

# DigiCulture

## O6.4.2 – Dissemination Report FINAL

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## Imprint

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## Executive Summary

From the start, the DigiCulture project made use of the widest possible range of dissemination opportunities. The project website featured all events and publications as news items. The project used all available social media channels including Facebook, Twitter, and YouTube to disseminate events and activities, and produced physical artefacts - leaflets, bookmarks, roll up displays and other print materials to publicise the project. This document lists all events organised through the project, published articles relating to the project and artefacts produced by the project.

## Objectives of this document

The objective of this document is to list all project activities.

## Who is this document for?

Partners

Academics

Other interested parties

## What topics are addressed in this document

Project activities and publications

## Acknowledgements

All project partners and event organisers

## 1 Aims and Scope

The aim of this report is to present a full listing of all activities, publications and other artefacts produced as a part of the DigiCulture project

## 2 Background and rationale

The project application for DigiCulture which was approved in 2018 outlined that the Dissemination Plan would be developed from the start of the project and approved during the first trans-national meeting in Timisoara. It would define what information, when, by whom and through which channel needed to be communicated to specific target groups. The Dissemination Plan aimed to have the most effective and efficient dissemination strategy which provides an extensive reach for dissemination with information-rich messages pinpointing the exact information needs and communications channels used by diverse groups. The Dissemination Plan has been updated continuously through the online Project Management Tool to ensure transparency on the progress of dissemination activities. In addition, the Associated Partners CAE, EDEN, and also IAFeS have supported the dissemination of the DigiCulture project and its results to the 2000+ institutions and 80,000 persons that form their membership.

The key activities included:

- Using Erasmus+ and EC platforms such as EPAL, CAE, EDEN, ECoC to disseminate across Europe and worldwide
- Using the information and analytics provided by the VLH developed in this project to gather and target information
- Organising multiplier events in 3 partners cities and 5 jointly with large-scale events
- Introducing the project to the dissemination target groups from above through regional events
- Inviting target groups to participate in the creation or provision of OERs and MOOCs
- Creating direct contact to target groups via meetings, emails
- Creating and using Social Media such as Facebook, Instagram and Twitter to promote the project
- Creating and maintaining an SEO efficient website for the project
- Establishing and maintaining a regular mailing list
- Designing and distributing paper based project materials such as leaflets, poster and banners during multiplier and dissemination events
- Creating and distributing project videos about meetings, conferences and significant outputs on online channels
- Participating in conferences and other events organised by stakeholder groups at local, regional, national and European levels, including publication of conference and journal papers
- Making effective use of press and online media publicity opportunities as appropriate, especially by using the media interest in ECoC, in large art or music festivals.

## 3 Methodology, tools and research

We identified the target groups for this project dissemination to be Young Adults from NEETs- regional, national and European level, adults working or otherwise involved in the creative industries, cultural and heritage sector, in museums, humanities, in heritage, in architectural organisations and institutions,

volunteers in CI, artists or volunteers in traditional fairs, freelance artists, actors in traditional skills activities, educational leaders - heads of department in higher education, adult education, teachers and trainers, students, open education communities and providers, policy-makers and other departments in the partners institutions, in CAE, EDEN and ECoC.

Our main motivation for choosing this target group was their key roles in raising awareness of the project activities and results, acting as multipliers and ambassadors of the project and courses and inviting and attracting other participants. Another goal for our target group was to encourage people in CI to evaluate their existing digital skills, and also encourage discussion of digital skills, as well as inspire them towards entrepreneurial activities.

Our key activities included: using Erasmus+ and EC platforms such as EPALE, CAE, EDEN, ECoC to disseminate across Europe and worldwide, organising multiplier events in partners cities and jointly with large-scale events, -inviting target groups to participate in the creation or provision of OERs and MOOCs, creating and using Social Media such as Facebook and Twitter to promote the project, creating an efficient website for the project, designing and distributing paper based project materials such as bookmarks, roll-ups, brochures, printed in five languages during multiplier and dissemination events, creating and distributing project videos about meetings, conferences and significant outputs on online channels, participating in conferences and other events organised by stakeholder groups at local, regional, national and European levels, including publication of conference and journal papers and making effective use of press and online media publicity opportunities as appropriate, especially by using the media interest in ECoC, in large art or music festivals.

The Dissemination Plan was designed at the start of the project using PMI grant. An online document, “Dissemination Strategy & Planning” defines what information, when, by whom and in which channel is to be communicated to identified target groups. The Dissemination Matrix (DM) is part of the Dissemination Strategy & Planning and is used in the partnership to document and monitor implemented dissemination activities in the project. DM was set up in late 2018 by the Dissemination Team as an online document and is divided into three areas: events, contributions and impact. All project partners were committed to delivering the Dissemination Plan as outlined in the application.

The Dissemination Strategy also specified the VISUAL IDENTITY of the project including the LOGO, FONTS, COLORS and DISCLAIMER with open access licenses. The visual identity was designed in an open call inside the partnership. The aim was to communicate the new project from the beginning of the project and involve staff and students from the coordinator in designing the visual identity of the project. The partners chosen for the logo a design of a doctoral student who later designed all the print materials. The Dissemination Plan also specifies the visual identity of the project including the logo, fonts, colors and disclaimer with open access licenses. The visual identity of the project is used in all materials, including reports, presentation, into all partner languages. <https://digiculture.eu/en/visuals/>

## 4 Dissemination Plan and Visuals

All the DigiCulture materials and print visuals are available here as an image and as downloadable file which can be used by anyone to find out about the project. <https://digiculture.eu/en/> 1 leaflet - bookmark about

the project in 7 languages, 1 leaflet- bookmark about the DSC Courses in 7 languages, 1 roll-up in 7 languages, 1 brochure, 1 ME brochure, 1 continuously updated project video.

To enhance the dissemination of project results in the last phase of the project, we organised a series of open events online and emailed the project partners networks. The feedback we received was very positive. We received positive feedback about the project website and the ongoing publication of project results as well as about our multiplier events and our dissemination activities including workshops, webinars and presentations at conferences.

All project artefacts, including OERs, reports of meetings and the results of relevant research are made available through the project website, the Politehnica University of Timisoara's and partner's websites.

The target groups for this project dissemination which we identified and we were able to address are

1. Young Adults from NEETs- regional, national and European level (in DSC MOOCs, Badges, ME events, social media, website, videos, direct communication)
2. Adults working or otherwise involved in the creative industries, cultural and heritage sector, in museums, humanities, in heritage, in architectural organisations and institutions (in DSC MOOCs, Badges, ME events, conferences, social media, website, videos, direct communication)
3. Volunteers in CI, artists or volunteers in traditional fairs, freelance artists, actors in traditional skills activities (in DSC MOOCs, Badges, ME events, social media, website, videos, direct communication)
4. Educational leaders - heads of department in higher education, adult education (conferences, webinars, ME events, social media, website, videos, direct communication)
5. Teachers and trainers (in DSC MOOCs, Badges, conferences, webinars, ME events, social media, website, videos, direct communication)
6. Students , especially those in education to work in the culture and heritage sectors at all levels (in DSC MOOCs, Badges, conferences, webinars, ME events, social media, website, videos, direct communication)
7. Open education communities and providers (conferences, webinars, ME events, social media, website, videos, direct communication)
8. Policy-makers (conferences, webinars, ME events, social media, website, videos, direct communication)
9. Other departments in the partners institutions, in CAE, EDEN, IAFeSand ECoC (conferences, webinars, ME events, social media, website, videos, direct communication) a significant group which benefited indirectly from activities organised by the project.

## 5 Results

During the three years of development, the DigiCulture project and its results were presented at 24 international conferences, 29 international workshops and many other webinars and multiplier events on four continents, addressing mainly adults and young adults within the creative industries, but also artists or volunteers in traditional fairs, freelance artists, actors in traditional skills activities, educational leaders - heads of department in higher education, adult education, teachers and trainers, students, open education communities and providers, policy-makers and other departments in the partners institutions, in CAE, EDEN

and ECoC, people with academic background, researchers, teachers, students and professors within universities and schools.

We chose to disseminate information about the DigiCulture courses, badges, and research results on the project to thousands of teachers, professors and researchers at international conferences, both through scientific papers and practical workshops, organised both face-to-face and online, due to the global pandemic. As we expected, participants responded with great interest in enrolling in the courses, actively engaging in raising awareness of the project activities and results and sharing information about the project with their colleagues, students and stakeholders within creative industries, inviting and attracting other participants.

Webinars and workshops organised in partnership with international associations (such as EDEN and IEEE) were great opportunities for introducing the DigiCulture project to international audiences - educational leaders - heads of department in higher education, adult education, teachers and trainers, students, open education communities and providers, policy-makers and other departments in the partners institutions, researchers, professors and practitioners within creative industries - interested in digital education and improving digital skills and competences, encouraging people in CI to evaluate their existing digital skills, and also encourage discussion of digital skills, as well as inspire them towards entrepreneurial activities.

In order to reach out directly to individuals within CI, all project partners organised local multiplier events and dissemination activities (in Romania, Italy, Denmark, Austria, the UK and Lithuania) targeting staff within museums, orchestras, festivals, local and national fairs and other institutions where improving digital competences are needed. All participants of physical events were given DigiCulture bookmarks and brochures, printed in 5 languages - Romanian, Italian, Danish, German, English and Lithuanian.

Print materials produced by the project are reproduced in [Appendix A](#). Website statistics are presented in [Appendix B](#) and Social Media statistics in [Appendix C](#).

## 6 Dissemination channels and summary of results

The DigiCulture Channels include:

1 WEBSITE From the beginning of the project, all events and publications were featured on the ongoing basis on the website as “news” <https://digidculture.eu/en/category/latest-news/> / and as events <https://digidculture.eu/en/>

74 posts and 41 pages , 6,554 unique users, 9,348 unique sessions, generating in total 24,781 page views. average session duration on the website was 2 minutes and 25 seconds, users came from the Romania (23.24%), followed closely by Indonesia (8.35%), United States (8.00%), Italy (6.53%), Denmark (3.42%), Hong Kong (3.33%), Ireland (3.33%), United Kingdom (2.89%), Germany (2.84%) and Austria (2.19%

2 TWITTER: Twitter was set up at the beginning of 2019 <https://twitter.com/CultureDigi>

123 Followers, 140 Tweets

3 FACEBOOK: Facebook page was set up at the end of 2018 <https://www.facebook.com/CultureDigi/>

135 posts, 744 Page Likes, 781 Page Followers, 7831 People Reached (unique accounts)

1369 Engagements with the Facebook Page, Video views: 5.300 total minutes viewed, 340 Engagement with videos, Events: 28.336 People Reached, 445 Responses

4. YOUTUBE channel with videos from the project

<https://www.youtube.com/channel/UC8Js48HnNu9x1l0QQ6pTA2Q/featured>

49 videos, 893 views (2500 impressions) which totals 13 hours in watch time,

5. PARTNERS Websites all partners created a page on their website with information and local news about the project

<https://elearning.upt.ro/ro/project/digital-culture-improving-the-digital-competences-and-social-inclusion-of-adults-in-creative-industries-2/>

<https://www.create.aau.dk/news-archive/news/digiculture-workshop.cid435562>

<https://informationsmodellierung.uni-graz.at/de/forschen/digital-culture/>

<https://www.dcu.ie/nidl/current-projects>

<http://www.jmea.co.uk/international/>

<https://ndma.lt/>

<https://scienzeformazione.uniroma3.it/ricerca/progetti-di-ricerca/progetti-di-ricerca-internazionali/>

6. Dissemination was also carried out by EMAIL to other projects and presenting work developed. We contacted approx. 18 related projects and jointly presented at several events organised by EDEN or IAFeS. 11.000 persons were reached on diverse networks from EDEN, IAFeS, CAE, ECoC, Triade, Timisoara 2021.

