



LINKING SENIORS TO DIGITAL MEDIA LITERACY, DEMOCRACY AND DIVERSITY

OBSERVATORY OF GOOD PRACTICES



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INTRODUCTION

In the early stages of the 'LINK' project, each participating country embarked on comprehensive research, both on a national and international level, to identify successful initiatives addressing the core themes of our project.

These themes encompass combating disinformation and misinformation, fostering digital skills among the senior population, nurturing critical thinking abilities in seniors, and promoting a better understanding of democratic processes.

The search for good practices did not solely concentrate on projects directed at senior citizens; rather, we explored a wide range of initiatives targeting diverse demographic groups.

The objective was to extract relevant and effective elements that could be seamlessly integrated into our LINK Program.

The resultant Observatory of Good Practices document serves as a valuable resource for our project, offering an array of inspiring and proven strategies that can be adapted to enrich our program.

As you delve into the pages of this document, you will discover a wealth of insights and ideas drawn from successful projects both within our respective nations and across borders.

MAPPING

Click here to see the Good Practices Mapping



GOOD PRACTICE

TRIPLO D



PROJECT NAME | Triplo D

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | CÁRITAS DIOCESANA DE COIMBRA in partnership with the European Centre for Women and Technology (ECWT), Instituto Europeu de Ciências da Cultura Padre Manuel Antunes (IECCPMA) and Agrupamento de Escolas da Lousã (AEL)

COUNTRY | Portugal

TOPICS APPROACHED | Democracy, Ageing, Human Rights

GEOGRAPHICAL IMPLEMENTATION | Regional

YEAR OF IMPLEMENTATION | 2019

LINKS | <https://triplod.caritascoimbra.pt/> | <https://sdgs.un.org/partnerships/triplo-d-project>

BRIEF DESCRIPTION OF THE PROJECT

The Triplo D project aims to increase democratic involvement and political participation by citizens, working on the links between democracy, demography, and human rights. It develops education/training sessions and school and community discussion groups, seeking to educate and strengthen an active and participatory citizenship of Caritas Coimbra's employees, children and adolescents (from pre-school education to secondary education), adults in vulnerable situations and older adults (65+), parents and educators and education community. The project takes citizenship and active participation issues to different audiences, communities, and contexts, turning participants into agents of change and social activation. The discussion and exchange of experiences within the communities has been promoted by bringing these transversal themes to discussion. It is a project of proximity, which was built by the people and for the people. The project is based on 4 essential components: Empowerment; Awareness; Activation; Communication

SUCCESS FACTORS OF THE PROJECT

- The project was distinguished by the United Nations (UN) 2nd Open Call for good practices, success stories and lessons in the implementation of the 2030 Agenda and the Sustainable Development Goals (SDGs) from December 2020 to March 2021.
- The project has been taking citizenship and active participation issues to different audiences and communities. Everybody is invited to participate in this cross-generational discussion regardless of their context.
- Diversity of the target groups.
- The sustainability of the project is based on its participatory structure.

GOOD PRACTICE

MY POLIS



PROJECT NAME | My Polis

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | My Polis

COUNTRY | Portugal

TOPICS APPROACHED | Democracy

GEOGRAPHICAL IMPLEMENTATION | National

YEAR OF IMPLEMENTATION | 2018

LINKS | <https://mypolis.eu/login>

BRIEF DESCRIPTION OF THE PROJECT

Solving the problem of lack of civic participation is the proposal of MyPolis, the Portuguese application that wants to make politics sexy for youth, bringing mayors and citizens closer to one platform for submission of proposals. Users (specially youth) submit and vote proposals, making their voices heard while decision-makers are provided with social listening. Additionally, users can gain points and prizes (for example, tickets or vouchers for local commerce) for their public participation.

The project aims at strength civic engagement by allowing citizens from a municipality to vote on proposals put forward by policy makers, and on the other hand, to submit their own proposals for consideration by the community and then by decisionmakers.

When a municipality acquires the platform/app, the enterprise might offer a series of workshops in the community to facilitate the submission of proposals and dissemination of the app, but also focus groups, street interviews, school programs, NGOs agreements among other participatory methodology.

