

Intellectual Output 6: ESKILLS4ALL: TRANSFERABILITY,
EXPLOITATION AND SUSTAINABILITY PACK

Exploitation, sustainability and future impact

IO6 - DIGITAL UPSKILLING PATHWAY PROGRAMME: implementation, evaluation and validation

Prepared with the contribution of all partners and consolidated by Women in Digital Initiatives Asbl Luxembourg (WIDE)

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Introduction

The eSkills4All project will initiate a holistic approach to promote digital literacy, while fighting skills mismatches and unemployment of low-skilled unemployed adults with a focus on women through a multi-assessed e-tool based on an interactive and dynamic platform in order to upgrade their digital competences especially in the field of robotics, as technological progress is evolving tremendously fast.

The eSkills4All project will introduce an innovative online and in-house “eSkills4All-Support-Hubs” service that will support this target group in their search for employment by equipping them with employability skills and by building bridges with the labour market. In addition, it will set up the eSkills4All Network where various stakeholders (i.e. organisations, agencies, public services, etc.) will offer guidance and advice for future employment prospects.

The aims of the exploitation report (IO6) is:

- to investigate the potential sustainability and management of the programme, its process and products through the setting up of the ‘eSkills4All’ hubs as local hubs centres, as a local support group and a practical way to continue the benefits of the online platform and e-badges

The Modules available on the e-learning platform have been translated in the 4 languages of the consortium, to meet the needs of each partner country, and will be freely available on the e-learning platform which will be the main basis for exploitation and sustainability.

The exploitation plan is meant to be an innovative online and in-house (via the local Hubs) to help in the long term the target group in their employment seeking.

1) Practical sustainability methods - potential steps for the future

After the end of the project, the eSkills4All website and e-learning platform will be maintained as planned, so serve as a basis for all the learning materials.

- a final meeting of project's partners was held in Edinburgh, UK in February 2020 and concrete methods of future sustainability, staying in contact and ways of continuously sharing best practices were discussed
- creation of local eSkills4All hubs, envisioned here as active and available on a regular basis (weekly, monthly etc) for the dissemination of the learning content
- reach out for other digital skills or IT clubs or local associations, establish contact and propose to include eSkills4All e-learning platform in their educational activities
- websites of each project's partners will continue to maintain a dedicated section for "eSkills4All" project as well as a link to display the academy platform
- locally maintain the network of active organizations, clubs, other stakeholders
- in case of remaining brochures and flyers from the initial stock to be kept and distributed to visitors, other events etc
- follow-up: according to the project's core values, inclusion, especially for adults with fewer opportunities, all the products will be available on the website as open education resources, for free and easy access.

2) Practical Guidelines: How to set up an eSkills4All Hub?

Below there are some useful and practical steps based on previous know-how regarding the implementation of a local eSkills4All Hub.

a) The place

- Find a good, central place to run the club, close enough to your identified target group.
- The space needs to be big enough for teaching the digital skills modules and easily accessible by public transport

b) The learning material and the Moodle platform:

<https://academy.eskills4all.eu/>

First and foremost, the Hubs are based on the main outcome of the project, the online learning platform, easily accessible as described herein in the figure below.



Based on the online platform, the eSkills4all hubs are offering activities in real life.

To set up your hub you will need:

- A dedicated room with tables and chairs in the space of the training. You can also choose rooms that would have computers at disposal.

It is advisable to set up the room in a U-format or classroom setting so that each participant can see the presentation displayed on the screen.

- a good Internet connection (wifi). It's always best to check the quality of the connection before and consider that several laptops will be running at the same time. (You can use <https://www.speedtest.net/> to check your internet speed)
- participants need to be told in advance to bring their own device if it is not provided on-site. The use of laptops is recommended, then it can be useful that the organisation bring additional laptops as backups. Another option

would get in contact with organizations that can lend you or donate computers to people in need. Please note that participants can also access the eSkills4All platform with tablets or smartphones or other devices if they don't have their own computer or if there are no computers at their disposal.