7. Online Events

19.450 persons reached on 86 online events out of which 7 were outstanding, international and European level events

8. Conferences and presentation events

5.600 persons reached on 26 conference and presentation events

3 paper published in international journals published by international publishers Springer, IEEE, Lecce

3 book chapters published by IAFeS

9 conference papers published by IEEE, EADTU, EDEN, AACE, IATED

9. Mass-media, blogs and press articles

4 blogs, 8 TV interviews and reports at regional level, 1 interview at Romanian national level, 14 press articles at regional level

## 10. Print

3000 bookmarks with information on the DigiCulture project were printed in 7 languages - Romanian, Italian, Danish, German, English, Gaelic and Lithuanian. 250 Brochures and 250 DigiCulture bags, 200 pens were printed for the IAFES International Conference NETTIES and the DigiCulture Erasmus+ Closing Workshop. 8 roll-ups with project and courses information in 7 languages, 150 posters with course information, around 4000 printed materials

## 7 Presentations

Major events at which the project has been presented are listed here. Full details and links for all events are included in [Appendix D](#).

### 7.1 Scientific publications

#### A. 1 paper published in international journals by international publishers: Lecce

1. Poce, A. (2019). Information and data literacy skills development in Creative Industries Adult Education: The DigiCulture project. PEDAGOGIA OGGI, XVII (2), 184–201.  
<https://ojs.pensamultimedia.it/index.php/siped/article/view/3659>

#### B. 7 book chapters published by: IAFES, Springer

1. Andone D. Ternauciuc A., Digital Culture - DigiCulture Project and Courses, in “Digital Culture in Education, Science and Technology”, IAFES Publications, Vienna, Forthcoming 2021
2. Mihaescu Vlad, Creative & Cultural Entrepreneurship, in “Digital Culture in Education, Science and Technology”, IAFES Publications, Vienna, Forthcoming 2021
3. Ternauciuc A., The versatility of Moodle - The DigiCulture Case Study, in “Digital Culture in Education, Science and Technology”, IAFES Publications, Vienna, Forthcoming 2021
4. Vert S., Rotaru O., Stoica D., Andone D. (2021) Initial Usability Evaluation of the DigiCulture Courses on UniCampus. In: Lopata A., Gudonienė D., Butkienė R. (eds) Information and Software Technologies. ICIST 2021. Communications in Computer and Information Science, vol 1486. Springer, Cham. [https://doi.org/10.1007/978-3-030-88304-1\\_24](https://doi.org/10.1007/978-3-030-88304-1_24)
5. Rotaru O.A., Vert S., Vasiu R., Andone D. (2020) Standardised Questionnaires in Usability Evaluation. Applying Standardised Usability Questionnaires in Digital Products Evaluation. In: Lopata A., Butkienė R., Gudonienė D., Sukackė V. (eds) Information and Software Technologies. ICIST 2020. Communications in Computer and Information Science, vol 1283. Springer, Cham.  
[https://doi.org/10.1007/978-3-030-59506-7\\_4](https://doi.org/10.1007/978-3-030-59506-7_4)

6. Andone D, Vasii R., DigiCulture: the Impact of Digital Competences on Creative Industries, in "Innovation and Digitalisation in Emerging Economies. The Interplay of Society, Education, ICT and Philosophy", ISBN 978-3-9503983-7-3, pp. 59-68, IAFES Publications, Vienna 2019
7. Hougaard B.I., Knoche H. (2020) Stars, Crests and Medals: Visual Badge Design Framework to Gamify and Certify Online Learning. In: Brooks A., Brooks E. (eds) Interactivity, Game Creation, Design, Learning, and Innovation. ArtsIT 2019, DLI 2019. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol 328. Springer, Cham.  
[https://doi.org/10.1007/978-3-030-53294-9\\_29](https://doi.org/10.1007/978-3-030-53294-9_29)

**C. 13 conference papers published by: IEEE, EADTU, EDEN, AACE, IATED**

1. Beirne E., Mhichíl M.N.G., Mhichíl C.N.G., Brown M., Digital Badging for DigiCulture: A Case Study, The annual EADTU conference I-HE2021 "Higher Education in the new normal: the role of online, blended and distance learning", 3-5 November 2021, Bari, Italy
2. D. Andone, V. Mihaescu, A. Ternauciuc, S. Vert, R. Vasii and M. Mocofan, "DigiCulture - courses for enhancing digital competences," 2021 IEEE Global Engineering Education Conference (EDUCON), 21-23 April 2021, Vienna Austria, pp. 1056-1060, doi: 10.1109/EDUCON46332.2021.9453911, WOS:000689064100157, ISBN 978-1-7281-8478-4, ISSN 2165-9567
3. Diana Andone, Andrei Ternaucic, Vlad Mihaescu, Hendrik Knoche, Bastian Ilsø Hougaard, Ingeborg Goll Rossau, and Radu Vasii. "Course Certification and Open Badges for Digital Culture Education." 13th annual International Conference on Education and New Learning Technologies (EDULEARN21), pp. 11929-11938. International Association of Technology, Education and Development (IATED), 2021.
4. Diana Andone; Andrei Ternauciuc; Silviu Vert; Muguras Mocofan; Vlad Mihaescu; Daniela Stoica, Radu Vasii, "Learning with Open Cultural Data - Jecza Museum for DigiCulture Study Case," 2021 IEEE International Conference on Advanced Learning Technologies (ICALT), 2021, pp. 17-19, doi: 10.1109/ICALT52272.2021.00012.
5. DEVELOPING DIGITAL COMPETENCES FOR CREATIVE INDUSTRIES - DIGICULTURE COURSES, D. Andone, R. Vasii, V. Mihaescu, D. Stoica, S. Vert, A. Ternauciuc, M. Mocofan, 15th International Technology, Education and Development Conference, INTED 2021, 8-9 March 2021, pp. 10100-10108, ISBN 978-84-09-27666-0
6. Vlad Mihaescu; Diana Andone; Radu Vasii: DigiCulture MOOC Courses Piloting with Students, In: Christoph Meinel, Thomas Staubitz, Stefanie Schweiger, Christian Friedl, Janine Kiers, Martin Ebner, Anja Lorenz, George Ubachs, Catherine Mongenet, José A. Ruipérez-Valiente, Manoel Cortes Mendez (Eds.): EMOOCs 2021, Potsdam, Universitätsverlag Potsdam, 22-24 June 2021, S. 275–279, ISBN 978-3-86956-512-5. DOI <https://doi.org/10.25932/publishup-51733>
7. Antonella Poce; Maria Rosaria Re; Mara Valente: Evaluating OERs in Museum Education Context, In: Christoph Meinel, Thomas Staubitz, Stefanie Schweiger, Christian Friedl, Janine Kiers, Martin Ebner, Anja Lorenz, George Ubachs, Catherine Mongenet, José A. Ruipérez-Valiente, Manoel Cortes Mendez (Eds.): EMOOCs 2021, Potsdam, Universitätsverlag Potsdam, 22-24 June 2021, S. 159–168, ISBN 978-3-86956-512-5. DOI <https://doi.org/10.25932/publishup-51717>
8. Diana Andone, Andrei Ternauciuc, Radu Vasii, Vlad Mihaescu, Silviu Vert, DigiCulture – an open education environment for digital skills, 20th IEEE International Conference on Advanced Learning

- Technologies (ICALT 2020), Tartu, Estonia, 06-09 July 2020, pp. 24-26, ISBN 978-1-7281-6090-0, ISSN 2161-3761, doi: 10.1109/ICALT49669.2020.00014, WOS:000620344900011
9. Diana Andone, Andrei Ternauciuc, Radu Vasiu, Vlad Mihaescu, Silviu Vert, "DigiCulture – The Development of Open Education Learning for Digital Skills Training", European Distance and E-Learning Network (EDEN) Proceedings, 22-24 June 2020, Timisoara, Romania, pp. 354-363, ISSN 2707-2819, DOI: 10.38069/edenconf-2020-ac0033
  10. Diana Andone, Antonella Poce, Mairead Nic Giolla Mhichíl, Chiara Zuanni and Hendrik Knoche. Designing Online Courses for Digital Skills and Competences for the Creative Industries – DigiCulture, 22 June 2020, EDEN 2020 Annual Conference
  11. Diana Andone, DigiCulture - Improving the Digital Competences and Social Inclusion of Adults in Creative Industries, 28th EDEN Annual Conference "Connecting Through Educational Technology to Produce Effective Learning Environments", 16-19 June 2019, Bruges, Belgium, ISBN 978-615-5511-27-1, ISSN 2707-2819
  12. Diana Andone, "Development of DigiCulture Educational Program for Digital Skills Training for Adults in Creative Industries", Proceedings EDULEARN19, ISBN: 978-84-09-12031-4, doi: 10.21125/edulearn.2019.2573
  13. Antonella Poce, Diana Andone, Maria Rosaria Re, Francesca Amenduni, "Developing Digital Skills through MOOCs and OERs for Creative Industry Employers" - the DigiCulture Workshop, 28th EDEN Annual Conference "Connecting Through Educational Technology to Produce Effective Learning Environments", 16-19 June 2019, Bruges, Belgium, ISBN 978-615-5511-27-1, ISSN 2707-2819

#### D. 3 papers presented at international workshops

1. Bastian I. Hougaard, "Badges and E-assessment in a self-driven MOOC", presented at the DigiCulture Erasmus+ Closing Workshop, Timisoara, 23 July 2021
2. Poce Antonella, Re Maria Rosaria, "DigiCulture Guidelines for Digital Competences for Creative Industries", presented at the DigiCulture Erasmus+ Closing Workshop, Timisoara, 23 July 2021
3. Jecza Sorina, Andone Diana, "Virtual Tours for Culture - Jecza Museum", presented at the DigiCulture Erasmus+ Closing Workshop, Timisoara, 23 July 2021

