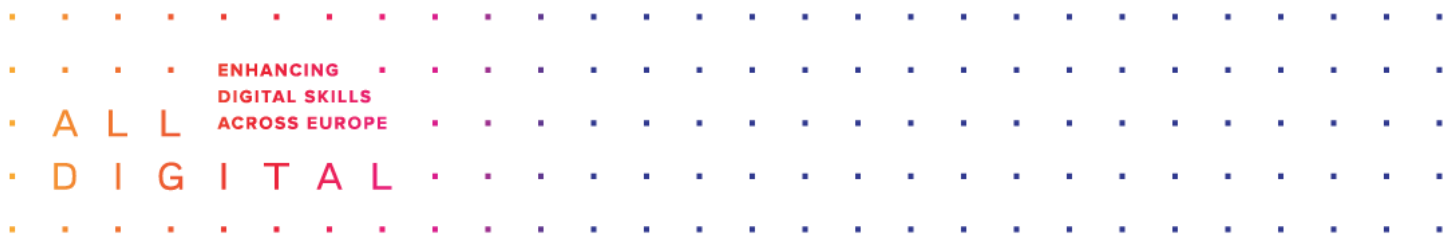


ENHANCING
DIGITAL SKILLS
ACROSS EUROPE

A L L
D I G I T A L

ALL DIGITAL AWARDS 2019

APPLICATION GUIDELINES



ALL DIGITAL AWARDS 2019

The **ALL DIGITAL Awards** celebrate the individuals and organisations across Europe that enable citizens to transform and enrich their lives through the benefits and opportunities created by digital technologies.

Thousands of individuals and hundreds of organisations around Europe work daily with communities to empower citizens through technology and the Internet: from teaching digital and media literacy and online safety to helping people carry out government, financial or commercial transactions and to training in coding, robotics and cybersecurity. These individuals and organisations often support entrepreneurship and employability in an ever-changing digital environment and labour market and unite different stakeholders in campaigns and projects that aim to ensure digital inclusion and enable digital social innovation. The **ALL DIGITAL Awards** recognise and celebrate their innovation, dedication and the inspiring role they play to many people.

What we celebrate

In 2019, **ALL DIGITAL Awards** will recognise individuals and organisations in four categories:

- Best e-facilitator
- Best digital changemaker
- Best cooperation project
- Best digital resource



See the full description and assessment criteria below.

Awards

The Awards ceremony will be held in Bologna, Italy, on the evening of **10 October 2019**. The winners will receive trophies and will have the opportunity to present their initiatives to an audience of 150 + participants.

Win a trip to Bologna!

The finalists in each category will be invited to attend the [ALL DIGITAL Summit 2019](#) in Bologna, Italy, on 10-11 October 2019.

Award winners (one in each category) will have their **accommodation** (1 person for 2 nights) and **travel** expenses (up to 300 EU) covered by ALL DIGITAL.

Terms and conditions

Nominations are accepted from organisations and individuals who work in wider Europe (not limited to EU28) in the field of enhancing digital skills.

Nominations must be completed in English and submitted through online forms, indicated in each category description.