SUCCESS FACTORS OF THE PROJECT

- Through a platform, citizens and decision makers are connected.
- In the associated municipalities, 10 until now, it is created an action plan and a network of a variety of profiles as NGOs, schools, governments, to strength democracy and civic engagement.
- Through the prizes in form of vouchers given to the users according to their public participation, the local commerce is also impacted. The attractiveness of the proposal of civic engagement that fit the new digital profile of youth.
- The gamification of the methodology that allows youth to win points and prizes according to their civic participation level. The easy and permanent channel of dialogue that is created between citizens and decision makers.

GOOD PRACTICE

MEDIAWISE FOR SENIORS



PROJECT NAME | MediaWise for Seniors

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Poynter Institute

COUNTRY | United States of America

TOPICS APPROACHED | Fake News, Misinformation

GEOGRAPHICAL IMPLEMENTATION | International

YEAR OF IMPLEMENTATION | 2021

LINKS | <https://www.poynter.org/mediawise/programs/seniors/>

BRIEF DESCRIPTION OF THE PROJECT

MediaWise for Seniors offers free online courses to help older people to detect and combat online misinformation. By looking at examples of political, health, travel and climate misinformation, these course teach techniques for identifying false information and how to seek out trustworthy sources for seniors. They also involve experienced journalists to help seniors navigate information on platforms like Google or Facebook.

By the end of this in-depth course, seniors are able to:

- Identify and spot the seven different types of misinformation and explain why someone shared them.
- Fact-check social media posts using tools and techniques of professional fact-checkers and report what you find to each social media platform.
- Verify the images and videos they encounter on the internet.
- Identify and consume online news responsibly.
- Explain to family members and friends the pitfalls of sharing misinformation and teach loved ones how to fact-check on their own.

SUCCESS FACTORS OF THE PROJECT

- With only a couple of hours and for free, seniors can learn and hear expert journalists on how to be wise in their information search and share.
- Using multimedia and active methodology, seniors can easily understand the process of misinformation and spread of fake news.
- This course is designed especially for people 50 years and older who regularly consume news online, often via social platforms like Facebook and does not require special internet skills or abilities.



PROJECT NAME | DIGITOL

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | CCB (Italy), Pro Arbeit (Germany), 50+ Hellas (Greece), and Znanie (Bulgaria), Tree (Estonia) and AGE (Belgium)

COUNTRY | Italy, Germany, Greece, Bulgaria, Estonia, Belgium

TOPICS APPROACHED | Active citizenship, digital literacy, participation, Internet use, information society, intergenerational knowledge

GEOGRAPHICAL IMPLEMENTATION | International

YEAR OF IMPLEMENTATION | 2020

LINKS | <https://digitol.eu/>

BRIEF DESCRIPTION OF THE PROJECT

The purpose of the DIGITOL project is to combat the effect and the spread of fake-news by developing older persons' digital literacy and promoting EU common values among older citizens. The project aims to combat discrimination, promote social cohesion, solidarity, and active citizenship of older individuals by increasing the awareness about the role of misinformation through social media and digital means.

To achieve the above, DIGITOL uses innovative intergenerational educational practices and engage older adults in non-formal education and co-created training opportunities.

Outputs of the project:

- Country context analysis reports about the digital integration of older adults and tools available in the four pilot countries (Bulgaria, Germany, Greece, Italy) to improve older persons' digital literacy and thwart the spread of fake-news
- A Digital Social Academy e-learning platform gathering educational material
- A Network of 40 young ambassadors capable of training older adults
- A Capacity-Building Programme for 100 older adults to attend workshops and webinars

SUCCESS FACTORS OF THE PROJECT

- The project promotes knowledge transfer between younger and older adults, through an intergenerational approach aimed to close the gaps between these two groups and to find new ways to cooperate and interact with each other.
- By consolidating the digital skills of older adults, DIGITOL will ensure the quality of the information older people can find online, and contribute to making the Internet accessible to new responsible and digitally-educated users.