## 7.2 Online Events

1. **27 May 2020** - EDEN NAP Webinar: Designing Online Courses for Digital Skills and Competences for the Creative Industries – DigiCulture NAP webinars (400 participants)
2. **6 August 2020** - Presenting about the DigiCulture project during #opentogether webinar on using Open Educational Resources under UNESCO recommendations (2.500 participants)
3. **24 June 2020** - Workshop and presentation of Digital Culture at EDEN 2020 Annual Conference (278 participants from 40 countries on four continents)
4. **7 July 2020** - Presentation about the DigiCulture project at the MoodleMoot 2020 virtual conference (1000 participants)
5. **8 July 2020** - Paper and presentation about the DigiCulture project at IEEE ICALT International Conference

6. **16 December 2020** - Presenting about the DigiCulture project at The 5th edition of the international Digital Skills workshop (1000 participants)
7. **March 3, 2021** - DigiCulture project, presented during the 8th edition of the workshop Open Education in pandemic times (1100 participants)

### 7.3 Conferences and other face to face events

*Due to COVID and travel bans, some of these events have been hybrid containing a mixture of face to face and remote participants.*

1. **5 Oct 2018**, presentation during the ICEL Conference in Timisoara and 20 years of CEL, with the inclusion the book 20 years of eLearning in Timisoara, on , to 50 academics, students, teachers, entrepreneurs and business representatives  
<https://elearning.upt.ro/en/educatie/noutati-educatie/iceL-2018-program/> .
2. **16 Nov 2018**, Digital Skills and Competences for Creative Industries workshop in Timisoara, with 40 actors from creative industries, culture, artists, students, university teachers and people from the tourism industry <https://elearning.upt.ro/en/event/workshop-digital-skills-2018-2/>
3. **13 March 2019** - Tag der offenen Tür (Departmental Open Day) - ZIM, Elisabethstraße 59, 8010 Graz - 70 participants - students, academics.
4. **22 March 2019** - Workshop Open Education in the Digital Age at UPT - The workshop was very well received by the almost 100 participants, higher education professionals from all universities in Timisoara, students and members of the business medium. The event was also visualized by some dozens of virtual participants who watched the live online feed of the event.
5. **20-22 May 2019** - DigiCulture workshop during EMOOCs 2019 - The group of participants was composed of 18 teachers, researchers, trainers and educators who work in the field of digital skills and/or Creative Industries sector.
6. **6-19 June 2019** - DigiCulture Events at EDEN Annual Conference 2019- DigiCulture project participated at the EDEN Annual Conference 2019 in Bruges, Belgium, having 25 participants to the session.
7. **13-18 July 2019** - DigiCulture during ICALT 2019 - In the Center for Exact Sciences and Technology, Federal University of Rio de Janeiro (UNIRIO ) - in Maceió, Brasil.
8. **17 June 2019- 19 June 2019** - Conference Smart Digital Futures 2019 in Malta with presentation of the project, its goals and outputs - 50 participants
9. **3 - 7 November 2019** - DigiCulture Workshop at WCOL2019 - The 28th ICDE World Conference on Online Learning, hosted by Dublin City University took place from 3rd – 7th November 2019 in Dublin, Ireland. This workshop brought together 35 participants - cultural and creative stakeholders, to learn from one another, and to examine the development of digital competencies in the field.
10. **4 November 2019** - DigiCulture at World Conference on Online Learning took place in Convention Centre, Dublin and gathered 860 participants - Academics in the field of online learning.
11. **13 November 2019** - DigiCulture Workshop in Graz - The Multiplier event in Austria took place in Graz. The event was held at the University of Graz, in the Centre for Information Modelling – Austrian Centre for Digital Humanities and it focused on presenting the modules of the DigiCulture MOOC and discussing them with the participants. The number of participants to the workshop was 10 external participants (not including the keynote speaker) from different organisations from Graz and from the Styria region: Joanneum Universalmuseum, small art design companies, online

art marketing company, one musician and 2 professors from the University of Vienna and Technical University Graz, respectively, mainly interested in how Open Badges can be implemented in the MOOC courses.

12. **28 November 2019** - "New Ideas, New Opportunities, Annual Networking Event" conference in Brussels, Belgium Presentation of the project, its goals and outputs to 83 participants.
13. **12 December 2019** - "International conference ALTA'19" - Studentu str. 48-101, Kaunas, Lithuania - 147 participants
14. **13 December 2019** - DigiCulture at the 4th edition of the Digital Skills and Competences workshop on Digital Culture, Europeana and Timișoara 2021. The Politehnica University of Timisoara through the e-Learning Center together with the Multimedia Center have organized the fourth edition of the Digital Skills and Competences workshop on Digital Culture, Europeana and Timișoara 2021 on Friday, December 13th. The event was attended by dozens of participants and was broadcasted online, through live streaming on the Facebook platform. With dozens of international speakers from the US, Europe and Romania, the workshop was addressed to all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education.
15. **January 2020** - DigiCulture Workshop at The Danish VR Network's Theme Day. DigiCulture ran a Virtual Reality workshop with 25 people. The workshop gave practitioners hands-on experience with the possibilities of VR equipment.
16. **13-15 February 2020** - DigiCulture during Inclusive Memory Final Conference -The Conference was organised by the Centre for Museum Studies based at the Dept. of Education Università Roma Tre and partner of the DigiCulture project. The conference was composed of keynote presentations and round tables where students and specialists who worked in museums presented their work and results.
17. **6 March 2020** - Digital Culture project during Open Education Week 2020. Part of the Open Education Week 2020, The Politehnica University of Timisoara through the e-Learning Center with the support of the EDEN and IEEE Romania Associations have organized the 7th edition of the Digital Competences for Open Education workshop, on Friday, March 6th. The event was attended by over 100 participants and was broadcasted online, through live streaming on the Facebook platform and YouTube channel.
18. **19 June 2020** - Workshop "Innovative learning technologies for everyday" - Studentu str. 48A-337, Kaunas, Lithuania - 40 People interested in technology usage for learning purposes.
19. **8 July 2020** - Workshop "Learning challenges in today's context" - - Studentu str. 48A-337, Kaunas, Lithuania - 45 People interested in technology usage for learning purposes.
20. **15 October 2020** - "ICIST 2020 - International Conference on Information and Software Technologies" - Kaunas, Lithuania and online - 50 participants - Teachers, lecturers, professors, people interested in science.
21. **27 April 2021** - DigiCulture Multiplier Event Held in Aalborg: Scaling up DigitalCulture in Europe - The Multiplier event in Denmark took place in Aalborg on Tuesday the 27th April 2021 and online on Zoom. The event was held at Aalborg University at Department of Architecture, Design, and Media Technology (CREATE) and it was a workshop which introduced the participants to the DigiCulture massive online open courses (MOOCs). The workshop had special focus on the Virtual Reality and Augmented Reality DigiCulture Course, where the participants were given a chance to try and build their own Virtual Reality with help from the course material. Participants came from

- the fields of Music, Theater, Arts, Advertising, Marketing, IT, Tourism, Museum, Galleries and Libraries. The event had 7 participants physically present and 10 virtual participants.
22. **10 June 2021** - Workshop DigiCulture at Studentu str. 48A-337, Kaunas, Lithuania & Online with 65 participants - Teachers, lecturers, professors, people interested in science.
  23. **15 July 2021** - DigiCulture Multiplier Event in Lithuania - took place in Lithuania and brought together almost 30 representatives from different cultural fields. The event also received some very significant presentations that reviewed the possibilities of virtual and augmented reality in creation and collaboration.
  24. **22-23 July 2021** - IAFeS International Conference NETTIES & DigiCulture Erasmus+ Closing Workshop - The Politehnica University of Timișoara, through the e-Learning Centre and the Multimedia Centre together with the IAFeS International Association and the Triade Foundation organized, between July 22-23, 2021, the IAFeS International Conference NETTIES & DigiCulture Erasmus+ Closing Workshop. The event gathered over 500 participants both physically, in the Auditorium of the UPT Conference Center, and virtually, through Zoom and Facebook.
  25. **27 July 2021** - DigiCulture Multiplier Event for orchestras in Solihull - A DigiCulture Multiplier Event specifically on digital tools and music was held at Shirley Methodist Church in Solihull. Participants were members of several orchestras from the Birmingham area who joined with Solihull Symphony Orchestra for a play day and a seminar on DigiCulture. Approximately 50 participants took part in the play day, and 15 later joined the DigiCulture seminar. Participants were predominantly female (65%) and had varied levels of experience in working with digital technologies.
  26. **27 August 2021** - The DigiCulture courses, presented at the Tech World exhibition during the Flight Festival in Timișoara to over 1000 participants.

## APPENDIX A - Print Materials

3000 bookmarks with information on the DigiCulture project were printed in 7 languages - Romanian, Italian, Danish, German, English, Gaelic and Lithuanian. 250 Brochures and 250 DigiCulture bags, 200 pens were printed for the IAFeS International Conference NETTIES and the DigiCulture Erasmus+ Closing Workshop. 8 roll-ups with project and courses information in 7 languages, 150 posters with course information.









Photos here: <https://digiculture.eu/en/visuals/>

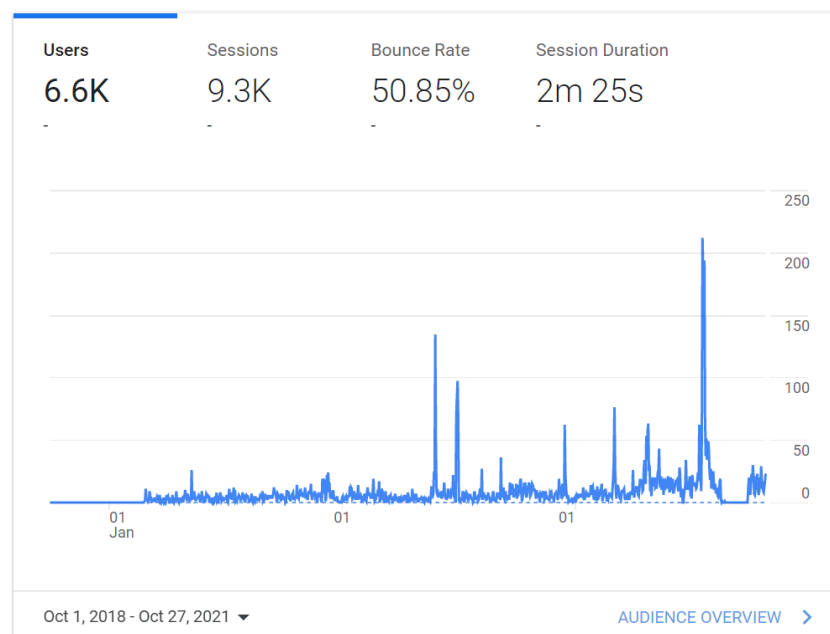
## APPENDIX B - Website

In the project period, the website <https://digiculture.eu/> (41 pages and 74 posts) had 6,554 unique users who browsed the website in 9,348 unique sessions, generating in total 24,781 page views. The average session duration on the website was 2 minutes and 25 seconds, which is very good for a website nowadays.

