





Report of "Building a Learning Culture for the Digital World" Multiplier Event

Event Venue: Istituto Piovene, Corso SS. Felice e Fortunato, 225 – Vicenza (IT) - 29/03/2023-30/03/2023







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1. Introduction

The Multiplier Events of the Erasmus+ project "Building a Learning Culture for the Digital World" were carried out by Eurocultura on the 29th and 30th of March 2023 in Vicenza (Italy), in the Istituto Tecnico Piovene (ITE Piovene) upper secondary school. The structure of the two events was kept the same for the two sessions.

After a short welcome of the participants and a presentation of the event, there was theoretical input from a pedagogist that introduced and analyzed the issue of what digital competences for learning are needed by young people in today's society.

The presentation of the project, its aims and the results produced followed, focusing particularly on the online training. All different chapters of the course were presented, along with exercises, tests, and multimedia material.

The BDW app was then presented, its user-friendly features, the possibility for students to take the course offline, and all the options that make it intuitive and easy-to-access were explained in detail to the participants.

At the end, the presentations were followed by a Q&A session during which participants asked for further clarification or expressed their views, always positive, on the outputs and their appreciation for such an innovative tool.

The MEs were concluded by a brief summary of the topics covered and the completion of the evaluation questionnaire by the participants.







2. Objectives of the event

- The importance of information literacy
- Project introduction and use of project outputs
- What will the project outputs teach students:
- -Using search engines
- -Learning and using internet extensions correctly
- -Protection methods from malware
- -Block unwanted spam
- -Ransomware protection
- -Teaching the use of scientific sites and data scanning
- Accessing and using university digital publications
- -Index scanning

How to access online databases and digital libraries

Brief information about e-book databases and access links

- What is -Plagiarism? Plagiarism and the Illusion of Similarity
- -Free use of e-libraries and free digital information resources
- -Accessing up-to-date content faster by creating warnings about your searches
- -Quoting, download as PDF, Email and more
- -Teaching the compilation of information while protecting copyright and
- -To be able to measure the welding quality.

Basic information about the use of the project web page, use of the training portal, and project outputs will be given.







3. Participants

A total of 22 participants attended the two multiplier events (10 participants on the 29.03.2023 + 12 participants on the 30.03.2023). The participants came from the education sector, with a mix of teachers, trainers and educators coming from both the formal and non-formal education sectors. The majority of them were upper secondary school teachers working in Vicenza and province.

4. Programme

Agenda

29.03.2023 + 30.03.2023

Start time — End time	Agenda
09:00-09.15	Registration of participants
09.15-09.30	Welcome to participants by Levi Bettin, CEO Eurocultura
09.30-10.00	Which digital competence for today's learning? Bernd Faas, pedagogist
10.00-10.30	The BDW project: objectives and expected outcomes. Dalmar Mohamed Ali, project manager
10.30-10.45	Coffee break
10.45-11:30	e-learning BDW: methodology and contents. Dalmar Mohamed Ali, project manager
11.30-12.15	The results of the piloting Beatrice Colasanto, project assistant







12:15-12.45	Discussion in plenary	
12.45-13.00	Conclusions	









5. Photos















6. Participants Lists



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Multiplier event

30.03.2023 Istituto Tecnico Piovene – Corso SS. Felice e Fortunato, 225 - 36100 – Vicenza

Elenco partecipanti

Nome e Cognome	Organizzazione	E-Mail	Firma*
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Multiplier event

30.03.2023 Istituto Tecnico Piovene – Corso SS. Felice e Fortunato, 225 - 36100 – Vicenza Elenco partecipanti

Nome e Cognome	Organizzazione		Firma*
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Elenco partecipanti

MS. A-ROSTI	givseyyum. Rose Q yehoo. Gu	Ghosa



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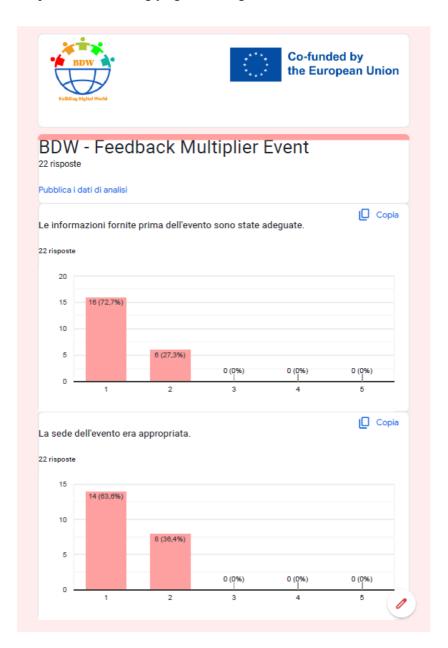


7. Feedback from the participants

22 evaluation questionnaires were filled out on the purpose-made google form.

Participants were asked 8 questions with an opportunity to respond on a Likert scale of 1 to 5, where 1 corresponded to strongly agree and 5 to strongly disagree. The questions covered several aspects of the event: 1) The information provided before the event was appropriate; 2) The venue for the event was appropriate; 3) The overall goals of the project were clearly presented; 4) The speakers communicated clearly and efficiently; 5) The speakers were responsive and answered all questions thoroughly; 6) I find the project results very interesting; 7) The results presented are relevant to my work; 8) Your overall assessment of the conference.