GOOD PRACTICE

SOCIAL PARTICIPATION OF SENIOR CITIZENS

ASOS 2014-2020

Rządowy Program na rzecz Aktywności Społecznej
Osób Starszych na lata 2014-2020

PROJECT NAME | Government Programme for Social Participation of Senior Citizens for 2014-2020

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Ministry of Family and Social Policy

COUNTRY | Poland

TOPICS APPROACHED | Active Ageing, Social inclusion, Social integration, Education

GEOGRAPHICAL IMPLEMENTATION | National

YEAR OF IMPLEMENTATION | 2014-2020

LINKS | <http://senior.gov.pl/> | http://senior.gov.pl/asos_programme/strona/40

BRIEF DESCRIPTION OF THE PROJECT

The main priority was to engage the non-governmental organizations into actions, which gave older people more opportunities in the areas of education, social integration and social services. Financial support was allowed for actions which provided the possibilities to lead independent and active life. The programme assumptions were meant to result in social awareness that participation of the older people in the public life is important for their active and healthy ageing.

The improvement of the current situation of seniors was achieved by:

- Development of different forms of education services and improvement of education offers quality for senior citizens,
- Creation of conditions leading to integration of senior citizens by using the social infrastructure, especially rising the knowledge about biological, health and social changes, which are associated with ageing, as part of preparation of the society to old age,
- Development of different forms of social participation, especially promotion of volunteering, participation in decision process and involvement of senior citizens in the creation of public policy,
- Rising the accessibility of the social services.

SUCCESS FACTORS OF THE PROJECT

- Social services for seniors in the field of education, sport, tourism, culture and recreation,
- Development of the support system, which helped to satisfy the specific needs of older people, especially those with disabilities.

GOOD PRACTICE

STILL ACTIVE 60+

Aktywni po 60-tce



PROJECT NAME | Still active 60+

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | The Silesian Entrepreneurship Development Foundation

COUNTRY | Poland

TOPICS APPROACHED | Active Ageing, Social inclusion, Digital Education

GEOGRAPHICAL IMPLEMENTATION | Regional (Silesia)

YEAR OF IMPLEMENTATION | 2012-2013

LINKS | <https://sftp.gliwice.pl/>

BRIEF DESCRIPTION OF THE PROJECT

During the project implementation senior citizens could learn about the functionality of ICT devices, such as computer, laptop, smartphone, tablet or even a regular mobile phone, and overcome barriers ranging from basic to more advanced technologies, such as operating software and the Internet. Thanks to the training and practical workshops on e-services (Messengers, Senior on e-shopping, Digital photo processing), seniors got used to shopping online, using social media, and were able to explore the secrets of digital photography. Additionally, integration activities were implemented. Main objectives of the project: Encourage seniors to use of technological solutions and information and communications technologies in everyday life, Improve the ability of seniors to use computers and not be afraid of them, Acquire and improve the digital skills of people 60+, Introduce participants to various e-services and communication platforms, Promote active aging.

The form and methodology of ICT courses for seniors were prepared with taking into account the needs and ICT abilities of people from this target group. The idea was to create a positive learning environment and convince seniors that ICT, media, Internet can be useful in many practical aspects of people life and then encourage them to use all those media effectively.

SUCCESS FACTORS OF THE PROJECT

- Participants have acquired the skills to use the opportunities offered by the digital world – they broadened their digital literacy, gained knowledge and skills as digital communication, internet security and safe behaviour in the internet environment. Courses and workshops implemented within the project empower older people with technological skills, increased their ability to use new technologies, and prevented social and/or digital exclusion.

GOOD PRACTICE

CYFROWA AKADEMIA SENIORA



PROJECT NAME | Cyfrowa Akademia Seniora

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Instytut Nowych Technologii

COUNTRY | Poland

TOPICS APPROACHED | Active Ageing, Social inclusion, Digital Education

GEOGRAPHICAL IMPLEMENTATION | 6 counties of the Łódź Voivodeship

YEAR OF IMPLEMENTATION | 2019-2020

LINKS | <https://aktywni.eu/projekty/cyfrowa-akademia-seniora/>

BRIEF DESCRIPTION OF THE PROJECT

The project focused on improving digital competences among people aged 55+ living in 6 counties of the province. Łódź by conducting a series of training courses and providing free access to a computer and the Internet. For this purpose, local consultation points were created and the training was divided into 6 thematic blocks focusing on various aspects for which a computer can be used.

