



ASIDE

Adult Social Inclusion in a Digital Environment

Exchange of Good Practices 2019-1-PL01-KA204- 065689

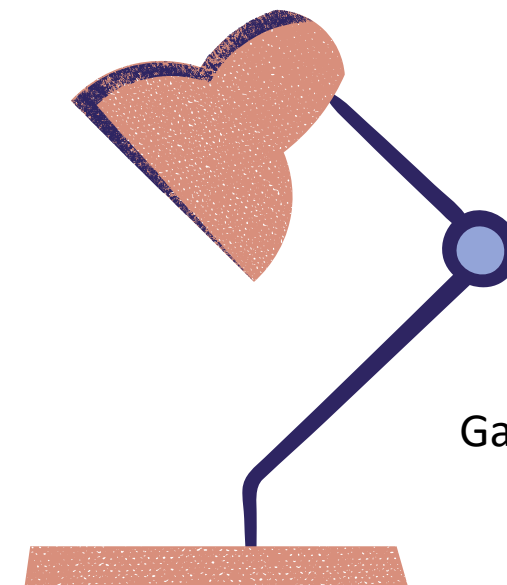


Erasmus+



Instytut Badań i Innowacji w Edukacji

Facilitating Learners' Digital Competence'



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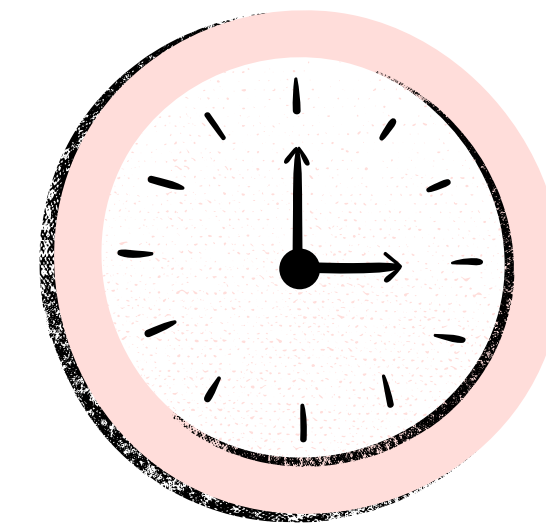
The essence of digital competences

Information technology competencies consist of skills related to the proper use of hardware, software and the Internet. Information technology competencies understood in this way are a component of all kinds of digital competences. Functional digital competences are based on IT and information competences, which are the basis for the implementation of specific activities and obtaining benefits through the use of digital technologies.



Information literacy is defined in many ways, but the most complete definition was developed by the American Library Association in 1989. According to it, information literacy is understood as a set of skills that allow the user to identify when information is needed and to find, evaluate and use information from various sources. In 2014, the Institute for Prospective Technological Studies (IPTS) of the European Commission developed, as part of the DIGCOMP project, a comprehensive model of IT and information competences. The Digital Competence Framework (DIGCOMP) model synthesizes the existing models, while developing them into a complex model that divides 21 key competences into 5 areas and different levels of advancement.





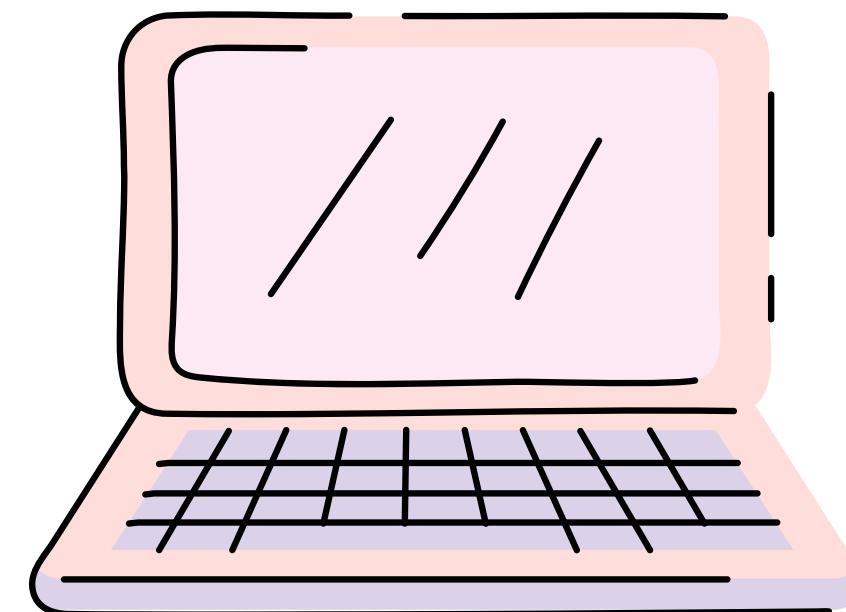
The perspective of the development of digital competences – key determinants

As 9 million Poles aged over 50 are functionally digital illiterate. The problem was noticed by politicians, hence the allocation of significant funds for the organization of appropriate training in the EU's Digital Poland Operational Program. This educational intervention continues, but we do not know its results. Experience from training projects implemented in recent years and research results show, unfortunately, that educational campaigns undertaken in a traditional form do not bring measurable and future-oriented results (Digital Poland).