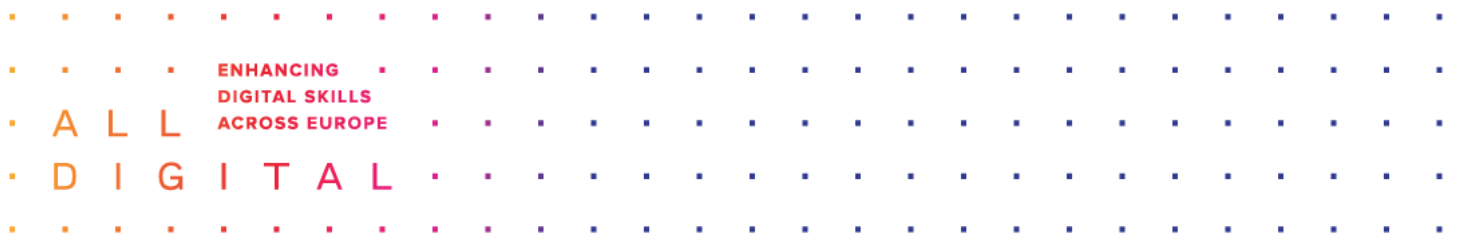
Deadline for applications: 31 July 2019

The jury will assess the nominations against a set of criteria and choose the finalists in each category. The **winners** for the three categories (*Best digital changemaker*, *Best digital resource*, *Best cooperation project*) will be selected by the jury. The three finalists of the *Best e-facilitator* category enter the online public voting. The Best e-facilitator will be chosen based on the jury and public votes combined (75% vs 25% weight)

Timeline



- Submission deadline: 31 July 2019
- Evaluation: 1-31 August 2019
- Announcement of e-facilitator finalists: 1 September 2019
- Public voting for Best e-facilitator: 1-10 September 2019
- Awards Ceremony and announcement of winners: 10 October 2019



Award Categories

Best e-facilitator

Category: Individual

Nomination: by an individual or an organisation

Description: The “e-facilitator” term embraces the range of people facilitating the digital training/empowering process in digital competence centres, including trainers, tutors, moderators, assistants, etc. - each centre may have a different name for this role. E-facilitators can be employed or be volunteers, but they work directly with users teaching and supporting them. Digital competence centres would have no success without their hardworking e-facilitators, who are in the first line of digital inclusion by eradicating fear of using new technologies, thus bringing technology into people’s lives. They bring people online, take the fear of technology away, and teach them the right behaviour, opening new perspectives, enabling better jobs, and enhancing their communities.

Application form

Selection: jury selects the three finalists who enter the online public vote. The winner is selected by the majority of public votes.

Assessment criteria:

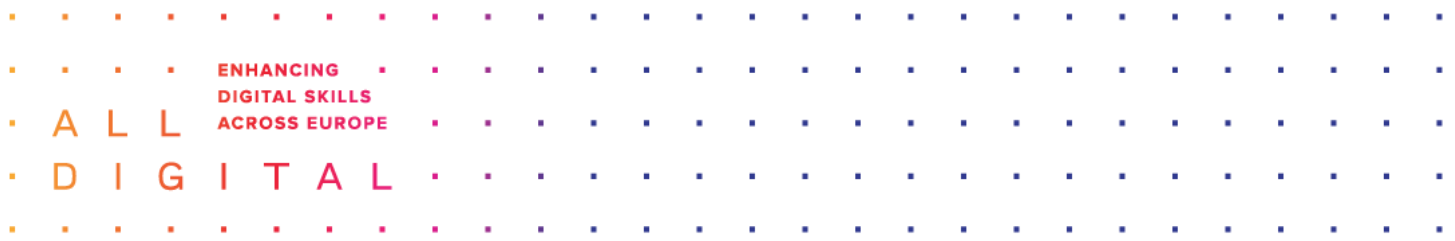
- Quantitative results: Number of years worked, people trained/supported in relation to the scope of the centre, courses taught/developed if applicable.
- Professionalism and dedication: Demonstrated expertise on delivering digital education and on empowering people to use new technologies; unique approaches to teaching.
- Social impact: Outcomes of work, how the trainees’ lives have changed, results of the training, such as jobs found, stayed in workforce, new businesses established, new processes introduced, etc.

Best digital changemaker

Category: Individual

Nomination: by an individual or an organisation

Description: Changemaker is a term coined by the social entrepreneurship organization Ashoka, meaning one who desires change in the world and, by gathering knowledge and resources, makes that change happen. Changemakers seek the only change that really matters – social change, striving to reach as many people as possible. Digital changemakers are committed individuals who aim to transform society with the help of digital tools and technologies. They lead the refocusing and adjustment of existing ICT for learning



and inclusion initiatives towards a more effective support of citizens. Examples: leaders of digital competence centres and networks, ICT educators, job and entrepreneurship mentors, digital entrepreneurs and founders of ICT companies, community leaders, policy makers.