SUCCESS FACTORS OF THE PROJECT

- 1060 participants
- 2592 hours of trainings
- 3072 hours of individual consultations

GOOD PRACTICE

INTERGENERATIONAL BRIDGE CONNECT TO CREATE



PROJECT NAME | Intergenerational Bridge Connect to Create

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Coordinated by EduVita

COUNTRY | Italy, Poland, Turkey, Czech Republic, Lithuania, Slovenia

TOPICS APPROACHED | Active Ageing, Exchange of good practices, Intergenerational education, IGL activities, IGL trainers, multigenerational diversity

GEOGRAPHICAL IMPLEMENTATION | Italy, Poland, Turkey, Czech Republic, Lithuania, Slovenia

YEAR OF IMPLEMENTATION | 2020-2022

LINKS | <https://www.connectcreate.eu/>

BRIEF DESCRIPTION OF THE PROJECT

The project was addressed to seniors (55+), younger people (16-30) and adult educators interested in intergenerational education. It focused primarily on collecting and developing good practices in the field of IGL, which was to be carried out, among others, by conducting workshop sessions for intergenerational groups at the national and international level. It was also crucial to gather experience from older educators, develop exercises and implement them at the local level in intergenerational groups.

SUCCESS FACTORS OF THE PROJECT

- Digital Manual of good practices in intergenerational education for adult educators working in multigenerational contexts (open access material)
- How to Organise Intergenerational Workshops? Manual of Good Practices in Intergenerational Learning for Adult Educators (paper published in andragogy.pl)
- Numerous workshops for seniors & young learners and educators were provided on local and international level

GOOD PRACTICE

DIGIADULTS



PROJECT NAME | Digital inclusion of adults - let's learn from examples of good practices [DigiAdults]

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Coordinated by Fundacja Edukacja i Media

COUNTRY | Coordinated by Poland

TOPICS APPROACHED | Digital Education, Social and Digital Inclusion

GEOGRAPHICAL IMPLEMENTATION | Austria, Czech Republic, Spain, Poland, Latvia

YEAR OF IMPLEMENTATION | 2019-2021

LINKS | <http://www.digiadults.europeanproject.eu>

BRIEF DESCRIPTION OF THE PROJECT

The DigiAdults project intended to explore and evaluate the impact of the use of digital tools and the Internet in the empowerment of a variety of categories of learners at risk of social marginalisation, then drawing out implications of findings in terms of guidelines for trainers involved in formal, nonformal and informal education, and generating a collection of case studies and best practices, assembled on an online resource center. The main issues were:

a) Exploring the way digital tools can be used to empower people in a personal and professional perspective, and as citizens and consumers; b) Exploring new approaches and methodologies to promote digital inclusion through the identification of individual motivations and needs, followed by effective steps to improve technical abilities; c) Drawing out implications of findings in terms of guidelines for trainers involved; d) Creating an online resource center.

Some of the key topics:

- Memory training and mind exercises
- Kaffee Digital - introductory courses for senior citizens for their first steps in the digital world
- Brain Jogging Programme as a tool for teaching computer skills
- ZOOM: new digital learning opportunity
- Digi teachers/ digi parents
- Soc Blogger
- Application to be connected: video calls and WhatsApp
- Don't panic: online procedures

SUCCESS FACTORS OF THE PROJECT

- Partners tested a series of digital tools (through workshops, courses or any other type of non-formal or informal educational activities), each with their respective target group, then presented to each other and compare testing results, and ultimately collate guidelines for trainers involved in formal, non-formal and informal education as a collection of case studies and best practices.

- Each of the participating organizations adapted and then implemented some of the project results into their daily practice.