There are different scenarios during the implementation of this training:

1. The venue provide computers that all participants can access freely during the workshop
 2. The venue does not provide computers but all participants can bring their own devices
 3. The venue does not provide computers and the participants cannot bring their own devices, but the workshop provider brings computers or other devices to lend to the participants.
- An eSkills4All platform account: This can be created before the workshop so that each person is ready on the day of the workshop or it can be done at the beginning of the workshop as a first step.
 - Handouts: usually as observed during pilot testing, they are not mandatory but can be printed and prepared in advance in case they are needed if the digital skills level of participants is a very basic one; this is usually the case for participants attending trainings of Module 1 “Problem solving”
 - screen or beamer to display the toolkit and the supporting material.

Make sure that you checked the screen/beamer to ensure its proper functioning before the session as well the cable/connection needed to connect to the trainer laptop

- It's always a good idea to visit the place, make all technical checks and to arrive at the venue one hour prior to participants to avoid technical issues.

c) Trainers and participants

Trainers and expected time for one session

Normally, one 'eSkills4All' trainer from the local organization that took part in the C1 training will preferably deliver the periodical training. Expect one organized training session, normally corresponding for 1 Module, to take approximately 4 to 5 hours.

The training of trainers (C1 meeting) within each organization was normally achieved before starting the IO5, and as trainers typically already possessed the IT knowledge required to deliver the pilots, it was an easily achieved task. During this training for trainers, at least one member/volunteer/staff for each partner have been trained.

In case of new trainers, in order to prepare the training content they need to first familiarize themselves with the academy learning platform, the modules they wish to present and the Open Badges systems, as well as their relevance and importance for participants. The content of the modules is easily transferable to new trainers.

Future Participants

The potential participants matching the general eSkills4All target group will be kept informed on a regular basis via the organization's usual dissemination channels (emails, newsletters, social media communication campaigns, website etc)

The target group is defined to be digitally low skilled adults, looking to increase their employment chances. It is important to define your target group to facilitate your recruitment of participants; for example, if you target adult women within a specific age range with low digital skills, consider that some social media channels work better (e.g. Facebook versus Twitter) to reach new audiences

Use **the communication material** and official logos of the project and choose your media channels (for example, Facebook as an optimal communication tool for digitally low skilled adults). Moreover, you can engage with local stakeholders active in the digital education sector such as non-profit organisations active in digital education, lifelong learning institutions, local unemployment agencies as they will be able to connect you with their beneficiaries, which in the majority of cases correspond to the target group of this project.

Details to be pre-considered about participants: the capacity should be targeted at small groups of adults (ideally, 10 to 12 participants as based on previous trainings), tend to ask a lot of questions and need dedicated support. That is why during the workshops, you should encourage collaborations and teamwork between learners by peering them. For example, while practical assessments are performed or during group discussions. Also make time for short presentations of each participant: background, previous digital training and experience, expectations from

the training, if they have heard of general Open Badges or Erasmus + at the beginning of the session.

This can be useful for further insights on participants' backgrounds, as they typically register online via the methods communicated by the organizations within their own communication campaign, a phase in which typically does not require a lot of personal information. Criteria such as age and employment situation might be applied during the selection phase, as adult women with low digital skills and unemployed are the main target of the project.

For the registration of future participants, several options are available:

- by email/phone
- using an event management/ticketing tool such as Eventbrite. These are free for e-tickets and are handy to collect simple information.
- using an online registration form (e.g. google forms, a section on own website) if you need to collect more detailed information on your participants.

For information that needs to be collected during the registration phase consider: first name, last name, city of residence, age, current employment situation.

Other information which can be useful can include: current level of digital skills, qualification, expectations from the training, how did they hear from the training, and if they have their own laptop. These pieces of information are useful to create some basic stats on your participants. As a reminder, the consent of participants to store or use their personal data after the project duration or for another purpose than the training itself.

For further guidance in the selection process: The programme is open to anyone so you should not have difficulty to recruit. It is always important to mention the maximum capacity of the training so that participants are made aware of limited space/capacity. In case of more registrations than space, consider the first-come, first-served criteria or priority to unemployed adults. These should also be clearly mentioned within the registration forms.

