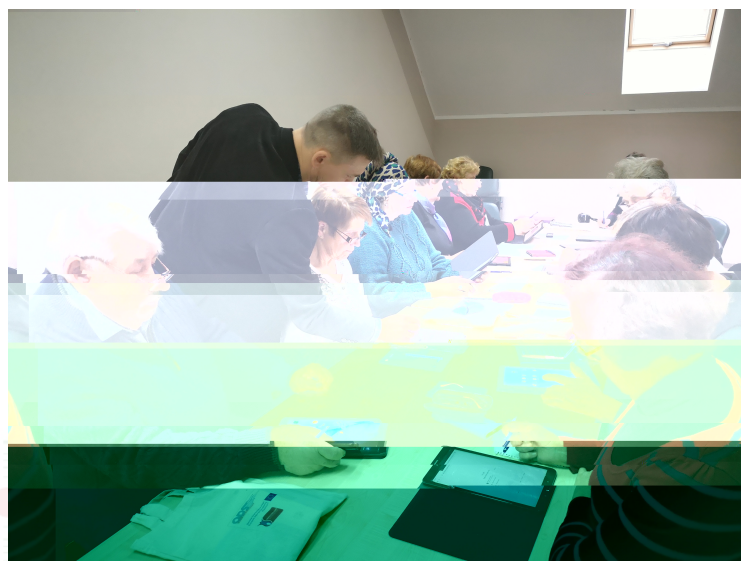
Later, on November 12th, Kerigma had its third and fourth workshop with hard-to-reach adults. The third workshop was called "Your Thoughts on Basic Digital Skills" and it referred to the explanation of the purpose of the questionnaire we wanted HRA to fill as well as a discussion of practical examples to better understand the statements in the questionnaire. Lastly, the fourth workshop was called "The Fundamental Digital Skills You Want To Have for Daily Life and Work" and it was mostly focused on the discussion of the skills they want to acquire or tasks they want to learn to perform. Both sessions had 14 participants and the level of engagement was substantial.

On the other hand, Kerigma also held workshops with adult educators on November 25th. In this case, the Department of International Projects of Kerigma decided to host a series of four workshops in the same day to get a more comprehensive insight of the ideas and experiences adult educators have regarding the topic of digital skills within the context of hard-to-reach adults. In these sessions the discussion revolved around 4 topics: challenges and difficulties in teaching digital skills; priority needs within the scope of digital skills; possible solutions for the emerging needs of HRA and the impact of technology. In sum, the adult educators revealed excitement towards the concepts and tools the project intends to implement.



► Tablet PCs in problem solving process

Panevezys District Education Center (PRSC) also organized workshops to identify the needs of adult digital education and the experience of andragogues in working with SAES. Based on this information, a "Scenario-based Guidance" for adult educators will be prepared. The workshop topics are as follows: Experiences related to the benefits of digital skills; Needs and challenges encountered in everyday life situations; Most in-demand digital skills. The project experts investigated these needs by engaging adults in discussions and creating real-life situations for learners and enabling them to solve emerging issues using tablet PCs.



► All events

1ND 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: DGL



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