GOOD PRACTICE

EASY WAYS TO TRANSFER KNOWLEDGE



PROJECT NAME | Easy ways to transfer knowledge

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Coordinated by the Ecological Future Education

COUNTRY | Coordinated by Latvia

TOPICS APPROACHED | Creative Education, Social Inclusion, Low-skilled Adults

GEOGRAPHICAL IMPLEMENTATION | Romania, Bulgaria, Turkey, Poland, Latvia

YEAR OF IMPLEMENTATION | 2018-2020

LINKS | <https://www.facebook.com/ProjectEasyKnowledge> | <https://epale.ec.europa.eu/en/node/152097>

BRIEF DESCRIPTION OF THE PROJECT

The project was created due to the immense problem in adult education – the language of training courses and also their presentation is often too difficult for low-skilled adults. It was carried out on a transnational level by exchanging and comparing information about different educational approaches in partner countries. The objective of the project was to enhance educators' knowledge regarding work with low-skilled adults by providing Handbook – Easy ways to transfer knowledge – which includes sharing good practices of creative education, the description of the EU policy in adult education, the comparison of educational systems of partner countries, 25 tips for successful training, and other advice which might be useful for educators.

SUCCESS FACTORS OF THE PROJECT

- 25 tips for successful training, and other advice which might be useful for educators, especially for those involving in the training low-skilled adults

- The results of the project were noticed by NA and included into EPALE publication

https://www.frse.org.pl/brepo/panel_repo_files/2021/02/01/qi4pym/ksiega-epale-2020-do-czytelni.pdf
(page 110-116)

GOOD PRACTICE

IBERIFIER



PROJECT NAME | IBERIFIER

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Coordinated by the University of Navarra, it is made up of twelve universities, five fact-checking organizations and news agencies, and six multidisciplinary research centers.

COUNTRY | International consortium from the Iberian Peninsula

TOPICS APPROACHED | Disinformation; Misinformation; Fake News; Media Literacy

GEOGRAPHICAL IMPLEMENTATION | International with focus on Spain and Portugal

YEAR OF IMPLEMENTATION | 2020

LINKS | <https://iberifier.eu>

BRIEF DESCRIPTION OF THE PROJECT

IBERIFIER is one of the eight digital media and disinformation observatories approved by the European Commission. Its main mission is to analyze the Iberian digital media ecosystem and tackle the problem of misinformation. To do this, it focuses its research on five lines of work:

1. Research on the characteristics and trends of the Iberian digital media ecosystem.
2. Development of computational technologies for the early detection of misinformation.
3. Promotion of media literacy initiatives, aimed at journalists and informants, young people and society as a whole.
4. Verification of misinformation in the Iberian territory.
5. Preparation of strategic reports on threats of disinformation, both for public knowledge and for the authorities of Spain and Portugal.

Verifications on disinformation are carried out by the fact-checking teams that are part of IBERRIFER. The fact-checking teams that collaborate with IBERIFIER are Polígrafo (Portugal), EFE Verifica (Spain), Verificat (Spain) and Fundación Maldita.es (Spain).

SUCCESS FACTORS OF THE PROJECT

- Fact-Checkers platform with a simple and visual “truth assessment scale” of several news and social media platforms that address several categories of information (e.g., <https://poligrafo.sapo.pt/>).
- Interaction with the public in asking for content to be checked.
- Open-source research materials, articles and reports on disinformation, misinformation, and strategies to fight it.
- Involvement of universities, research centers and several professionals in a multidisciplinary approach to the problem of misinformation.

GOOD PRACTICE

AGEING DEMOCRACIES?



PROJECT NAME | AGEING DEMOCRACIES? Political Participation and Cultural Values Among the Elderly in Europe

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Coordinated by Centre for Contemporary Culture and the Open Society Initiative for Europe

COUNTRY | Coordinated by Spain

TOPICS APPROACHED | Ageing; Democracy; Ageism; Active Citizenship

GEOGRAPHICAL IMPLEMENTATION | Romania, Spain and Sweden

YEAR OF IMPLEMENTATION | 2017

LINKS | <https://lab.cccb.org/en/ageing-democracies/>

BRIEF DESCRIPTION OF THE PROJECT

The Ageing Democracies project brings together five professionals from various backgrounds, disciplines, and European contexts. Its multidisciplinary research team includes a political scientist, a philosopher, a photographer, a filmmaker and a playwright.

