

# ADULT SOCIAL INCLUSION IN A DIGITAL ENVIRONMENT



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## Poland – Key facts

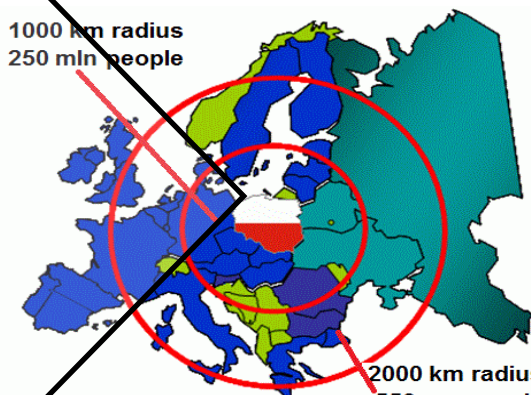
**Area: 312 thousand km<sup>2</sup>** 6th in European Union,  
68th in the world

**Population: 38.3 mln** 6th in European Union,  
34th in the world

**Currency: Polish Zloty (EUR 1 ≈ PLN 4.20)**  
(USD 1 ≈ PLN 3.16)

**Membership: OECD, WTO, NATO, EU,  
Schengen Zone**

1000 km radius  
250 mln people



2000 km radius  
550 mn people

*About  
us*

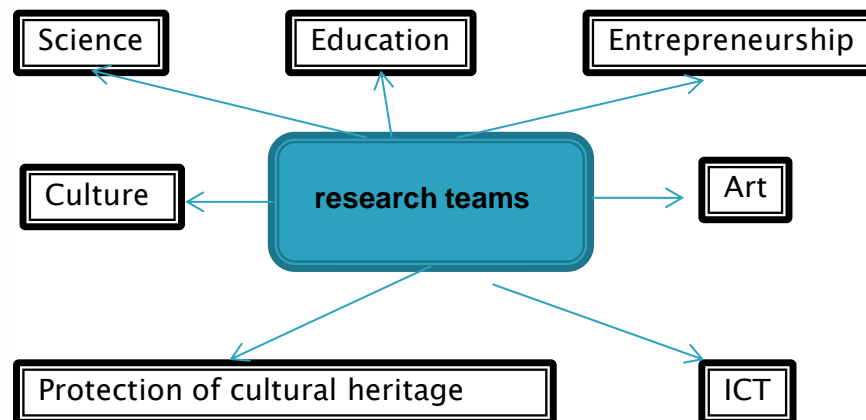


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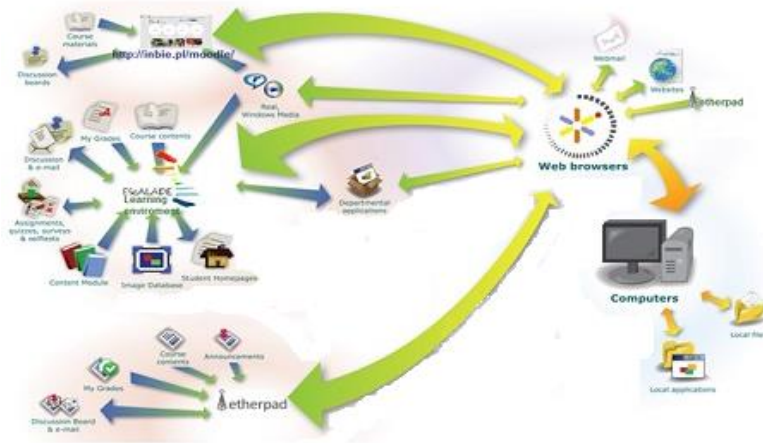
### RESEARCH

Implements programs and scientific research projects in different fields



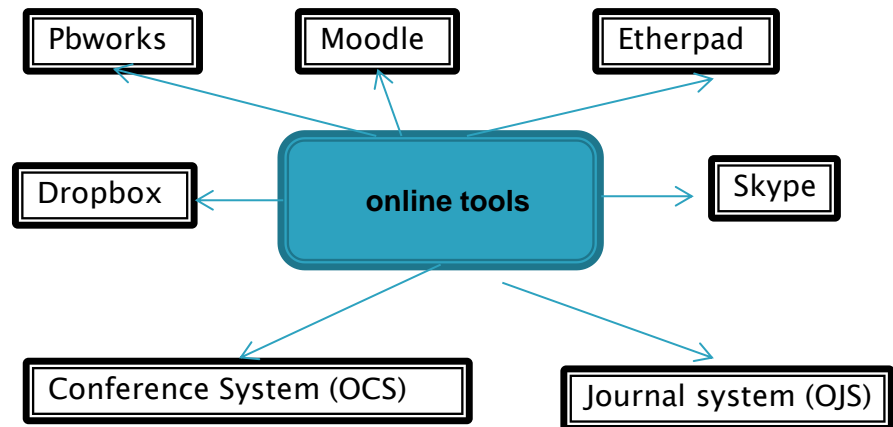
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**INNOVATION**

Use different online tools / platforms



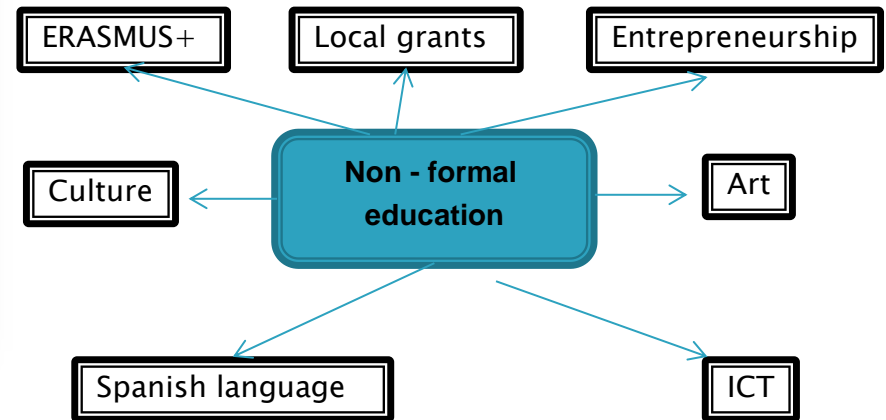
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## About our Institute



**EDUCATION**

## Offer different opportunities



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## About our Institute



**INSTITUTE**

## Objectives

- promote equal educational opportunities to all social groups,
- fight against social exclusion
- support people at risk of marginalization,
- activate through comprehensive development,
- improve efficiency and quality of life.

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## ASIDE About the project



# ASIDE

The ASIDE project intends to **support inclusive education** and **digital skills, improving the competences in digital social inclusion** of social educators and social volunteers.

Our project addresses social inclusion through the definition of a **portfolio of basic digital competences that are necessary for developing ICT-based social inclusion initiatives/services.**

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