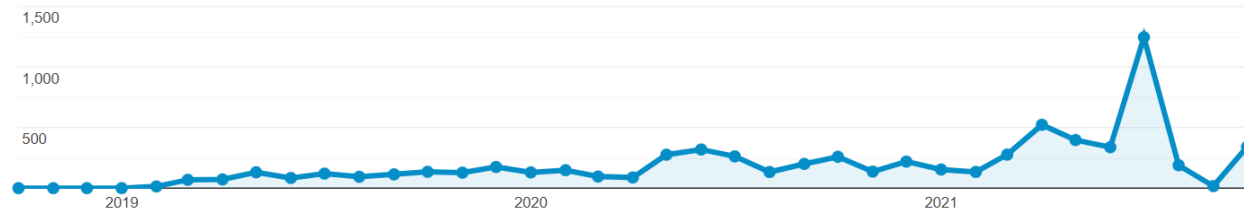
Most users came from the Romania (23.24%), followed closely by Indonesia (8.35%), United States (8.00%), Italy (6.53%), Denmark (3.42%), Hong Kong (3.33%), Ireland (3.33%), United Kingdom (2.89%), Germany (2.84%) and Austria (2.19%), a list which includes the main project partners. Website traffic comes mainly from Direct Source (45.7%) and Organic Search (34.4%), which is very good. Other traffic sources are Referral (11.4%) and Social (8.5%).

Regarding the devices that were used, 68.7% of all the sessions were initiated from a desktop/laptop, 30.2% from a smartphone and 1% from a tablet.

As expected, the most accessed sections of the website were the homepage, the list of courses and the about section.



● Users



Users

6,554



New Users

6,595



Sessions

9,348



Number of Sessions per User

1.43



Pageviews

24,781



Pages / Session

2.65



Avg. Session Duration

00:02:25

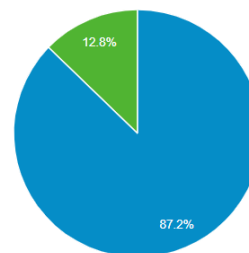


Bounce Rate

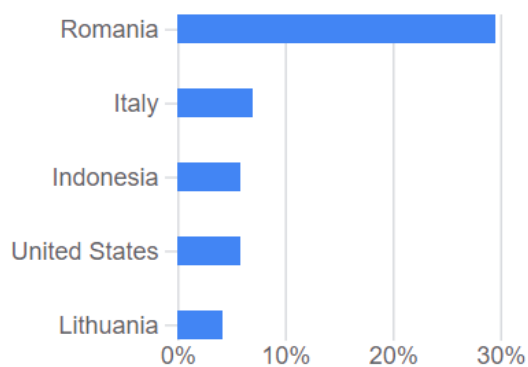
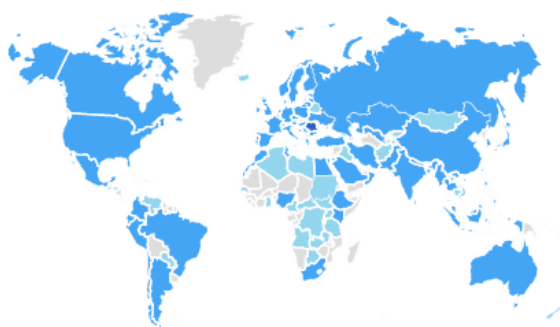
50.85%



■ New Visitor ■ Returning Visitor



### Sessions by country



Oct 1, 2018 - Oct 27, 2018

[LOCATION OVERVIEW](#) >

#### Demographics

[Language](#)

[Country](#) ▶

[City](#)

#### System

[Browser](#)

[Operating System](#)

[Service Provider](#)

#### Mobile

[Operating System](#)

[Service Provider](#)

[Screen Resolution](#)

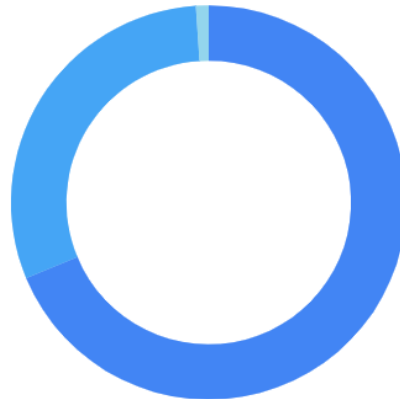
#### Country

**Users % Users**

1.	Romania	1,550	23.44%
2.	Indonesia	552	8.35%
3.	United States	529	8.00%
4.	Italy	432	6.53%
5.	Denmark	226	3.42%
6.	Hong Kong	220	3.33%
7.	Ireland	220	3.33%
8.	United Kingdom	191	2.89%
9.	Germany	188	2.84%
10.	Austria	145	2.19%

[view full report](#)

### Sessions by device



Desktop

68.7%

-



Mobile

30.2%

-



Tablet

1.0%

-

Oct 1, 2018 - Oct 27, 2021

[MOBILE OVERVIEW](#) >

Page	Pageviews	Page Value
/en/	4,153	\$0.00
/en/courses/	2,385	\$0.00
/ro/courses/	1,141	\$0.00
/ro/	690	\$0.00
/	672	\$0.00
/en/project-summary/	562	\$0.00
/it/	469	\$0.00
/en/digiculture-erasmus-closing-workshop/	428	\$0.00
/en/outputs/	317	\$0.00
/en/digiculture-course/?id=18	278	\$0.00

Oct 1, 2018 - Oct 27, 2021 ▼

[PAGES REPORT](#) >

#### Site Content

[Page](#)

[Page Title](#)

#### Site Search

[Search Term](#)

#### Events

[Event Category](#)

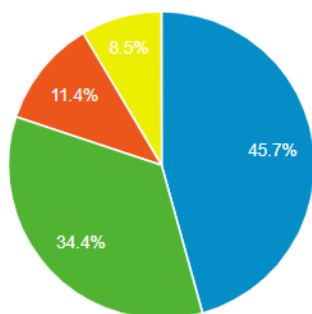
#### Page Title

#### Pageviews

#### % Pageviews

1.	<a href="#">Digital Culture – Erasmus+ European Project – Improving the Digital Competences and Social Inclusion of Adults in Creative Industries</a>	5,783	23.34%
2.	<a href="#">DigiCulture Courses – Digital Culture – Erasmus+ European Project</a>	3,220	12.99%
3.	<a href="#">DigiCulture Course details – Digital Culture – Erasmus+ European Project</a>	2,791	11.26%
4.	<a href="#">Project Summary – Digital Culture – Erasmus+ European Project</a>	915	3.69%
5.	<a href="#">Cursuri DigiCulture - Cultura digitală - Proiect european Erasmus +</a>	744	3.00%
6.	<a href="#">(not set)</a>	601	2.43%
7.	<a href="#">Output 1 – Conceptual Guidelines for Digital Competences for Culture – Digital Culture – Erasmus+ European Project</a>	512	2.07%
8.	<a href="#">DigiCulture Erasmus+ Closing Workshop – Digital Culture – Erasmus+ European Project</a>	479	1.93%
9.	<a href="#">Team – Digital Culture – Erasmus+ European Project</a>	459	1.85%
10.	<a href="#">Outputs – Digital Culture – Erasmus+ European Project</a>	424	1.71%

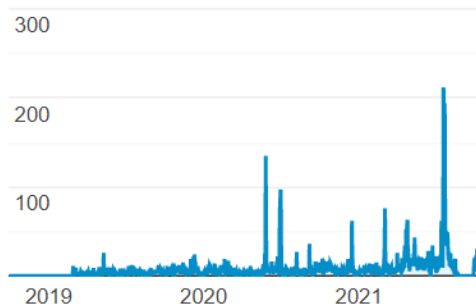
#### Top Channels


















■ Direct  
■ Organic Search  
■ Referral  
■ Social  
■ (Other)

#### Users

● Users



	Acquisition			Behavior		
	Users ↓	New Users ↓	Sessions ↓	Bounce Rate ↓	Pages / Session ↓	Avg. Session Duration ↓
	6,554	6,595	9,348	50.85%	2.65	00:02:25
1  Direct	3,080			52.81%		
2  Organic Search	2,318			53.33%		
3  Referral	765			33.24%		
4  Social	574			53.00%		
5  (Other)	3			66.67%		