They have analysed the politics of ageing from a variety of angles, always with a firm basis in the empirical facts, and produced works that tackle common misconceptions about the elderly, their political and cultural views and their role in society (1 report; 6 essays; Public debates in Romania, Spain and Sweden).

Some of their key messages:

1. Population ageing is not a new phenomenon in Europe. What is new is that we talk about it.
2. The political participation of older people is a multidimensional phenomenon within a changing context of political participation that varies widely across Europe.
3. As we age, we do not grow politically more conservative. Age differences in political preferences are almost exclusively due to the ways different cohorts grew up.
4. Social inequalities within the group of older people impede the formation of a politically uniform bloc of older people. There will never be a political age conflict between the young and the old.
5. Politicians in ageing democracies are catering to a grey interest constituency that does not exist.

SUCCESS FACTORS OF THE PROJECT

- Analysis of the facts and deconstruction of several misconceptions on aging societies with key and clear messages (e.g., "Population ageing is a blessing, not a curse");
- Creativity and Design of the dissemination material joining several fields of science and arts.
- In the last paragraph of each chapter, the research team leaves several practical actions and strategies to adopt.

GOOD PRACTICE

EXPERTCLICK



PROJECT NAME | Expertclick

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Cibervoluntarios Foundation and the AEB Foundation of the Spanish Banking Association (AEB), with the support of the Ministry of Social Rights and the 2030 Agenda

COUNTRY | Spain

TOPICS APPROACHED | Digitalization; Active Ageing; Social inclusion

GEOGRAPHICAL IMPLEMENTATION | National

YEAR OF IMPLEMENTATION | 2001

LINKS | <https://www.cibervoluntarios.org>

BRIEF DESCRIPTION OF THE PROJECT

Expertclick offers training in new technologies to people over 55 years of age, especially from rural areas. In the free face-to-face and online courses, the elderly learn to safely and confidently navigate the Internet and to use their mobile phone or tablet to communicate by videoconference, interact with their bank, request a medical appointment, buy online or take advantage of their leisure time creative online. The objective is to increase their independence and personal autonomy when it comes to communicating, carrying out procedures and actively participating in society, thus improving their self-esteem and favouring active and healthy aging.

The free Expertclick courses last 6 hours spread over 2 or 3 sessions and can be face-to-face or online. In this course the seniors learn to use:

- App to stay connected: video calls and WhatsApp (2 hours)
- Management app for day to day: health and online banking (2 hours)
- Entertainment and leisure app: social networks (2 hours)

Impact Of Expertclick Activities

Workshops held: 544

Supported entities: 218

Seniors trained: 3384

SUCCESS FACTORS OF THE PROJECT

- Accessibility of the digital material and user-friendly language used for targeting low-educated seniors.
- The practical daily activities used for the training to engage seniors' motivation.

GOOD PRACTICE

PRENSA SIN EDAD



PROJECT NAME | Prensa sin Edad (Press without Age)

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Asociación de la Prensa de Málaga

COUNTRY | Spain

TOPICS APPROACHED | Media literacy; Active Aging

GEOGRAPHICAL IMPLEMENTATION | National

YEAR OF IMPLEMENTATION | 2021

LINKS | <https://aprensamalaga.com/prensa-sin-edad-portada>

BRIEF DESCRIPTION OF THE PROJECT

Press Without Age is an innovative project organized by the Malaga Press Association and sponsored by the "la Caixa" Foundation that brings media literacy closer to the elderly with the aim of minimizing the possible existing digital divide. This project reaches the entire province and is taught by journalists with experience in the media. Press without Age turns older people into communicators capable of using different media and technology to value the place where they live. In this way, they become agents that contribute to disseminating the modernization process that rural areas are also experiencing (they themselves are an example) and the attractions of living in these areas to avoid depopulation.

The initiative contributes, through training, to the modernization of rural environments and to active and healthy ageing.

The workshops are a meeting point for people with common concerns who demand practical learning about the digital environment in which they find themselves involved and who seek to encourage critical thinking to deal with the information content that reaches them. It is a way of fighting loneliness that often afflicts the elderly and is more pronounced in rural settings. The workshops also collaborate to promote the autonomy of this group since all educational activity is an intellectual exercise, vital for the maintenance of good overall health of the person.