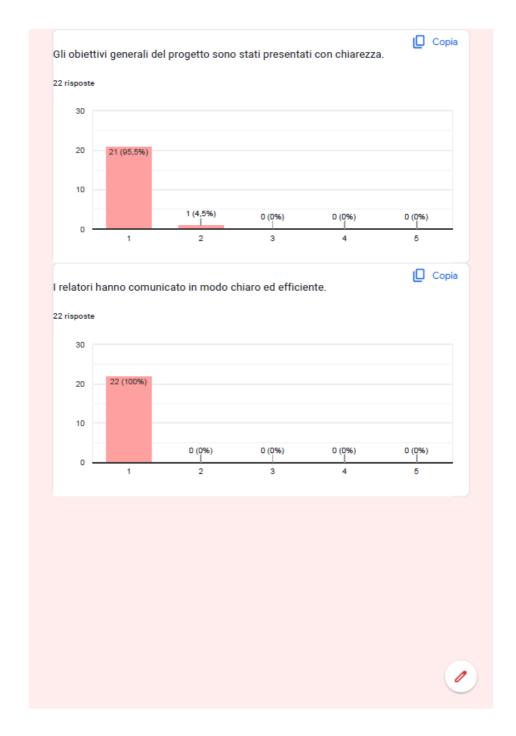
All participants rated all questions as "strongly agree" or "agree". The overall assessment scored 100%.







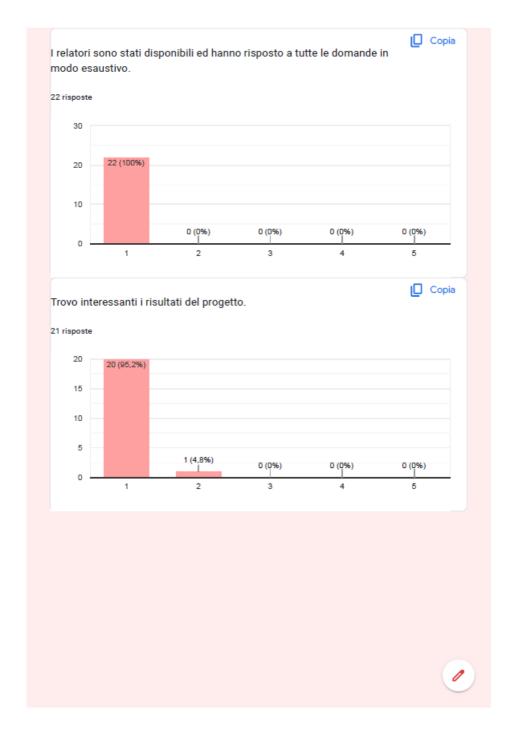








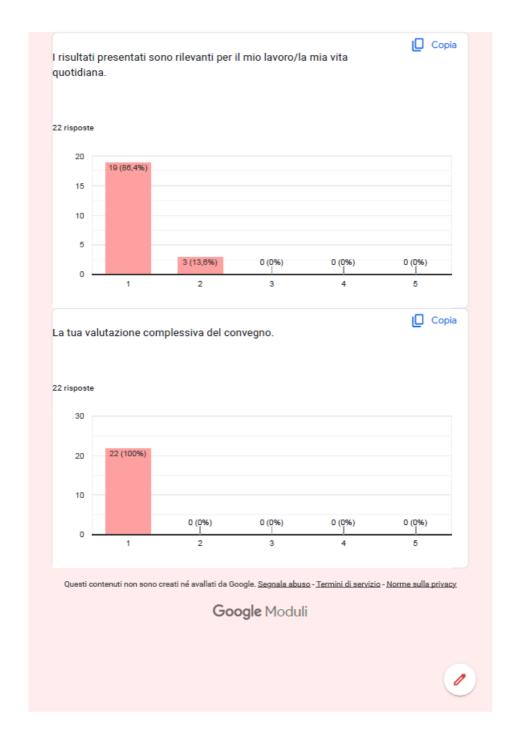


















8. Conclusion

At the end of the first multiplier events, participants were asked to contribute to the open discussion that was launched by the speakers. During the debate, a general agreement about the relevance of teaching digital information literacy to students emerged. The participants expressed similar impressions concerning the inaccuracy, and sometimes laziness, with which students approach the search, evaluation, and use of information on the web, even when they must do it for scholastic/research purposes. Furthermore, one participant provided an interesting suggestion to the discussion: she believes that this kind of contents should not only be included in the formal curricula at various levels, but also disseminated through social media platforms, since these represents the main channel on which young people inform themselves today. According to her, social medias are becoming and should gradually become a reliable (and, therefore, regulated) source of information and learning opportunities.

As in the first multiplier event, after attending the presentations the participants were involved in an active discussion at the conclusion of the conference. The debate focused on two main topics: first, on the idea that the majority of youth are unaware of risks and threats that exists in the digital world, which they tend to underestimate, feeling perhaps too confident when surfing the net. Consequently, the attendance of courses about this theme was defined necessary. Second, that the same lack of knowledge on these issues also concerns the educators, who do not have access to quality courses related to the themes of cybersecurity, the correct use of tools and the ethical use of information. These kinds of courses were considered of pivotal importance by all the participants.