Application form

Selection: jury

Assessment criteria:

- Achievements: Contribution to community development, support of digital skills enhancement, employability and entrepreneurship.
- Social change and impact: Improving digital skills / reducing digital gap at national / regional level.
- Leadership: Interaction/co-operation with partners, resource mobilization.

Best cooperation project

Category: organisational

Nomination: by an ALL DIGITAL member organisation

Description: A cooperation project is a project where two or more ALL DIGITAL member organisations have worked together to develop (for example, but not limited to) a training programme, a new methodology, a learning product, a campaign or event to enhance digital skills, that benefits all partners and creates a greater impact or improved learning outcome.

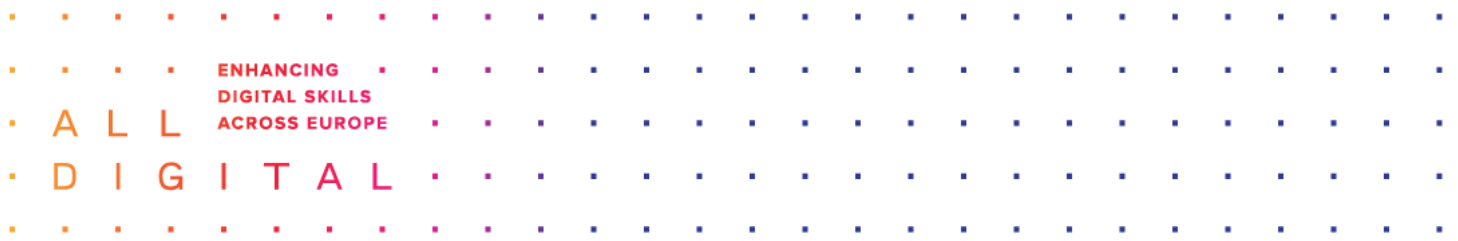
The project must have been undertaken with at least two ALL DIGITAL member organisations and can involve other partners as well. It can be a completed or ongoing project, but it must have a finite timeframe and specified objectives.

Application form

Selection process: jury

Assessment criteria:

- Innovation: The unique feature of the project; its difference from other comparable projects.
- Impact: Demonstrated impact on users, number of users, and impact on organisations.
- Transferability: The initiative can be potentially implemented by other member organisations for their own benefit.
- Sustainability: The initiative has ensured some means of funding or a business model in the medium to long term to be able to maintain its operations and outcomes.



Best digital resource

Category: organisational

Nomination: by an ALL DIGITAL member organisation

Description: A digital resource is an online product for educational benefit, contributing to enhancing digital skills or providing an organisation with a useful tool to use with the customers or by customers directly. It should be free to use and be sustainable beyond its development (or funded) period. The resource can be developed by an ALL DIGITAL member organisation; by a consortium within a project where a member organisation is a partner; or by an external company, if the member organisation uses it routinely within their training programmes. Examples include, but are not limited to: a self-assessment tool, an educational game, a series of instructional videos, an online training course or MOOC.

Application form

Selection process: jury

Assessment criteria:

- Innovation: the resource addresses digital skills in a new way; proposes new solutions for enhancing digital skills and employability perspective; is unique in offering opportunities to upgrade skills.
- Impact: the initiative has demonstrated evidence of positive impact on users (on their digital/entrepreneurial skills level; on their employability perspectives).
- Scalability: the resource can be easily adapted to other audiences and/or localised.
- Sustainability: the initiative has ensured some means of funding or a business model in the medium to long term to be able to maintain its operations and outcomes.

Assessment and scoring mechanism

The evaluators will assess each award criterion mentioned above, using a rating scale from 0 to 5 points. The list of points is however not to be considered as exhaustive, and evaluators will be free to address any other issue they feel relevant.