Practical tips to communicate among digitally low-skilled women looking to re-enter the job market

Given that during pilots sessions in all project's partner countries attendees were primarily women, this section is dedicated to offering some practical tips which can be used during communication and dissemination efforts, in order to fit the eSkills4All project's special focus: digitally low skilled adult women looking to re-enter the labour market.

It is useful to consider that:

- On social media, usually, communication channels like Facebook have a high possibility of reaching low-skilled women, in comparison, for instance, to LinkedIn or Twitter where the digital presence of low-skilled women is less likely.
- it is consistent to display physical flyers or posters in places which are normally frequented by these categories: non-profits, associations and organisations for women, lifelong learning institutions, local unemployment agencies, various centres which organise activities for parents and children, local libraries
- releasing a press release to the local press to inform about these activities
- collaborating and exchanging with local associations and women rights advocates

d) The Open Badges system

Eskills4All project conforms to the digital competence framework, a curriculum specifying the training framework and skills and competencies related to ICT, based on EU Commission framework DGCOMP. (<https://openbadges.org/>) In this context, the Open Badges system of completion and validation of the gained knowledge becomes a very useful tool to test and certify the participants' learning processes either at a self-paced level or during an Eskills4All Hub workshop.

In general, Open Badges are a digital representation of skills, learning outcomes, achievements or experience such as:

- Hard skills: knowledge, competences, etc.
- Soft skills: collaboration, communication etc

Open Badges are verifiable, portable digital badges with embedded metadata about skills, achievements and experience and are shareable across the web. Each Open Badge is associated with an image and information about the badge, its recipient, the issuer, and any supporting evidence. Badges can be used in many ways, for example, to set goals, motivate behaviours and convey success. They can be particularly useful for recognising new kinds of learning, beyond the traditional classroom environment.

The following are some of the benefits of Open Badges:

- Badges can demonstrate a wider range of skills and achievements in formal and informal learning methods.
- Badges are portable and verifiable digital objects-All this information may be packaged within a badge image file that can be displayed via online CVs and social networks.
- Each Badge includes the description of achievement: a particular path that the learner took along the way to achievement, together with the evidence used to support the badge award.
- Each Badge includes information about the earner identity, link to information about the issuer, link to the badge class information (description of what a badge represents)
- Badges can be used to unlock learning and career pathways. They can be used to build pathways to support individuals to work towards learning goals, provide routes into employment and nurture and progress talent within organisations.

The eSkills4All OPEN BADGES system provides portable and verifiable information about digital skills and achievements. Low skilled adults can unlock opportunities by sharing collections of badges representing desired skill sets in a dynamic, evidence-based way. Open Badges represent legitimate, authenticated achievements, described within the badge and linked to the eSkills4All project. To summarise, during IO3, the eSkills4All consortium created badges for five different digital competencies:

Module 1: Problem Solving

Module 2: Digital Content Creation

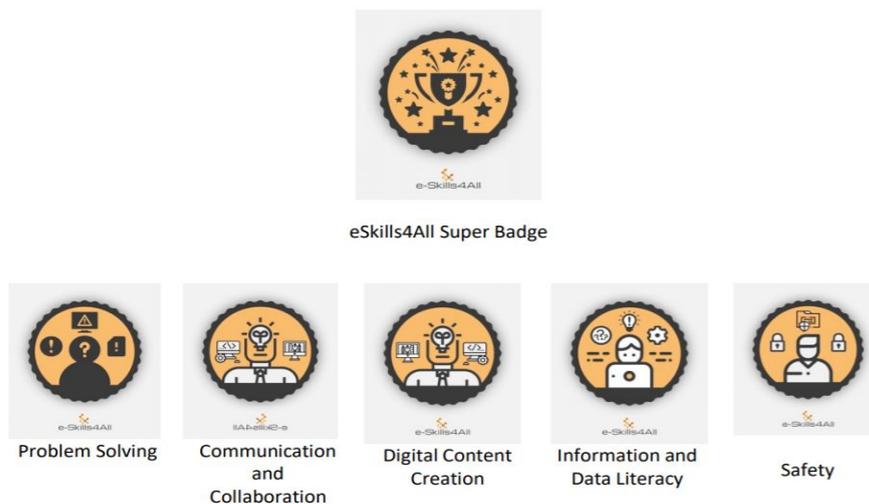
Module 3: Communication and collaboration