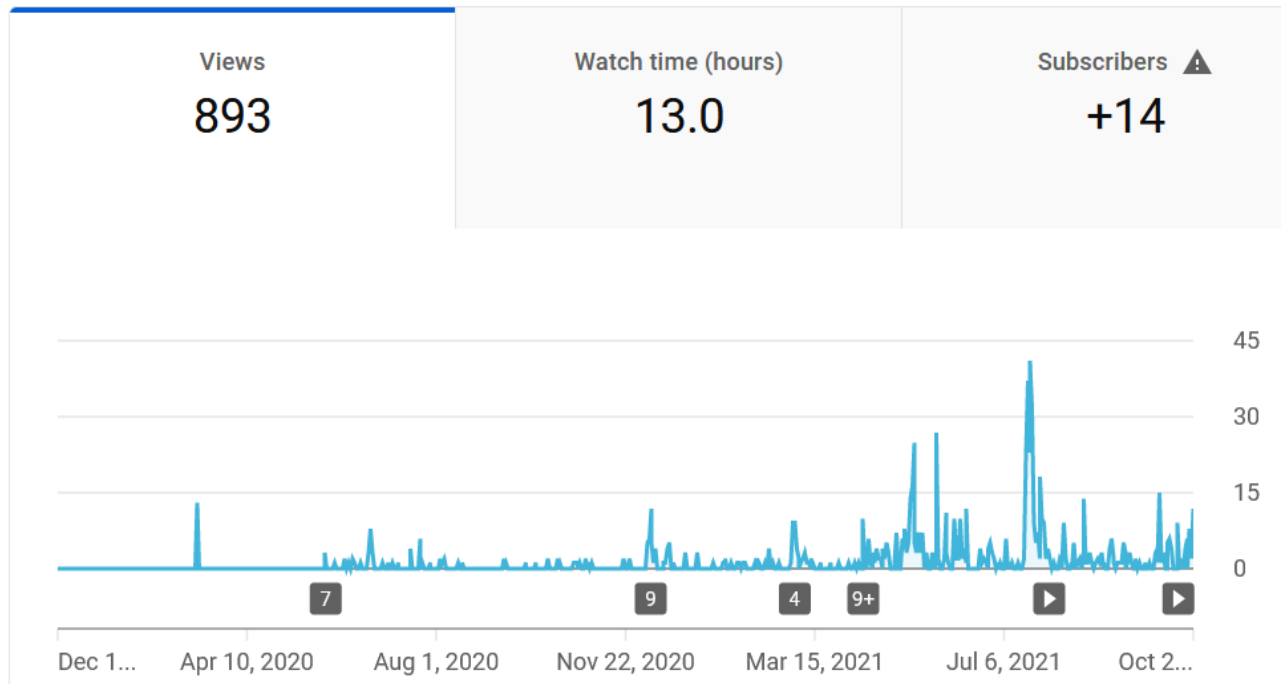
## APPENDIX C - Social Media

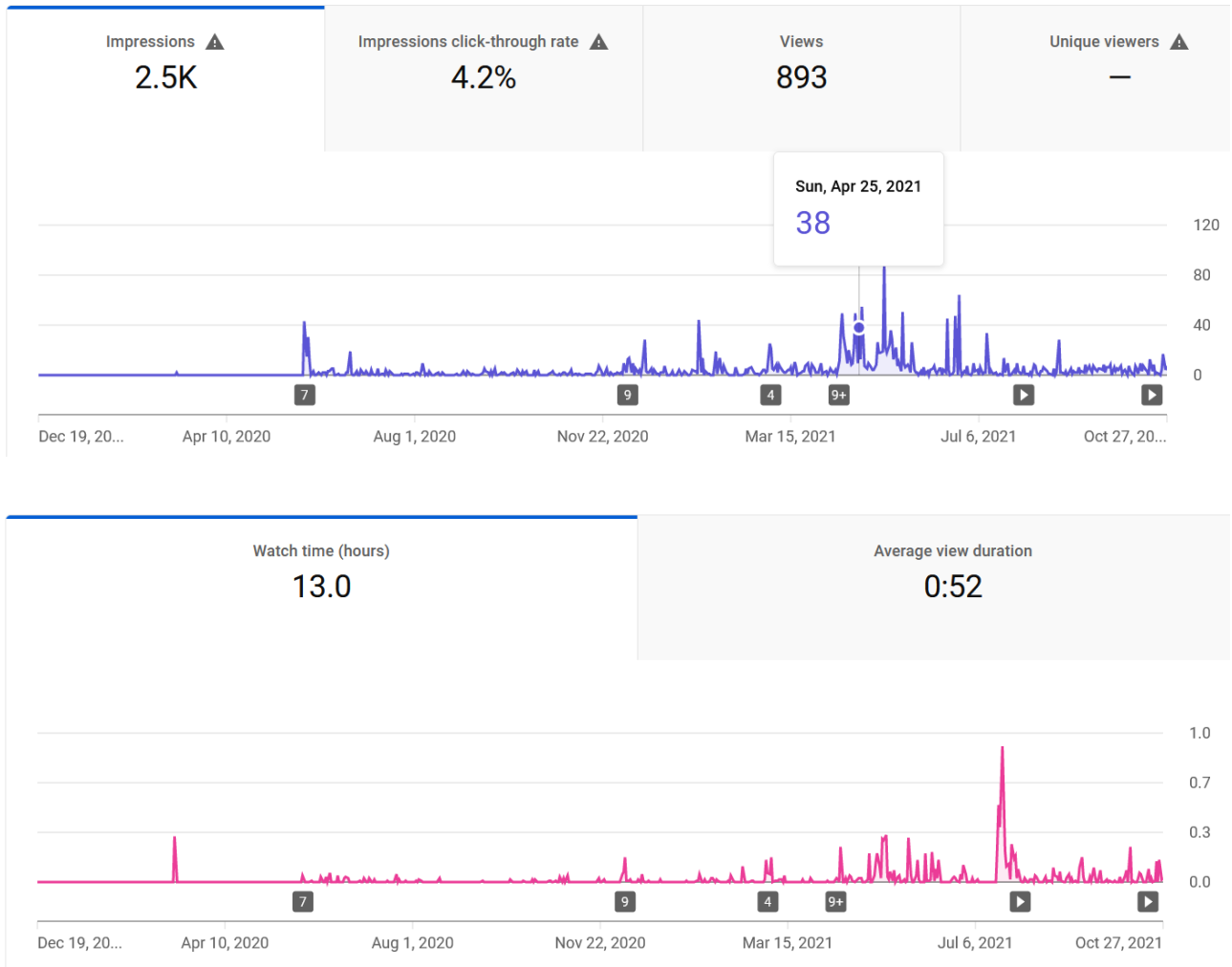
### YouTube

The Youtube channel for Digiculture <https://studio.youtube.com/channel/UC8Js48HnNu9x1l0QQ6pTA2Q/> has 49 videos. It got 893 views (2500 impressions) which totals 13 hours in watch time. The average view duration of the videos is almost 1 minute.






The top watched videos are, as expected, the user guides for accessing the courses, completing the courses and obtaining the badge.

Most of the traffic came from external links to the videos (67.3%), while other users came by using the direct link (15.3%) or through the Youtube search feature (8.7%).



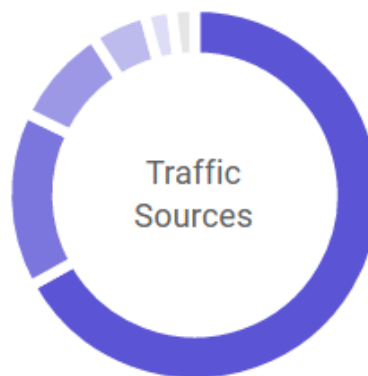


## Your top videos in this period

Video		Average view duration	Views
1	 <p>How to access the DigiCulture courses Mar 4, 2021</p>	0:53 (37.9%)	266
2	 <p>Cum să accesezi cursurile DigiCulture</p>	1:07 (47.8%)	88
3	 <p>How to complete a DigiCulture course Apr 21, 2021</p>	0:57 (54.9%)	65
4	 <p>How to claim and use your online badge Apr 21, 2021</p>	0:51 (47.4%)	65
5	 <p>Antonella Poce - Roma 3 University May 27, 2020</p>	0:43 (41.4%)	54

## Traffic source types

Views · Lifetime



External	<div></div>	67.3%
Direct or unknown	<div></div>	15.3%
YouTube search	<div></div>	8.7%
Channel pages	<div></div>	4.8%
Browse features	<div></div>	2.4%
Others	<div></div>	1.5%

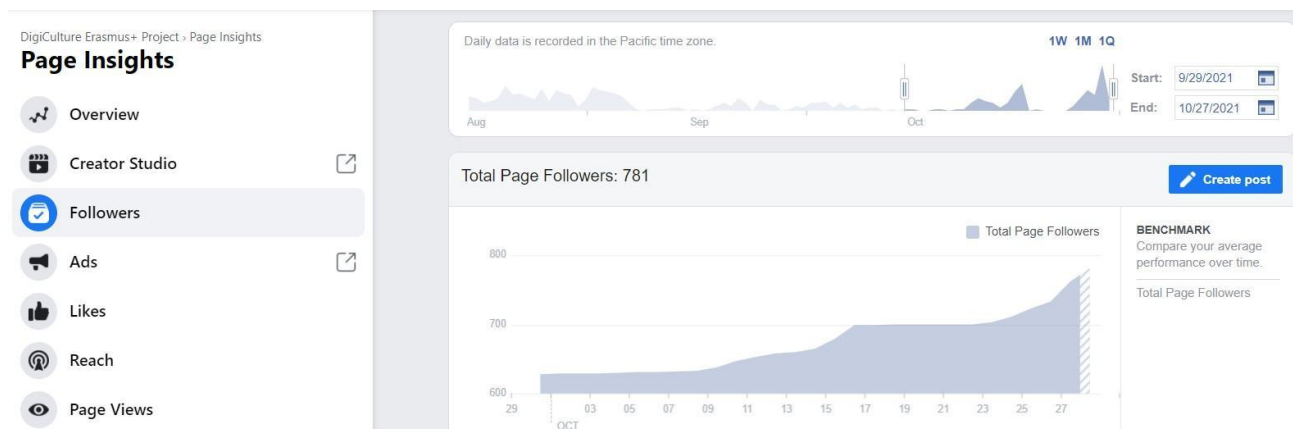
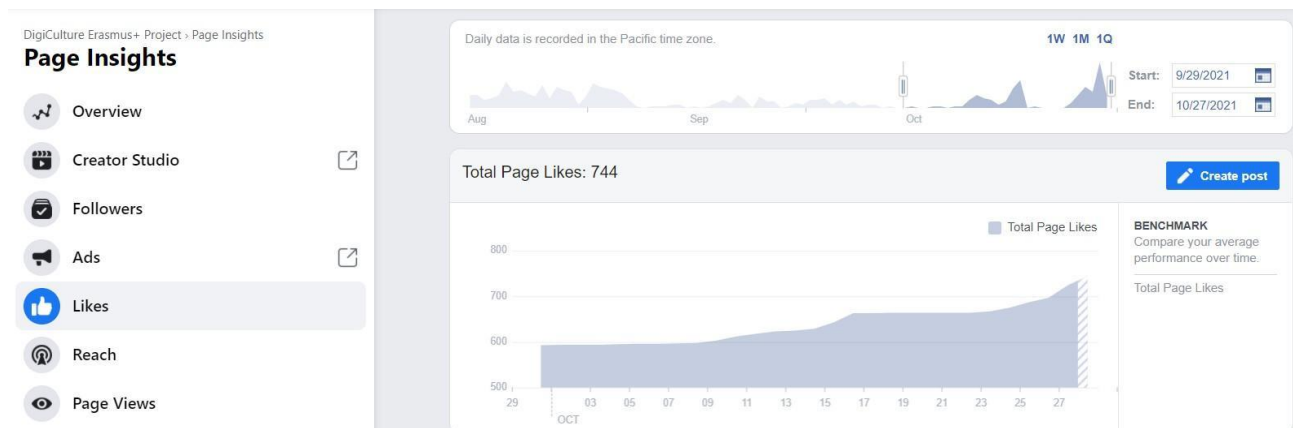
[SEE MORE](#)

## Facebook

DigiCulture Erasmus+ project Facebook page <https://www.facebook.com/CultureDigi> 2021

744 Page Likes

781 Page Followers



7831 People Reached (unique accounts)

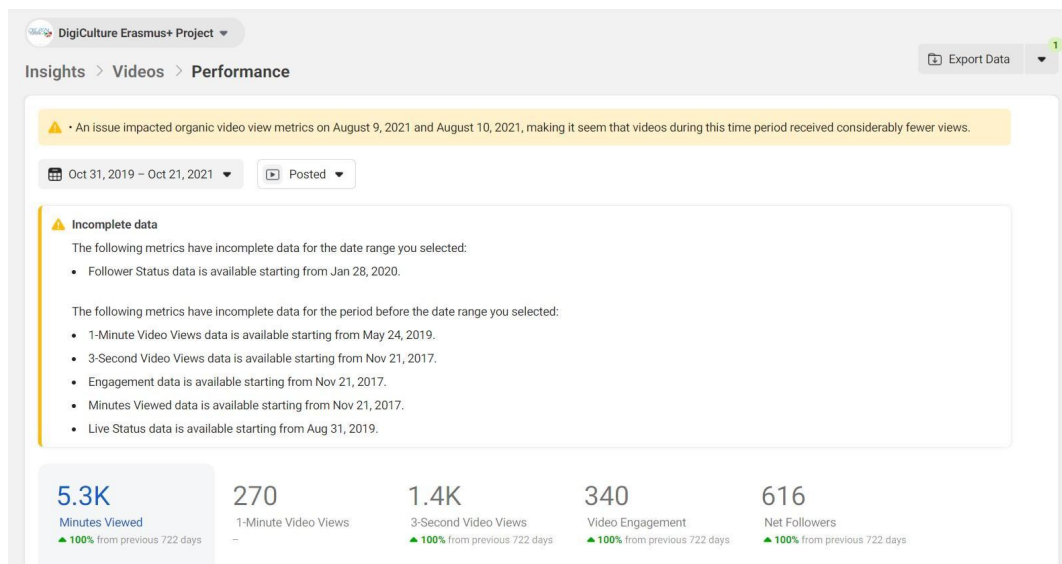
1369 Engagements with the Facebook Page:

- 86 Link clicks
- 88 Comments
- 95 Shares
- 623 Reactions (Like, Love etc)

Page	People Reached	Engagement	Link Clicks	Comments	Shares	Reactions
 DigiCulture Erasmus+ Project Education Website	7,831	1,369	86	88	95	623

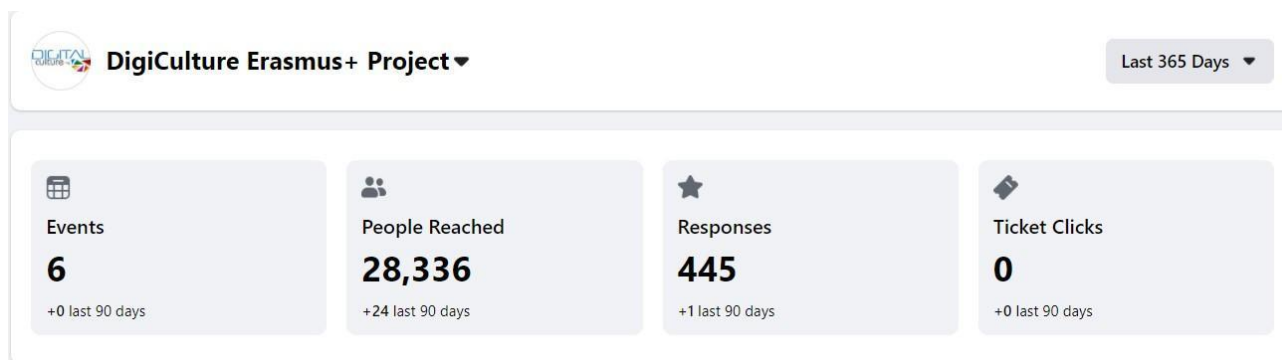
## Video views on DigiCulture Erasmus+ project Facebook page (Oct 31 2019 - Oct 2021:

- 5.300 total minutes viewed
- 340 Engagement with videos



## Events on DigiCulture Erasmus+ project Facebook page (Oct 28 2020 - Oct 28 2021)

- 28.336 People Reached
- 445 Responses



## Twitter

@CultureDigi:

- 123 Followers
- 140 Tweets

## APPENDIX D – Events

Type	Event name	Venue	Start	End	No.	Contributors	Aims	Target	Agenda	Link
Internal event	Tag der offenen Tür (Departmental Open Day)	ZIM, Elisabethstraße 59, 8010 Graz	Wed 13.3.19	Wed 13.3.19	70	UNIGRAZ	Centre for Information Modelling showcase	students, academics	<a href="#">Agenda</a>	
Workshop	Open Education in the Digital Age, <a href="https://elearning.upt.ro/workshop-open-education-2019/n-3-2-70-255/d">https://elearning.upt.ro/workshop-open-education-2019/n-3-2-70-255/d</a>	K1 Amphitheater, 1st floor, Documentation, Education and Transfer Center of UPT, Bul. Vasile Parvan Nr. 2B, Timisoara	Fri 22.3.19	Fri 22.3.19	90	UPT	Organized as part of Open Education Week 2019, the workshop will highlight the impact of openness in the Digital Age from policies to individuals, teachers and students. After several years of implementation we will look into how open educational resources (OER), massive open online courses (MOOCs), Open Culture and Open Science can be integrated into all levels of education and company training. Practical examples of use and integration of mobile learning, of augmented and virtual reality in education, of open research and science, how blockchain influences education and of open and digital in culture and heritage are all presented.	academics, students, teachers of undergraduate education, specialists in training companies, IT or HR departments.	<a href="#">Agenda</a>	<a href="#">Details</a>
Internal event	e-assessment with Moodle	Room 0.2.12, Selma Lagerlöfs Vej 300, Aalborg	Fri 26.4.19	Fri 26.4.19	20	AAU		teachers, trainers		
Conference	Iafes NETTIES International Conference	Kosovo	Sat 4.5.19	Mon 6.5.19	20	UPT				
Internal event	e-assessment with Moodle	Room 0.2.12, Selma Lagerlöfs Vej 300, Aalborg	Tue 14.5.19	Tue 14.5.19	20	AAU		teachers, trainers		
Workshop	OERs and MOOC for employers of CI sector <a href="http://www.cittadellascienza.it/notizie/workshop-sviluppare-le-competenze-digitali-negli-operatori-delle-industrie-creative-e-culturali-tramite-mooc-e-oers-21-maggio/">http://www.cittadellascienza.it/notizie/workshop-sviluppare-le-competenze-digitali-negli-operatori-delle-industrie-creative-e-culturali-tramite-mooc-e-oers-21-maggio/</a>	Via Coroglio, 57/104	Tue 21.5.19	Tue 21.5.19	20	UNIROMA3, UPT, DCU	Multiplier event	museum operators	<a href="#">Agenda</a>	
Internal meeting	DigiCulture 2nd project meeting in Rome	University of Roma Tre, Rome, Italy	Thu 23.5.19	Fri 24.5.19	14	All partners	Project partners discussed a series of topics related to the development of the project			<a href="#">Details</a>
Conference	Conference Smart Digital Futures 2019	Malta	Mon 17.6.19	Wed 19.6.19	50	NADE	Presentation of the project, its goals and outputs	General conference public		
Workshop	DigiCulture Events at EDEN Annual Conference 2019	Bruges, Belgium	Tue 18.6.19	Wed 19.6.19	25	UPT, DCU, UNIROMA3	Participants were invited to develop the outline of a MOOC on digital skills for creative industries employers, working in small interdisciplinary groups. The DigiCulture workshop supported networking among people who operate in the field of creative industries, digital skills and open	academics, teachers		<a href="#">Details</a>

							education, enforcing the impact of their previous experiences.			
Conference	DigiCulture Events at EDEN Annual Conference 2019	Bruges, Belgium	Tue 18.6.19	Wed 19.6.19	50	UPT, UniROMA3, DCU	Maximise the potential to exchange academic and professional experience, to promote effective navigation in the field, and improve the quality and depth of information available to the sectors concerned.	academics, teachers		<a href="#">Detail</a> <a href="#">s</a>
Workshop	Developing Digital Skills Through Moocs And Oers For Creative Industry Employers. The DigiCulture Workshop	VIVES University, Bruges	Tue 18.6.19	Tue 18.6.19	9	UPT	Multiplier event	Educators, university teachers, CI professionals		
Conference	DigiCulture Events at EDEN Annual Conference 2019	Bruges, Belgium	Wed 19.6.19	Wed 19.6.19	25	UPT	Presentation entitled DigiCulture – Improving the Digital Competences and Social Inclusion of Adults in Creative Industries during the Synergy Session, facilitating the sharing of practices, project outputs and research findings, offer the participants platform to develop new ideas and plans, to create new partnerships by engaging in interactive working group activities	academics, teachers		<a href="#">Detail</a> <a href="#">s</a>
Meeting	Solihull Tourism Forum	Ibis Styles Hotel, Birmingham Airport	Wed 26.6.19	Wed 26.6.19	30	JMEA	Multiplier event	tourism professionals		<a href="#">Detail</a> <a href="#">s</a>
Internal event	Visit from VisionDenmark Creative Business Alliance	Room 3.563, Rendsburggade 14, 9000 Aalborg	Sat 24.8.19	Mon 24.8.20	1	AAU	Establish contact with the creative industry network in Denmark	Creative Industry professionals in Denmark	<a href="#">Agenda</a>	
Internal event	Digital skills and tools in museum education	University of Roma TRE, Dept. Education	Thu 19.9.19	Thu 19.9.19	15	UNIROMA3	Post-graduate lecture	Museum operators and educators		
Internal event	Digiculture project activities presentation to master degree students in Experimental Pedagogy	via Principe Amedeo, 86, 00185, Rome, Italy	Wed 2.10.19	Wed 2.10.19	25	UNIROMA3	Seminar "Experimentalism, Museum, Reading": how to promote digital skills in museum users	educators and master degree students	<a href="#">Agenda</a>	
Conference	Digiculture presented at live Radio Show during SpeD 2019 Conference	Conference center of the Politehnica University Timișoara, Romania	Thu 10.10.19	Fri 11.10.19	100	UPT	Conference	academics, teachers, students		<a href="#">Detail</a> <a href="#">s</a>
Meeting	Lithuanian Distance Education Consortium Board meeting	Studentu str. 48A-320, Kaunas, Lithuania	Thu 10.10.19	Thu 10.10.19	12	NADE	Presentation of the project, its goals and outputs	Lithuanian Distance Education Consortium Board members		
Workshop	Improving the Digital Competencies and Social Inclusion of Adults in Creative Industries	St. Patricks Campus, Dublin City University, Drumcondra, Dublin 9	Sun 3.11.19	Sun 3.11.19	35	DCU	Multiplier event	Individuals from range of cultural and creative industries		
Conference	World Conference on Online Learning	Convention Centre, Dublin	Mon 4.11.19	Wed 6.11.19	860	DCU	Expand Project Awareness on an International Stage	Academics in the field of online learning	<a href="#">Agenda</a>	<a href="#">Detail</a> <a href="#">s</a>
Meeting	National Digital Coalition meeting	Vilnius, Lithuania	Tue 5.11.19	Tue 5.11.19	11	NADE	Presentation of the project, its goals and outputs	People involved in work with digital competences		
Conference	Presentation of DigitalCulture's Open Badges at the Gamification Workshop in the ArtsIT '19 Conference	Room 5.125, Rendsburggade 14, 9000 Aalborg	Thu 7.11.19	Thu 7.11.19	10	AAU	Conference Workshop	teachers, trainers	<a href="#">Agenda</a>	<a href="#">Detail</a> <a href="#">s</a>
Internal event	PBL presentation meeting with UNESCO Chair on digital competencies and EPIC Erasmus+ program	Room 0.2.12, Selma Lagerlöfs Vej 300, Aalborg	Fri 8.11.19	Thu 7.11.19	50	AAU		teachers, trainers		