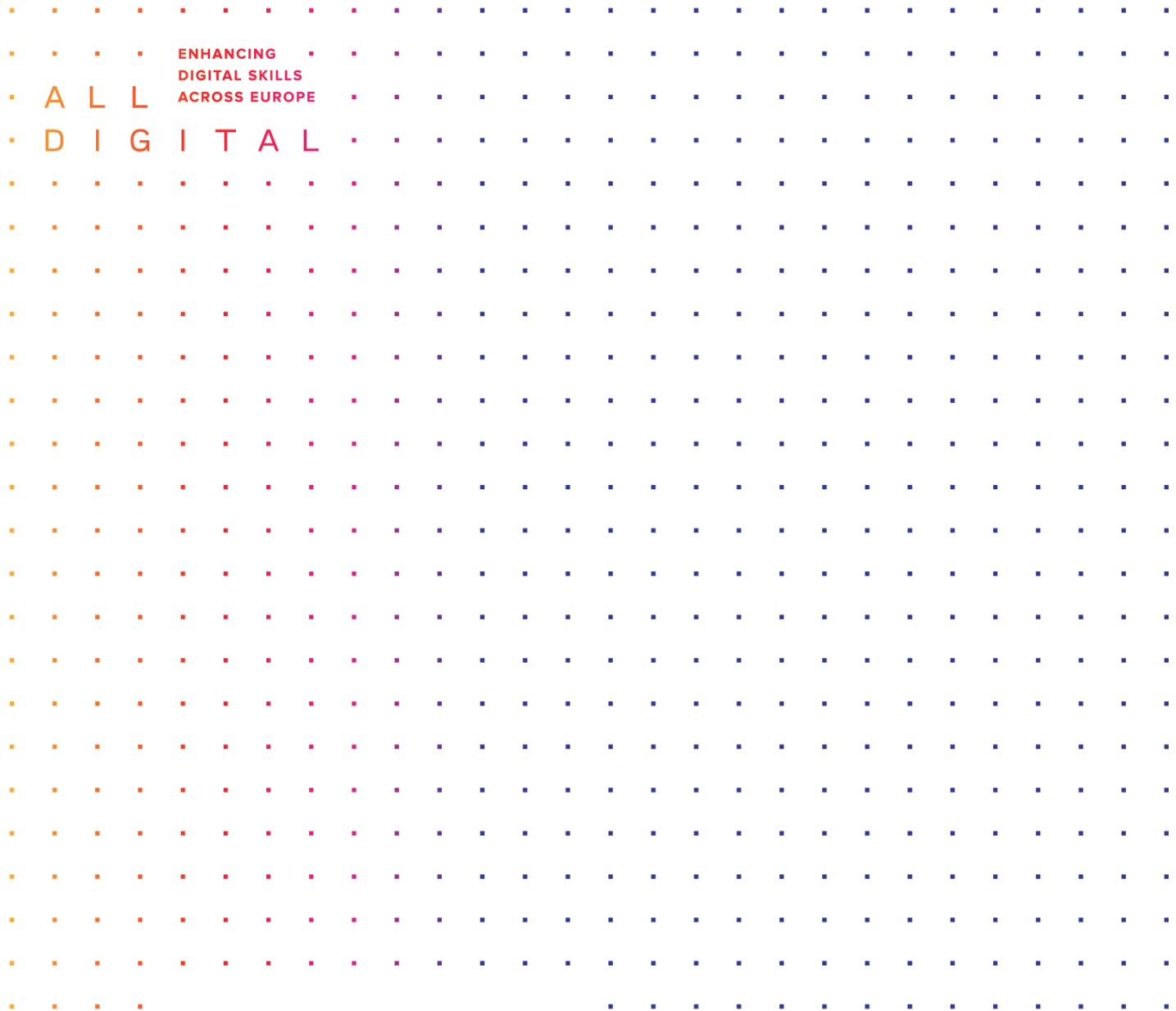
Scores are defined as follows:

0	No evidence	fails to include a minimum amount of evidence to enable the criterion to be evaluated
1	Very weak	addresses the criterion but with significant or many weaknesses
2	Weak	addresses the criterion but with some weaknesses
<i>THRESHOLD</i>		
3	Acceptable	addresses the criterion satisfactorily
4	Good	addresses the criterion with some aspects of high quality
5	Excellent	addresses the criterion with all aspects of high quality

The total score for the proposal is the sum of the scores given to the award criteria.

ALL
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if you have questions, please contact us at info@all-digital.org



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