Module 4: Safety

Module 5: Information and data literacy

Learners are invited to register in the e-learning platform and take the course(s) of the eSkills4All programme. The e-learning platform listing indicates the criteria for earning the badge. Learners should provide evidence against the badge criteria. Learners should claim a badge, including evidence, against badge criteria. The tool acts as the evaluator, based on a 10 question quiz for each Module. If the user sits the quiz and achieves a percentage of 70% correct answers or above, they will be awarded the badge. The learner will be able to download their badges from the platform. This way, the eSkills4All consortium offers practical opportunities of upskilling the digital skills of low skills adult learners. Through this process, Open Badges can be turned into new collaborations, jobs, internships, and richer connections for lifelong learning.

TREE STRUCTURE OF OPEN BADGES



As listed in the above figure, The eSkills4All e-tool offers 6 badges in total. The criteria for earning the badges for the digital competences modules, which are five in total, and the overall Open Badge, the sixth one, for the completion of all modules.

Communication and dissemination activities for the eSkills Hubs

When communicating on social media or other channels, emphasize it is a continuation of the eSkills4All Erasmus+ EU project. The “eSkills4All” Hubs need to be organized on a regular basis, so make sure to communicate the schedule of the training. Displaying the eSkills4All logo and designs is desired, and also

communicating the benefits of obtaining Open Badges via the “eSkills4All” e-learning platform as an important milestone of their achievements. In the Annexes, you will find examples of communication materials that the consortium of the project used (press release, flyer,

Developing local networks and getting in touch with stakeholders

- Raise awareness, in a similar manner to the initial eSkills4All communication campaigns (press releases and newsletters models available in annexes*) spread the word about the project and objectives.
- Track your communications efforts
- Ask stakeholders and partners to share best practices and exchange according to local digital upskilling needs

3) SWOT analysis - eSkills4All and its sustainability

| Strengths | Weaknesses/Potential barriers |
|---|--|
| <ul style="list-style-type: none"> <input type="checkbox"/> Basic digital skills Modules with a focus on adults education <input type="checkbox"/> Good feedback from past participants <input type="checkbox"/> Good network of partners and stakeholders at local/ national level <input type="checkbox"/> Accessibility, as the learning material is freely available for user, hence no specific technical barriers <input type="checkbox"/> Gradual access of the Modules from the less difficult to the more complex, so the acquisition of digital knowledge happens gradually <input type="checkbox"/> Open badges endorsed by Mozilla Foundation | <ul style="list-style-type: none"> <input type="checkbox"/> The content used can rapidly become outdated according to the rapid development of technology <input type="checkbox"/> The project’s academy online training platform needs long term maintenance <input type="checkbox"/> The need to have an easily accessible space for future eSkillsHubs with minimal technical requirement (tables, chairs, wifi ...) <input type="checkbox"/> Open badges system no yet well know - recognized in the workplace and by recruiters |

| Opportunities | Threats |
|--|---|
| <ul style="list-style-type: none"> <li data-bbox="225 443 782 555">❑ provider of digital skills for adults, which is sometimes a forgotten category from mainstream education <li data-bbox="225 607 782 719">❑ Need for inclusion in the workforce via digital upskilling, as age or gender might be perceived as barriers <li data-bbox="225 770 782 882">❑ participants are able to receive e-badges which demonstrate their knowledge <li data-bbox="225 934 782 1046">❑ Platform can be used online or as blended learning which is offer more flexibility for organisations and learners | <ul style="list-style-type: none"> <li data-bbox="820 443 1377 555">❑ Difficulties to attract low skills adults for the digital upskilling as they do use digital channels as much |

4) Partners feedback and future sustainability

The current feedback is based upon the project's partners responses to the questionnaires distributed during IO6. The feedback was collected on the eSkills4all academy platform, which hosts all the learning material as well as self-assessment modalities and the gaining of the badges.

Furthermore, partners' in-depth feedback was also based on specific questionnaires distributed to all participants at the end of their training sessions.