Discussion	DigiCulture #EDENChat – Analyzes of Digital Skills and Competences for the Creative Industries	Online, on Twitter	Mon 11.11.19	Mon 11.11.19	25	UPT	#EDENChat is an online discussion event on Twitter initiated by Steering Committee of the EDEN Network of Academics and Professionals (NAP). It is mediated by members of the NAP community and runs for approximately 1 hour. Anyone can join in and contribute to the discussion which is presented in a Question and Answer format and focuses on current issues in distance, open and e-learning. All sessions start at 18:00 CEST.	creative Industry professionals, teachers, academics		<a href="#">Detail</a> s
Workshop	Digital Skills and Competences for the Creative Industries	UPT	Wed 13.11.19	Wed 13.11.19	65	UPT		actors from creative industries, culture, artists, students, university teachers and people from the tourism industry.	<a href="#">Agenda</a>	
Workshop	Digiculture Event	ZIM, Elisabethstraße 59, 8010 Graz	Wed 13.11.19	Wed 13.11.19	14	UNIGRAZ	Multiplier Event	Creative industries professionals in Styria		
Internal meeting	Presenting of Output2 of the Integrated Virtual Learning Hub - online and mobile MOOC platform at partners meeting in Graz	Austrian Centre for Digital Humanities, Austria	Thu 14.11.19	Fri 15.11.19	16	UNIGRAZ	Project partners presenting on development of the project			<a href="#">Detail</a> s
Internal meeting	Presenting the work of the staff from CeL in the Digital Culture Erasmus+ project, in Graz	Austrian Centre for Digital Humanities, Austria	Thu 14.11.19	Fri 15.11.19	16	UNIGRAZ	Project partners presenting on development of the project			<a href="#">Detail</a> s
Internal meeting	Digiculture Erasmus+ project meeting in Graz	Austrian Centre for Digital Humanities, Austria	Thu 14.11.19	Fri 15.11.19	16	UNIGRAZ	Project partners presenting on development of the project			<a href="#">Detail</a> s
Workshop	Digital Skills and Competences for the Creative Industries, <a href="https://elearning.upt.ro/workshop-digital-skills-2018/n-32-70-251/d">https://elearning.upt.ro/workshop-digital-skills-2018/n-32-70-251/d</a>	K2 Amphitheater, 1st floor, Documentation, Education and Transfer Center of UPT, Bul. Vasile Parvan Nr. 2B, Timisoara	Sat 16.11.19	Sat 16.11.19	40	UPT, UNIROMA3		actors from creative industries, culture, artists, students, university teachers and people from the tourism industry.	<a href="#">Agenda</a>	<a href="#">Detail</a> s
Workshop	Workshop "Science, technologies and innovation: WOMEN IN STEAM"	Studentu str. 48A-227, Kaunas, Lithuania	Mon 18.11.19	Mon 18.11.19	8	NADE	Presentation of the project, its goals and outputs	Women in technologies		
Conference	"New Ideas, New Opportunities, Annual Networking Event"	Brussels, Belgium	Thu 28.11.19	Thu 28.11.19	83	NADE	Presentation of the project, its goals and outputs	General conference public		
Workshop	Workshop, discussing DigitalCulture's Virtual Reality and Augmented Reality course at VR Network day	Dokk1, Hack Kampmanns Pl. 2, 8000 Aarhus	Fri 29.11.19	Fri 29.11.19	25	AAU	Workshop which introduces VR and contextualizes it to health technology	designers, hospital staff	<a href="#">Agenda</a>	<a href="#">Detail</a> s
Discussion	DigiCulture #EDENChat – Analyzes of Digital Skills and Competences for the Creative Industries	Online, on Twitter	Wed 11.12.19	Wed 11.12.19	25	UPT	#EDENChat is an online discussion event on Twitter initiated by Steering Committee of the EDEN Network of Academics and Professionals (NAP). It is mediated by members of the NAP	creative Industry professionals, teachers, academics		<a href="#">Detail</a> s

							community and runs for approximately 1 hour. Anyone can join in and contribute to the discussion which is presented in a Question and Answer format and focuses on current issues in distance, open and e-learning. All sessions start at 18:00 CEST.			
Workshop	"Technologies for everyone"	Studentu str. 48A-337, Kaunas, Lithuania	Wed 11.12.19	Wed 11.12.19	30	NADE	Presentation of the project, its goals and outputs	People interested in technologies usage for learning purposes		
Conference	"International conference ALTA'19"	Studentu str. 48-101, Kaunas, Lithuania	Thu 12.12.19	Thu 12.12.19	147	NADE	Presentation of the project, its goals and outputs	Teachers, lecturers, professors, people interested in scienc		
Workshop	Workshop Digital Skills and Competences	Conference center of the Politehnica University Timișoara, Romania	Fri 13.12.19	Fri 13.12.19	50	UNIGRAZ, UniRomaTre, DCU, AAU, JME, TRIADE	With dozens of international speakers from the US, Europe and Romania, the workshop was addressed to all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education.	all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	Digital Humanities in Österreich	BMBWF (Austrian Ministry for Education and Research), Minoritenplatz 5, 1010 Wien	Fri 24.1.20	Fri 24.1.20	70	UNIGRAZ	Expand Project Awareness	Academics in the digital humanities and digital heritage field	<a href="#">Agenda</a>	
Conference	DigiCulture during Inclusive Memory Final Conference	Centre for Museum Studies, Dept. of Education Università Roma Tre, Italy	Thu 13.2.20	Sat 15.2.20		UniRomaTRE	The Inclusive Memory Final Conference, organized by the Department of Education of University of Roma Tre, hosted 15 presentations from people from the education, science and cultural areas from the USA, South Africa, Italy, Romania, France and Switzerland. The conference was composed of keynote presentations and round tables where students and specialists who worked in museums presented their work and results. Moreover, professors and researchers of University Roma Tre presented, with the support of different museum professionals, the first results of the Inclusive Memory project: training activities for teachers and educators, workshop with students and museum educators, education activities for digital and transverse skills promotion aimed at social inclusion development.	people from the education, science and cultural areas from the USA, South Africa, Italy, Romania, France and Switzerland, students and specialists who worked in museums, professors and researchers		<a href="#">Details</a>
Internal meeting	DigiCulture project presentation (O1.1, O1.1 and O1.3) to in-training museum educators, curators and mediators	via del Castro Pretorio, 20, 00185, Rome, Italy	Thu 13.2.20	Sat 15.2.20	33	UNIROMA3	Presentation of the O1.1, O1.2 and O1.3 research activities results	in-training museum educators, curators and mediators		
Conference	Call for Ideas - Inclusive Memory International Conference	via del Castro Pretorio, 20, 00185, Rome, Italy	Fri 14.2.20	Sat 15.2.20	70	UPT	Presentation of the Inclusive Memory project activities and DigiCulture first researc activities results	Accademic professor, researcher, museum educators, educators, in-training museum	<a href="#">Agenda</a>	<a href="#">Details</a>

								educators, post-graduate students, phd students, master degree students		
Workshop	Posters session during the workshop "Digital learning environment application practice"	Studentu str. 48A-320, Kaunas, Lithuania	Fri 28.2.20	Fri 28.2.20	10	NADE	General information and short introduction of the project	Teachers		
Conference	Presenting about the Digital Culture project during Open Education Week 2020	Conference center of the Politehnica University Timișoara, Romania	Fri 6.3.20	Fri 6.3.20	100	UPT	With 20 international speakers from all over Europe and Romania, the workshop highlighted the impact of openness in the digital age, from policies to individuals, teachers and students. With a history of several years of implementation, it was examined how open educational resources (OER), massive open online courses (MOOC), Open Culture and Open Science can be integrated into all levels of education and training within institutions and companies. There were practical examples of using and integrating open education, students as co-creators, mobile learning, augmented and virtual reality in education, open research, how the notion of blockchain influences education but also how open and digital terms are reflected in culture and heritage.	researchers, academia, professors, teachers in university and pre-university, students, stakeholders in the field of creative industries	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	IGNITE Digital Roundtables. Design Thinking & Maker Culture: Sticky Learning for the 21st Century	online	Wed 29.4.20	Wed 29.4.20		UNIGRAZ	Presentation of the DigiCulture project and the modules.	Academics in the field of digital humanities	<a href="#">Agenda</a>	<a href="#">Details</a>
Internal meeting	DigiCulture project meeting in Dublin, virtually	Online, on Zoom	Mon 25.5.20	Mon 25.5.20	25	All project partners	The 25 participants, representing all the partner institutions, presented their progress on the project and recent developments.			<a href="#">Details</a>
Internal meeting	DigiCulture project meeting in Dublin, virtually	Online, on Zoom	Mon 25.5.20	Mon 25.5.20	25	All project partners	The 25 participants, representing all the partner institutions, presented their progress on the project and recent developments.			<a href="#">Details</a>
Meeting	National Digital Coalition meeting	Online	Wed 10.6.20	Wed 10.6.20	13	NADE	Presentation of the project, its goals and outputs	People involved in work with digital competences		
Workshop	Workshop "Innovative learning technologies for everyday"	Studentu str. 48A-337, Kaunas, Lithuania	Fri 19.6.20	Fri 19.6.20	40	NADE	Presentation of the project, its goals and outputs	People interested in technologies usage for learning purposes		
Conference	Workshop Digital Culture at EDEN 2020 Annual Conference	Online, on Zoom	Mon 22.6.20	Wed 24.6.20	300	All project partners	EDEN 2020 – the first entirely virtual conference dedicated to digital education and artificial intelligence – had presentations for dozens of selected academic papers, five workshops, three world-class keynote speakers, and social events.	Teachers, researchers, professors, students		<a href="#">Details</a>
Conference	The DigitalCulture project – at IEEE – ICALT 2020 Conference	Online, on Zoom	Mon 6.7.20	Thu 9.7.20		UPT	ICALT is an annual international conference on Advanced Learning Technologies and Technology-enhanced Learning organized by IEEE Computer Society and IEEE Technical Committee on Learning Technology.	Teachers, researchers, professors		<a href="#">Details</a>
Conference	DigiCulture project at Moodle Moot Global 2020 event	Online, on Zoom	Mon 6.7.20	Thu 9.7.20	1000	UPT				<a href="#">Details</a>

