

Co-funded by the
Erasmus+ Programme
of the European Union



OUR PARTNERS



PROJECT COORDINATOR

**DIRECTORATE GENERAL OF LIFE
LONG LEARNING – MINISTRY OF
NATIONAL EDUCATION - TURKEY**



Hayat Boyu Öğrenme
Lifelong Learning



OUR DIGI SPACE

Enhancing Digital Skills of Hard-to-
Reach Adults for Better Life Chances
2018-1-TR01-KA204-058750



www.ourdigispace.com



THE INTERNATIONAL PARTNERSHIP

The partnership is formed by 6 organizations from 4 countries: UOM – University of Macedonia (Greece), APEC – Educational Enterprise (Turkey), Kerigma – Innovation and Social Development Institute of Barcelos, PRSC – Panevezys District Education Centre (Lithuania), Nara Education Technologies (Turkey). The partnership is led by Ministry of National Education (Turkey).

The project OUR DIGI SPACE is with 30 months duration and will be implemented from November 2018 to April 2021.



ABOUT OUR DIGI SPACE

The main objective of Erasmus + KA2 project OUR DIGI SPACE is to provide hard-to-reach adults with flexible learning opportunities through face-to-face interactions and an interactive e-learning platform and a mobile application equipped with gamification strategies to foster their digital skills.

The project will also bring together small groups of these adults in events and show them how to transfer their digital skills into real life situations and how to use technology to improve their lives.

OBJECTIVES OF THE PROJECT

The project aims to:

- Provide adults with 21st century skills and encourage them to take action and gain self-confidence, by enabling them to perceive their situations as a serious game in which they should play to win
- Encourage them to see that they are "capable of changing their situations" by using their digital skills and gamification strategies in the society more effectively,
- Build the capacities of adult educators through trainings about gamification strategies in fostering hard-to-reach adults' digital skills and integrating these strategies into real life situations.

Why Gamification?

Adults have a variety of learning experiences, some of them have memories of normal schooling that cause unpleasant memories. Therefore, in order to involve adults in the learning process and to provide them with the competence required for the 21st century, an inclusive learning environment is needed. Such an environment is facilitated by the gamification of the learning process, which provides learning pleasure and encourages the self-confidence of adults, the desire to achieve their learning goals.