The questionnaires were targeting specifically to gain feedback on the following:

- the quality, usability and the accessibility of the learning *platform*
- the quality and the general organization of the on-site *trainings* and the trainers
- the usability and practicality of the presented modules and their contained digital skills level of knowledge
- the modalities of the eskills4all badges system

To conclude, this report presents the most relevant feedback received for the aforementioned points:

- In-house training was clear and cohesive
- The syllabus of the courses was thorough and comprehensive
- The learning outcomes were consistent with the teaching material
- The e-platform was user-friendly and easy to use
- Registration and navigation within the platform was easy
- The structure of the course is easily understandable

For the pilot sessions held by Emphasys, Antenna, WIDE and ADR, during IO6, a total of 77 participants attended. Evaluation questionnaires*(model available in the annexe) regarding the quality of the sessions, the online learning platform and the learning material of the modules were handed out, collected at organizations level and centralized after, in order to gain insights for future exploitation, the usability of the tools as a practical way to gain and validate digital skills, both in an organized training environment as well as at a self-paced learning process with a freely accessible online learning platform. A relevant aspect is that out of the total number of participants, 84% were women which is highly statistically significant given the main target of this project, with partners such as WIDE or ADR having an attendance close to 100% adult women.

Out of the total number, 42% of the participants answered the evaluation questionnaires.

Key findings from the evaluation forms displayed positive and encouraging feedback especially in regard to the clear results presented; the eSkills4All Training Material and Tools; (a median of 85% responses with 'agree' and 'strongly agree') the gaining of new digital skills and increased knowledge for future job searches; recommending the eSkills4All learning platform to others (a percentage of 100% positive answers).

Future sustainability for this project is conceived in two main directions and takes into account **recommendations** based on previous experience from IO 3-5 stages, as well as from the local pilot sessions and the blended mobility learning week implemented at the beginning of 2020.

a) The free online learning platform maintenance, accessibility, self-studying and gaining of badges

In this sense, all partners will maintain a dedicated section on their main company website dedicated to the eSkills4All project, with a link redirecting to the e-skills academy platform, as well as contact details regarding future envisaged dissemination and offers of support. The online platform will be maintained as expected and agreed in the initial stages of the project.

b) the setting of the local eSkills4All Hubs

The ONE-STOP SUPPORT CENTRE has been set up by partner organisations to reinforce the network around the pilot sessions for the benefit of learners.

In this perspective, partners are developing in-house local support networks and/ offer future trainings, counselling and advice for digitally low skilled adults on how they should best make use of the learning outcomes. Such future trainings or in house presentation of the Modules, are expected to be easy to implement in the future since the initial material from the pilot sessions as well as the modalities for organizing are already made available.

Steps already taken during the project in the direction of Support Hubs

In **Luxembourg**, to make sure former participants benefit to a maximum from their e-skills new knowledge gained during trainings, WIDE has already put in place within their community of participants, *a job counselling hub* for offering free advice and support on how participants can maximize their “eSkills4All” Open Badges and display them on their CVs, and overall improve their professional profiles.

In **Cyprus**, one part of the project is the support and collaboration of ANTENNA with its partner Emphasys, helping them during the training process and into the communication part to have as a result a number of guidelines and empower the students to use the eLearning platform and answer any questions. If we identify the difficulties of students, employees and participants in general we can help them to have better knowledge, understanding and collaboration between them and us.

In the **United Kingdom**, the eSkills4All project allowed us to talk to many councils and job centres who not only have native English speakers who are low skilled and looking for courses to do while they find work but foreign people who only speak basic English. Fife Council, in particular, noted that the course would be very valuable to them in Polish, as many people who are looking for a job are from Poland and would prefer to do a course in their native language. This has been taken into consideration and we are speaking to a Polish partner that we work within a different project. For this target group, it was so valuable that the course was available on tablet and mobile because many of the people we spoke to who are seeking a job do not have a computer.

We also targeted women aged 40 - 60 who were very interested in learning new skills but also loved the social aspect of the training and the Open Badges really brought out their competitive side. Again, most of these ladies do not have their own computer so it was so valuable that they could carry on doing the course on their tablet or mobile when they got home.