Workshop	Workshop "Learning challenges in today's context"	Studentu str. 48A-337, Kaunas, Lithuania	Wed 8.7.20	Wed 8.7.20	45	NADE	Presentation of the project, its goals and outputs	People interested in technologies usage for learning purposes		
Workshop	DigiCulture project during #opentogether webinar on using Open Educational Resources under UNESCO recommendations	Online, on Zoom, live on Facebook	Thu 6.8.20	Thu 6.8.20	2500	UPT	The team that presented this webinar worked together to develop the guide launched in May 2020: Guidance on Open Educational Practices during School Closures: Utilizing OER under COVID-19 Pandemic in line with UNESCO OER Recommendation, the first guide published under the auspices of UNESCO, meant to come in support of teachers everywhere, with examples of uses of practices and open educational resources (OER / Open Educational Practices, OEP), according to the UNESCO OER Recommendations.	Teachers from university and pre-university	<a href="#">Agenda</a>	<a href="#">Details</a>
Meeting	"Competence development using innovative technologies"	K. Donelaičio str. 2, Kaunas, Lithuania	Mon 14.9.20	Mon 14.9.20	20	NADE	Presentation of the project, its goals and outputs	People with low technical skills		
Internal event	DigiCulture project presentation during training sessions for Politehnica University Timișoara's students	Online, on Zoom	Tue 22.9.20	Tue 22.9.20	1000	UPT	Training UPT students in using the Virtual Campus of the University	students of the UPT		<a href="#">Details</a>
Conference	Presenting about the DigiCulture project during the EDEN NAP webinar: Designing Online Courses: A Practical Approach	Online, on Zoom	Mon 5.10.20	Mon 5.10.20	200	UPT	In his presentation - Integrating MOOCs into higher education - Vlad introduced project objectives, those 13 free online courses developed by the project partners as well open digital culture badges for digital skills awarded to complete the course.	Academia, teachers, students, professors		<a href="#">Details</a>
Conference	"ICIST 2020 - International Conference on Information and Software Technologies"	Kaunas, Lithuania/online	Thu 15.10.20	Sat 17.10.20	50	NADE	Presentation of the project, its goals and outputs	Teachers, lecturers, professors, people interested in scienc		
Conference	2020 European Quality Assurance Forum	online	Mon 26.10.20	Mon 26.10.20		DCU	Expand Project Awareness on an International Stage	Academics	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	DigiCulture project presented at Culture Form 2.0 in St. Petersburg, Russia	Online	Fri 30.10.20	Fri 30.10.20		UPT				<a href="#">Details</a>
Conference	"International conference ALTA'20"	Online	Wed 2.12.20	Wed 2.12.20	91	NADE	Presentation "Reimagining the Creative Industries"	Teachers, lecturers, professors, people interested in scienc	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	DigiCulture project at the Romanian national Erasmus+ Conference	Online, on Zoom	Thu 10.12.20	Thu 10.12.20		UPT	The 2020 edition of the national conference "Learn and pass on" took place online on December 10, 2020 and brought together over 150 participants, with the central theme Antifragility, a concept proposed by the writer Nassim Nicholas Taleb, in the book Antifragil.	Academia, teachers, professors, researchers		<a href="#">Details</a>
Conference	Digital Culture project, selected among the top 10 good practice example Erasmus+ projects	Online, on Zoom	Thu 10.12.20	Thu 10.12.20		UPT	Within the second part of the "Learn and pass on" national conference, a series of good practice examples projects from Erasmus +, the European Solidarity Corps and the EEA were presented. The Digital Culture project was thus selected among the top 10 good practice example projects.	Academia, teachers, professors, researchers		<a href="#">Details</a>

Workshop	DigiCulture project presented at the Digital Skills and Competences for Future Workshop	Online, on Zoom, live on Facebook	Wed 16.12.20	Wed 16.12.20	100	UPT	The 5th edition of the international Digital Skills workshop brought practical examples of the use and integration of digital elements, web, mobile, and virtual reality applications (AR & VR) in education, culture and in the promotion of cultural heritage and creative industries.	all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	EdTech Winter Online Conference 2021 - Paradigm Shift : Reflection, Resilience and Renewal in Digital Education.	online	Fri 15.1.21	Fri 15.1.21		DCU	Expand Project Awareness on an International Stage	Academics in the field of Educational Technology	<a href="#">Agenda</a>	
Internal meeting	DigiCulture project meeting	Online, on Zoom	Tue 26.1.21	Tue 26.1.21	25	All project partners	Participants discussed intensely and actively the modalities, proposals for the transnational project's future meetings, and opportunities in extending the project period and were engaged in planning for future activities.			<a href="#">Details</a>
Workshop	DigiCulture project, presented during the 8th edition of the workshop Open Education in pandemic times	Online, on Zoom, live on Facebook	Wed 3.3.21	Wed 3.3.21	110	UPT	2021 brought an extremely diverse edition of speakers, with a very good gender balance, with young researchers full of enthusiasm but also professors with years of experience behind, with opinions of students but also the perspective of decision makers, with guests from other universities from Timișoara but also from the country, with many international guests presenting both the didactic and the organizational perspective, with various engineering fields, all accompanied by the obvious passion for open education.	all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education		<a href="#">Details</a>
Workshop	Social Innovation Fund workshop	Online	Mon 8.3.21	Mon 8.3.21	18	NADE	Presentation of the project, its goals and outputs	People involved in work with digital competences		
Conference	DigiCulture project - presented online at the Women in Data Science Central and Eastern Europe conference (WiDS CEE)	Online, on Zoom	Tue 9.3.21	Tue 9.3.21		UPT	The event aimed to bring together outstanding women from Central and Eastern Europe doing outstanding data science work in the industry, government, academia, and civil society.	Academia, teachers, professors, researchers		<a href="#">Details</a>
Workshop	Promoting Digital Skills within teachers through MOOC and OERS in heritage context - The DigiCulture Workshop		Fri 19.3.21	Fri 19.3.21	13	UNIROMA3	Presentation of DigiCulture project, O1 Guidelines and courses	HEI teachers, secondary and primary school teachers, tutors, educators	<a href="#">Agenda</a>	<a href="#">Details</a>
Meeting	National Association of Distance Education meeting	Online	Mon 22.3.21	Mon 22.3.21	49	NADE	Presentation of the project, its goals and outputs	People interested in technologies usage for learning purposes		
Meeting	National Digital Coalition members meeting	Online	Tue 23.3.21	Tue 23.3.21	20	NADE	Presentation of the project, its goals and outputs	People involved in work with digital competences		
Conference	#digitalDHautria Twitter „showcase“	online	Wed 14.4.21	Fri 16.4.21		UNIGRAZ	Presentation of DigiCulture project, O1 Guidelines and courses	academics, cultural heritage professional, online users		<a href="#">Details</a>
Workshop	Scaling up DigitalCulture in Europe	CREATE, Rendsburggade 14, 9000 Aalborg	Tue 27.4.21	Tue 27.4.21		AAU				<a href="#">Details</a>

Discussion	Talking about the DigiCulture project and the creative industries at the local public tv station TVR Timisoara	Television, online: on Facebook	Thu 29.4.21	Thu 29.4.21		UPT				<a href="#">Details</a>
Internal meeting	DigiCulture project meeting	Online, on Zoom	Thu 13.5.21	Thu 13.5.21	25	All project partners				<a href="#">Details</a>
Workshop	Workshop "Innovative learning technologies for everyday"	Studentu str. 48A-337, Kaunas, Lithuania & Online	Thu 10.6.21	Thu 10.6.21	65	NADE	Presentation of the project, its goals and outputs	Teachers, lecturers, professors, people interested in scienc		
Workshop	ProcToGo Workshop	online	Mon 14.6.21	Mon 14.6.21	15	DCU	Expand Project Awareness on an International Stage	Academics		
Conference	EMOOCs 2021 x Learning@Scale 2021	online	Wed 23.6.21	Wed 23.6.21		DCU	Expand Project Awareness on an International Stage	Academics	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	EDEN 2021 Lessons from a pandemic for the future of education	online	Wed 23.6.21	Wed 23.6.21		DCU	Expand Project Awareness on an International Stage	Academics	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	DigiCulture Project and Courses presented at the Synergy Session - EDEN 2021 Virtual annual conference	Online, on Zoom	Thu 24.6.21	Thu 24.6.21		UPT	The 2021 EDEN Annual Conference theme was „Lessons from a pandemic for the future of education“.	Academia, teachers, professors, researchers, students		<a href="#">Details</a>
Workshop	The DigiCulture project, presented at the workshop „Impact of Digital Culture Courses“, during EDEN Annual Conference 2021	Online, on Zoom	Wed 30.6.21	Wed 30.6.21		UPT	During the workshop, the organizers offered participants presentation slides, digital tools, activities supported by templates and online evaluation framework, discussion, evaluation, and ways the audience was encouraged to participate.	Academia, teachers, professors, researchers, students		<a href="#">Details</a>
Workshop	DigiCulture Multiplier event	Studentu str. 48A-337, Kaunas, Lithuania	Thu 15.7.21	Thu 15.7.21	25	NADE	Presentation of the project, its goals and outputs	People who are working in cultural sector		
Workshop	Virtual workshop – DigiCulture project and Courses	Online, on Zoom, live on Facebook	Thu 22.7.21	Thu 22.7.21	300	UPT	Participants discovered the 13 DigiCulture courses, and the open badges awarded upon completion, presented by the international project partners.	all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education, students	<a href="#">Agenda</a>	<a href="#">Details</a>
Workshop	Virtual workshop – DigiCulture project and Courses	Online, on Zoom, live on Facebook	Thu 22.7.21	Thu 22.7.21	300	UPT	Participants discovered the 13 DigiCulture courses, and the open badges awarded upon completion, presented by the international project partners.	all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education, students	<a href="#">Agenda</a>	<a href="#">Details</a>
Conference	IAFeS International Conference NETTIES & DigiCulture Erasmus+ Closing Workshop	Conference center of the Politehnica University Timișoara, Romania; online, on Zoom, live on Facebook	Thu 22.7.21	Fri 23.7.21	500	All project partners	Workshops and presentations from DigiCulture & IAFES partners on the conference theme „Digital Culture in Education, Science and Technology“.	all actors in the field of creative industries, people in the field of culture, artists, students, teachers in university and pre-university education, students	<a href="#">Agenda</a>	<a href="#">Details</a>
Discussion	TV report on DigiCulture courses by TeleUniversitatea Timișoara	Online, Facebook	Thu 29.7.21	Thu 29.7.21		UPT	Tv show			<a href="#">Details</a>

Workshop	The DigiCulture courses, presented at the Tech World exhibition during Flight Festival in Timișoara	Aerodrom Cioca, Calea Torontalului (DN6), 3 km from Timișoara, Romania	Fri 27.8.21	Sun 29.8.21	100 0	UPT	Flight Festival in Timișoara is one of the most beloved events of the city, combining art, technology, education and business events	People living in and visiting Timișoara		<a href="#">Details</a>
Conference	The DigiCulture courses, presented online at ICIST 2021	Online, on Zoom	Fri 15.10.21	Fri 15.10.21		UPT	ICIST 2021 aimed to bring together researchers, engineers, developers and practitioners from academia and industry working in all major areas and interdisciplinary areas of Information Systems, Business Intelligence, Software Engineering and Information Technology Applications. In 2021 the Conference was held in Kaunas, on 14-16 October, 2021 in blended way.	Academia, teachers, professors, researchers		<a href="#">Details</a>