The project has reached 10 municipalities with more than 20,000 inhabitants in which more than twenty workshops were implemented.

The main objective is to improve citizens' access to information, their critical capacity and the possibility of discerning between information and mis/disinformation. The Press Without Age workshops are created to reduce the existing digital gap in the most rural populations, especially in the elderly.

SUCCESS FACTORS OF THE PROJECT

- Focus in rural elder population
- The gender issue is addressed, by analyzing in a specific training the image and the role that the media has to banish stereotypes and false myths that haunt this group, which suffers triple discrimination: older person, woman and native of a rural environment.

GOOD PRACTICE

FAKE NEWS



PROJECT NAME | Fake News

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Regione Siciliana

COUNTRY | Italy

TOPICS APPROACHED | Fighting disinformation and misinformation

GEOGRAPHICAL IMPLEMENTATION | Italy

YEAR OF IMPLEMENTATION | 2022

LINKS | <http://www.etmfakenews.it/#time>

BRIEF DESCRIPTION OF THE PROJECT

Fake News is a project funded by the European Union under the Smart Specialization Strategy (RIS3). With the aim of sharing a common vision with all innovation players, the Sicilian Region has activated a plurality of projects, tools for information exchange and networking. The FakeNews project is placed in this context as an experiment in the application of techno-advanced ICT logics to the phenomenon of disinformation. The project aims to refine the conceptual devices that power algorithms and search engines designed to evaluate authenticity, originality and relevance of journalistic information content.

Fake News proposes five online meetings with local public and private actors through the participatory Electronic Town Meeting to develop effective tools and paths in order to counter the spread of fake news.

SUCCESS FACTORS OF THE PROJECT

The publication and dissemination of fake news has become a pervasive phenomenon in recent years, capable of seriously damaging individuals and companies, influencing public opinion on important issues such as health, security and immigration, conditioning politics, destroying the reputation of public figures, and conditioning the minds of citizens and others.

This is therefore a crucially topical and important issue that affects all citizens of all ages and touches on a cardinal principle of our democratic societies: the right to correct information.

Through online meetings concerning the main topics for our societies, the project is helping to break down misinformation and disinformation, to make citizens more aware, leading them to discourses and choices based on real facts and no longer conditioned by deliberate misinformation.

A very interesting element of the project is in the working methodology: in fact, online meetings with key local actors are planned with the Electronic Town Meeting tool, aimed at developing strategies and tools to counter the spread of fake news.

Another relevant aspect is the organization of resources for different "hot" topics: fake news and disinformation, fake news and legal aspects, fake news and climate change, fake news and migratory flows, fakenews and health aspects.

GOOD PRACTICE

TEO: TERZA ETÀ ONLINE



PROJECT NAME | TEO: terza età online

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Provincia di Roma and Fondazione Mondo Digitale

COUNTRY | Italy

TOPICS APPROACHED | Digital literacy, Intergenerational learning

GEOGRAPHICAL IMPLEMENTATION | Italy

YEAR OF IMPLEMENTATION | 2012

LINKS | <https://www.facebook.com/terzaetaonline>

BRIEF DESCRIPTION OF THE PROJECT

The objective of the "TEO - Terza Età Online" project is the functional and digital literacy of the elderly in the Province of Rome to reduce the digital and social divide among the population.

The intervention includes two different actions:

- an infrastructural one, implemented by the Province of Rome with the creation of Internet Corners (3 multimedia networked PC stations with broadband connection) at 36 Senior Social Centers (19 in Rome and 17 in the province);
- an educational one, curated by the Fondazione Mondo Digitale according to the intergenerational learning model of "Grandparents on the Internet," whereby young tutors teach the elderly at school workshops in schools or at senior centers.

Students from the 10 schools involved, coordinated by a tutor, teach the over-65s how to use computers and new technologies, navigate the Web and search for online services of the public administration. The courses last 30 hours for a total of 15 meetings, are free of charge and are held in the participating schools' computer classrooms. Classes of 20 seniors are formed for each school.