Furthermore, members of CIVIC staff have been involved in the training activities that we have run throughout the project and now know how to deliver the eSkills4All training if and when necessary. However, we have built this course so that it can be executed in isolation without a trainer also.

Future plans for eSkills4all Hubs

In the current context and economy, this project and its outcomes remain a valuable and accessible resource for anyone looking to improve their digital skills, and future dissemination and local implementation is crucial.

In Luxembourg, the eSkills4All project led us to set up a new programme that we are planning to present to The Ministry of Digitalisation for further support, as part of their new “digital inclusion” initiatives. We had an initial discussion with the person in charge of the inter-ministries working group on digital inclusion, where WIDE is well identified.

This project will include:

- Monthly or bi-monthly open sessions at a partner women's library located in Luxembourg-City. Time slot 12-8pm, to include lunchtime and evening for those working. The session could also be punctually held in decentralised places, such as libraries in smaller cities around Luxembourg.
- This will be place and time where women can come in and ask any kind on advice or receive more information on “digital skills”; this could be: access to the internet, fixing a device, sorting a technical issue, asking a personal safety question, searching for training, searching for job or career guidance.

These sessions will be hosted by WIDE volunteers or staff who will take questions, answer if possible or guide to a competent organisation or to a volunteer willing to help and spare an hour to help. Every session will also include a theme, based either on a module offered on the eSkills4All platform, which the participants will be encouraged to use when available, but also on themes suggested by volunteers.

In Cyprus, the eSkills4All project led us to continue the operation of the ONE STOP SUPPORT CENTRE for further support and guidance. This was the initial idea of the writer of this project (who is a member of EMPHASYS CENTRE), and we have realised that there is a real need of upgrading low-skilled adults skills and especially unemployed people.

The ONE-STOP SUPPORT CENTRE will offer:

- Weekly training sessions at Emphasys Premises in Nicosia, Cyprus. Every Monday from 9 am-12noon.
- INFO DAYS, when anyone can come in and ask any kind on advice or receive more information

These sessions will be hosted by EMPHASYS staff members who will offer training sessions and guidance. Every session will also focus on a specific subject, starting from scratch and build-up towards. The sessions mainly focus on the development of basic living pack skills such as Digital, Entrepreneurial, Financial, Literacy and Soft Skills.

INFO DAYS will also be organised, for organisations or individuals who wish to register on the eSkills4All eLearning platform and follow the online training or re-implement the whole programme. Information and guidance will also be given to

those who want to re-enter the labour market as well as workshops to build their CVs and apply for a job position.

Furthermore, the testimonials of eSkills4All will be used for the promotion of digital skills acquisition through non-formal ways. In addition, in the Case of Cyprus, the best promotion is the word of mouth, thus, the project's results can be easily disseminated via the shared experience of participants. The feedback given from the participants will be used as self-evaluation and reflection to each Emphasys member who has been involved and the organization itself.

In addition, through this experience, the staff of Emphasys Centre, who have offered these training sessions, could also educate other trainers not only on a National Level but on an EU level. On a National level key stakeholders were informed of the project via the project's newsletters and updates through our social media, they, in turn, will notify additional people who would be interested. On an EU Level, a KA1 course could be created to target other low-skilled adults and unemployed people or Adult Educators around the EU in order to reach out to as many people as possible.

Another suggestion would be to expand the target group to the Youth. Young people nowadays might have some Digital Skills, but do not fully grasp the idea of Financial Entrepreneurial and Soft Skills. By expanding the target group, we could reach out to a larger audience.

ANTENNA as the main media dissemination partner will continue to promote through social media and other media resources, the unique opportunity to make adults participate and be part of the eSkills4All platform of this huge digital skills knowledge and tools. The aim is adults, young people and especially women with low digital skills to be educated and trained through the online platform. Following the instructions and the implementation of the five different Modules, people will be prepared to face any challenge found in their digital, personal and work environment. Moreover, all the lessons and guidelines will be given to them to gain all the necessary and essential skills to face the labour market.

Also, the "Toolkit", where we focused on IO5, is expected to stimulate and empower people who live in Cyprus such as educators, NGO members, refugees, unemployed adults and give them all the guidelines to develop all the required digital skills.