The right approach to building digital competences is a challenge to which many developed countries respond with an appropriate strategy or multi-annual program of activities. In Poland, such a document has not yet been created, although the need for it is recognized by more and more experts, organizations and institutions working for development. In 2018, work on it began at the Ministry of Digital Affairs. There are, however, two documents in the Polish development management system that define the strategic framework for the issue of digital competence development:

- Strategy for Responsible Development until 2020 (with a perspective until 2030) (MIR)
- Integrated State Informatization Program (GOV)



The Strategy for Responsible Development is of key importance (Digital Poland):

Transversal skills - enabling the performance of social and professional functions / roles in various contexts, independent of a given sector / industry or profession, used in various situations;

Digital skills - which are necessary to function in the modern world, regardless of age or physical fitness, allow you to learn about digital content and assess its credibility, and use it in everyday life. They expand the demand for e-services, contribute to economic development and the achievement of the Strategy's goals

Professional skills - in particular for the sectors listed in the Strategy as key.

The scale of digital exclusion of the group of people over 50 in Poland is one of the largest among the European Union countries and is one of the most important barriers to economic and social development. Age is the most important determinant of digital divide, the importance of which has grown in the last decade. People over 50 are the largest group of excluded people in Poland – over 77 percent (Czapiński, 2015).

The 50+ generation is characterized today, on the one hand, by a fairly common lack of digital competences, not only professional, but also functional, personal, facilitating everyday life, and on the other hand – an attitude of differently motivated distancing from the digital world, depreciating its importance.



Supporting digital competences of adults – experiences from Poland

Institutions and non-governmental organizations implementing projects co-financed from public funds play an important role in supporting the development of digital competences of adults in Poland.





Project "Latarnicy2020.pl"

It is one of the largest initiatives for digital education of adults in the country. The substantive foundations of the activities were developed as part of a project implemented by the Association "Cities on the Internet" together with the Ministry of Administration and Digitization in 2011-2015 under the slogan: POLISH DIGITAL OF EQUAL OPPORTUNITIES. The main objective of the project is to acquire and increase the level of digital competences by 29,464 project participants - residents of voivodeships covered by the project activities, and to increase the use of information and communication technologies.



Festiwal Aktywności Cyfrowych 60+

The Digital Activities Festival 60+ (organized by the AgeHub Foundation) is a series of free classes for seniors on new technologies and their use in everyday life. In

addition to the Festival, the Foundation carries out:

- free computer and Internet courses for people aged 60+. The courses are conducted on two levels of advancement: beginner groups are aimed at people who have had no or very little contact with computers, and intermediate groups are aimed at seniors who know basic computer skills, navigate the Internet at a basic level, but need reminders and develop their skills;
- individual consultations, one-on-one meetings with the trainer;
- Computer and Internet Operation Guide



Cyfroklub Seniora w Fabryce przyszłości

This initiative is carried out in Tarnów, it is a place where seniors can learn skills that are useful in everyday life, but also pursue their hobbies and individual needs by accessing Internet resources. The Digital Club is equipped with laptops, tablets, x-box kinect console, a scanner and printers, which can be used freely during opening hours. The organizers of the Cyfroklub want to adapt the activities to the individual needs of seniors. In turn, the Digital Senior Toolroom is a consultancy point and practical exercises in the use of electronic devices, such as digital cameras, smartphones and tablets, scanners and printers in everyday life. Seniors also take part in projects carried out at the Factory with the support of modern digital tools.



Cyfrowy Senior

The main goal of the project is to activate people of all ages, mainly people 65+ in the area of digital competences, through training and animation activities in the Podlaskie Voivodeship. The result of the project will be the inclusion of seniors in building the information society, developing digital competences, acquiring the skills to use e-services, creating permanent mechanisms for increasing digital competences at the local level.



