



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".



Co-funded by the  
Erasmus+ Programme  
of the European Union



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 FIRST project ODS partner meeting

The first OUR DIGI SPACE partner meeting with the representatives from Lithuanian, Portuguese and Turkish institutions was held in Ankara on 28-29 May. The Greek representatives who could not come to the meeting took advantage of the opportunities offered by Skype and participated in a virtual discussion with the project partners.

During the meeting, all institutions presented their goals, implemented activities, and coordinated projects for adult education. APEC coordinates projects, determines human resources needs, design educational programs for the target group. NARA offers innovative, creative and original content in the field of education by using AR / VR technologies. The aims of the PRSC are to develop the professional competence of the members of school communities and promote the dissemination of innovations in adult education. The mission of KERIGMA to promote the integrated development of individuals, organizations and communities, by creating innovative services and products that contribute to more active citizenship, solidarity and social cohesion. The Ministry of National Education General Directorate of Lifelong Learning is responsible for all adult education in Turkey.



Since the OUR DIGI SPACE project is aimed at adult education and the development of digital skills, research has reviewed the situation of adult education in the project partner countries. NARA representatives compared Adult Education in Turkey and OECD Countries. The average participation rate in 30 OECD countries is 50%. Turkish adult participation rate of education is 23%. Representatives of KERIGMA, based on the European Digital Progress Report (EDPR) 2017 Country Profile Portugal, mentioned, an EU average of, respectively, 44% and 19%. The representatives of PRSC (Lithuania), referring to the digital skills, have relied on the results of the 2016 OECD study. They focused on problem-solving in technology-rich environments also the capacity to access, interpret and analyse information found, transformed and communicated in digital environments. According to this indicator, Lithuania, Greece and Turkey are below the OECD average.

The activities of the OUR DIGI SPACE project will address these issues, deepen the digital competences of adults, and show how to transfer digital skills to real life situations and how to use technologies to improve lives. The elements of gamification will be very important in all project activities.



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## ► 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

1<sup>ST</sup> TRANSNATIONAL MEETING  
@TURKEY HOST: APEC

2<sup>ND</sup> TRANSNATIONAL MEETING  
@LITHUANIA HOST: PRSC

3<sup>RD</sup> TRANSNATIONAL MEETING  
@PORTUGAL HOST: KERIGMA

4<sup>TH</sup> TRANSNATIONAL MEETING  
@ÇANAKKALE, TURKEY HOST: NARA

5<sup>TH</sup> TRANSNATIONAL MEETING  
@GREECE HOST: UOM

6<sup>TH</sup> TRANSNATIONAL MEETING  
@ANKARA, TURKEY HOST: DGLL



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