Last but not least, all the partners will stay in contact even after the end of the project

and when a partner needs to promote or to create media content, audio or video, about the project aims, results and any future ideas then we can help each other.

The project will be running and support will be offered from the beginning until the end and also after its implementation. ANTENNA is willing to share its media knowledge, digital and personal networking, the expertise of the other departments, the equipment we have in our station to aid all the partners in the future according to their needs.

In **Romania**, the sustainability of the project will be ensured through several actions and activities, direct or related. First of all, we want to include this course in our online educational offer. We want to give access to as many people as possible for free. Also, our partners mentioned in the sustainability plan will try to promote and even distribute and offer this course to their target audience. Secondly, the eSkills project and its results will be disseminated in future events carried out by the North-East Regional Development Agency, as well as the events organized by us in collaboration with our relevant partners in the field. All these elements refer to the dissemination of the results of the eSkills4All project at the regional level, in the six counties in the North-East region of Romania. At the national level, we will act through our communication channels: websites, social media, newsletters etc. Last but not least, the eSkills4All project will be complementary to other future European projects that will ensure an integrated vision of the digitalization field.

Conclusion

All the partners agree that The 'eSkills4All' project's main outcome - the online learning platform, is easy to implement and has a good transferability potential for future, both as organized eSkills4All Hubs, but also for individual learners.

The project allowed the exchange of best practices between partners, as well as the tools and resources built will be used in the future by organisations / The setting of the local eSkills4All hubs is very promising, especially in Cyprus and Luxembourg, where partners have concrete plans to carry them on after the project completion.

Annexes

Annexe 1 - Press release model

<https://eskills4all.eu/sites/eskills4all.eu/files/eSkills4All-3rd-Press-release.pdf>

Annexe 2 - Newsletter model

<https://mailchi.mp/51a94a9c7f01/eskills4all>

Annexe 3 - Banner and leaflet (Greek version)




e-Skills4All
October 2017 - March 2018

A digital skills tool kit for low skilled adults focusing on women re-entering the labour market

Ένα ολοκληρωμένο ηλεκτρονικό πακέτο για τις ψηφιακές δεξιότητες ενηλίκων με μειωμένες ικανότητες, με επίκεντρο την επανένταξη των γυναικών στην αγορά εργασίας

COORDINATOR: CIVIC
PARTNERS: CIVIS, Emphasy, ADRI, AVAL, WISE

Erasmus+
ERASMUS+ KA2 STRATEGIC PARTNERSHIP - ADULT
Submission Number: 2017-1-UK01-KA204-036712



INTRODUCTION
Long-term unemployment is one of the main symptoms of economic stagnation in the EU. In order to overcome this problem, the European Commission has launched the e-Skills4All initiative, which aims to help people with low skills to find employment opportunities.

OBJECTIVES
The project aims to support the efforts of European countries to help people with low skills to find employment opportunities. The project will focus on women re-entering the labour market.

TARGET GROUPS
The project will focus on women re-entering the labour market.

INDIRECT TARGET GROUPS
The project will also benefit other people with low skills.

ACTIVITIES
The project will include the following activities:
- To provide digital literacy training with a focus on women re-entering the labour market.
- To provide digital literacy training with a focus on women re-entering the labour market.
- To provide digital literacy training with a focus on women re-entering the labour market.

RESULTS TO BE ACHIEVED
The project will achieve the following results:
- Increased digital literacy skills of women re-entering the labour market.
- Increased employment opportunities for women re-entering the labour market.

CONTACT
Erasmus+ KA2 STRATEGIC PARTNERSHIP - ADULT
Submission Number: 2017-1-UK01-KA204-036712



COORDINATOR: CIVIC
PARTNERS: CIVIS, Emphasy, ADRI, AVAL, WISE

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October 2017 - March 2018

A digital skills tool kit for low skilled adults focusing on women re-entering the labour market

Ένα ολοκληρωμένο ηλεκτρονικό πακέτο για τις ψηφιακές δεξιότητες ενηλίκων με μειωμένες ικανότητες, με επίκεντρο την επανένταξη των γυναικών στην αγορά εργασίας

Validation Workshop Evaluation Form - available as pdf