In the 15 meetings, the abc of computers will be explained, from powering up to surfing the Internet. The presentation of the various peripherals that can be connected to the pc is also an opportunity to help seniors become familiar with new communication technologies and social networking. The last class is held at the senior center's Internet corner where the over-60s can continue practicing their PCs and surfing the Web.

At the end of the course, participating seniors can become peer tutors, who choose to volunteer their time to help their peers use online services. The community of over-65s, students, and faculty coordinators then meet on the web in an "online environment" and in town squares during "TEO public events."

SUCCESS FACTORS OF THE PROJECT

- Approaches: intergenerational dialogue and enhances different skills and experiences; peer education by training over-60 tutors capable of transmitting the knowledge acquired .
- Activities: public moments in the squares to acquaint everyone with the potential offered by the Net; allows access to the various online services of the Public Administration; provides the necessary infrastructure to ensure broadband access even to unserved territories; Internet Corner in senior centres.

GOOD PRACTICE

MAKE ME A EUROPEAN



PROJECT NAME | Make me a European

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Scuola Secondaria di I° grado "Guglielmo Marconi"

COUNTRY | Italy

TOPICS APPROACHED | European Identity, European Citizenship

GEOGRAPHICAL IMPLEMENTATION | Croatia, Germany, Poland, Italy, Cyprus

YEAR OF IMPLEMENTATION | 2015

LINKS |

BRIEF DESCRIPTION OF THE PROJECT

The project focuses on European values and the development of European identity. Through it, pupils learn about the core values of the European Union, explore their own national identity, become aware of the different nations that make up the European community, and develop a sense of belonging to the European community as a whole so that they appreciate the diversity that makes our community unique. Pupils learn to come up with ideas on how they and their country can contribute to making the European community better.

SUCCESS FACTORS OF THE PROJECT

- International teams to promote European Core Values
- Several tools (digital, interactive, storytelling etc)
- Provision of follow up activities

GOOD PRACTICE

E.CA.R.E.



PROJECT NAME | E.CA.R.E. - Elderly home CAre Residential Engagement

ENTITY RESPONSIBLE FOR THE IMPLEMENTATION | Interreg V-A Italia – Austria

COUNTRY | Italy

TOPICS APPROACHED | Social Inclusion, Technologies

GEOGRAPHICAL IMPLEMENTATION | Italy and Austria

YEAR OF IMPLEMENTATION | 2017

LINKS | <https://ecareproject.eu/>

BRIEF DESCRIPTION OF THE PROJECT

The model of intervention envisioned by ECARE is based on community involvement (neighbours, friends, relatives) and the creation of new relationships and common interests in order to reduce social isolation and the psychological, physical, and relational difficulties of older people. Participating people will be accompanied on a path to improve their lifestyle, on the basis of an assessment carried out by professionals on the risk they are exposed to in areas relevant to their social relationships and health, particularly nutrition, physical activity, cognitive and sensory stimulation. Thus, a digital application system will be used to support various terminals, including a smartwatch, which enables an intelligent connection between the elderly person and people in their community. In addition to this, a platform will be used to monitor lifestyle improvement in its various components and especially the ability to achieve it on an ongoing basis, identifying a path of continuous improvement. Validation of the results will be based on specific quality-of-life indicators, a cost-benefit analysis, and the effect of reduced spending on the production of social and health services.

In order to implement the project, it is necessary that the elderly have the necessary skills and knowledge to use the digital tools provided in it. The E.CA.R.E. digital skills model is represented by a conceptual framework developed on two levels:

- Level 0. It refers to basic skills, which are the prerequisites for interacting with ICT. It covers both hardware and software modules and provides theoretical and practical arguments for both;
- Digital Skills Matrix. It reproduces the logic of the DigComp2.0 framework and adapts it to the target group. This part of the framework encapsulates 5 areas: information and data literacy; communication and collaboration; creation of digital content; security and accountability; and problem solving.

SUCCESS FACTORS OF THE PROJECT

- Neighborhood social involvement and related community mapping tool;
- Assessment of the risk to which the elderly are exposed;
- Actions of screening of their fragility and pathways for empowerment;
- Recruitment and training of citizens who would like to join public awareness initiatives on issues related to the adoption of healthy lifestyles and fragility reduction.

