



DIGITAL SCRIPT

DIGITAL STORYTELLING FOR
ADULT LEARNING IN THE DIGITAL AGE



1st Newsletter

FIRST TRANSNATIONAL MEETING IN LISBON, PORTUGAL

On 14 and 15 January, the first meeting of the DIGITAL SCRIPT project partnership was held in Lisbon, Portugal. Representatives from Romania, Portugal and Germany participated in the meeting. The project lasts for 2 years and will begin with the development of the methodology for facilitating learning of ICT basic competences using digital storytelling.

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What is the DIGITALSCRIPT PROJECT?

Digital Script aims to improve and extend the supply of high quality learning opportunities tailored to the needs for digital competences of individual low-skilled or low-qualified adults, by using storytelling.

The new technologies and Internet tool fulminate development and is changing fundamentally our professional lives. In this way, the lifelong learning sector is no exception, the ICT tools development having a major impact on teaching and learning methodology.

Taking into consideration that online environment represents a catalyst of social relations, education, economical activities, cultural experiences etc., it is obvious that digital no commitment will bring social, economic and cultural marginalization. From economical point of view it also means that lack of digital competences is limiting the possibilities to find better jobs or to access vocational training, the flexibility of working places, cultural experiences or to develop economical activities online. It also represents a risk factor for poverty.



Our goals

In order to offer a solution for digital inclusion in case of individuals with low digital competences, DIGITAL SCRIPT project has the following objectives:

- developing the pedagogic competences of digital learning facilitators by using new methodologies for teaching basic digital competences.
- improving the offer of high quality **learning opportunities** addressed to people with low digital competences.
- diminishing the risk of social, economic and cultural marginalization of the people with low digital competences, through **Digital Story learning platform.**

The project is expected to have a positive impact at national and European level on the digital inclusion of people with low skills and thus easier access to social, economic and cultural activities.

PARTNERS

FPIMM BV - Romania

ISOB - Germany

Storytellme - Portugal

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