Uniwersytety Trzeciego Wieku

Internet for seniors workshops, offered as part of the Jagiellonian University of the Third Age, are to "ensure that the Participants learn about the functions of the Internet that they can use on a daily basis. (...) The students will acquire skills that will enable them to navigate the Internet on their own". The workshops are aimed at seniors who already have basic skills in the use of computer equipment, so it is focused only on issues related to navigating the Internet. As part of other cycles, e.g. the IT Seminar, students have the opportunity to learn, among others, support for laptops, tablets, digital cameras or operating systems (Klapper , 2015).

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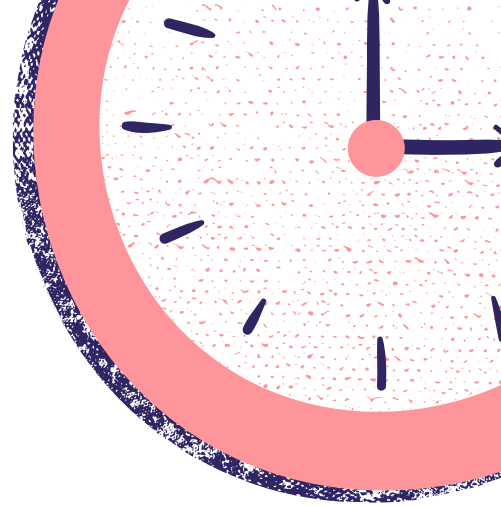
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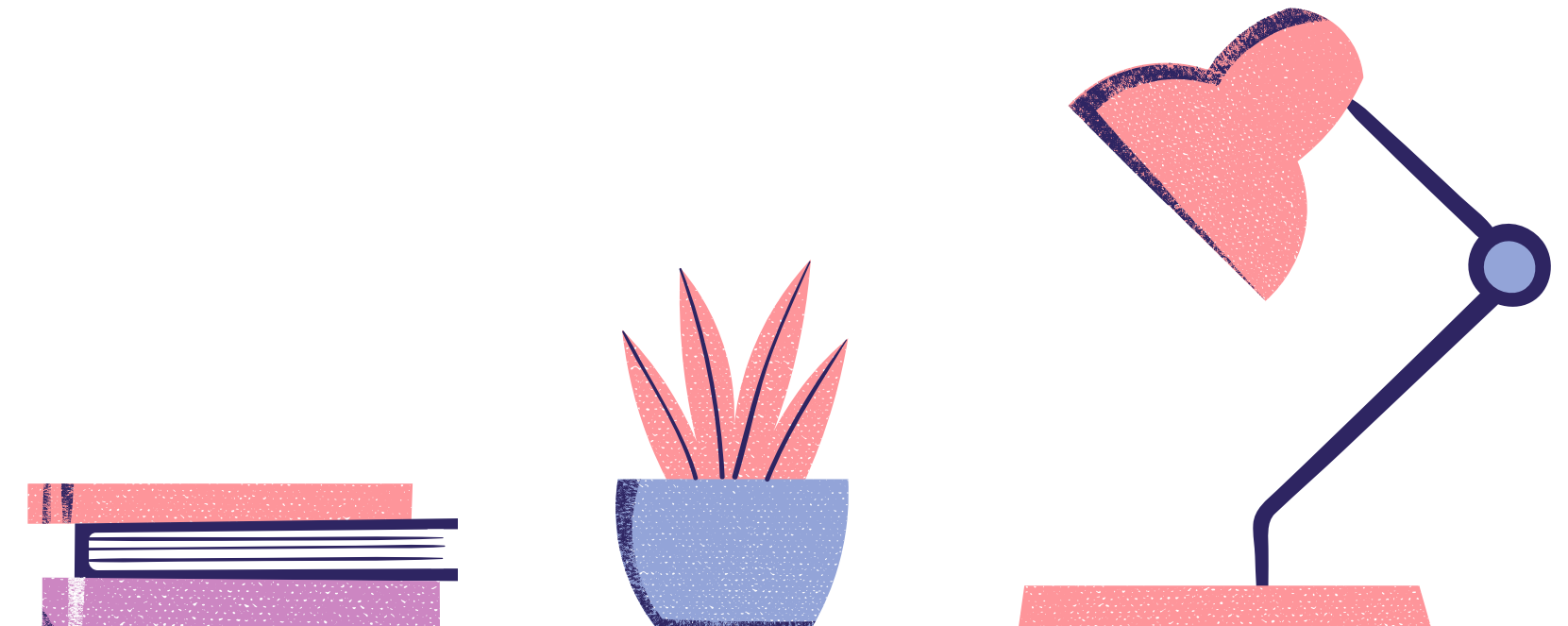
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Thank you for your attention