









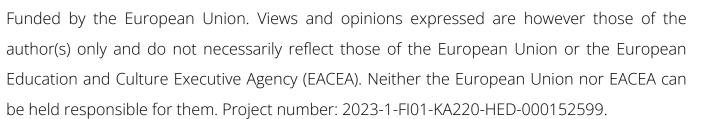


Module 1: Digital Inclusion, digital equity - main issues, state-of-the-art

Introduction

ALL DIGITAL



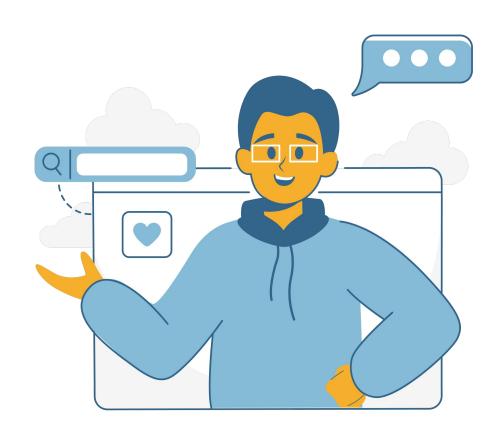






Digital4All Project - Building the capacity of universities to develop digital strategies to serve all

- The project aims at strengthening universities' readiness, faculty and staff skills in supporting all learners to equally participate in digital learning experiences
- The project supports higher education institutions in **offering digital learning experiences that are inclusive** and equitable for all, through appropriate strategies and practices.





Digital4All Project objectives

- Build the competences of academics, learning designers, and teaching staff in **designing inclusive elearning courses**
- Develop a Universal Design for Digital Inclusion Toolkit, a training course for university staff, and a platform with OER repository on designing inclusive curricula in higher education
- Raise awareness on the need to be inclusive in the digital era
- Improve the supply of quality higher education opportunities for all





Welcome to the first Module of Digital4All training course!

This module will look into defining digital inclusion and digital equity, provide comprehensive overview of current policy frameworks relevant to the digital inclusion in higher education and explore current trends and technologies supporting digital inclusion.

This Module consists of **three lessons**:

- 1. Lesson 1: Introduction to digital inclusion and equity
- **2. Lesson 2**: Policy frameworks
- 3. Lesson 3: Current trends and technologies supporting digital inclusion



Lesson 1: Introduction to digital inclusion and equity

- **Definitions**: Digital inclusion vs. digital equity and why it matters in higher education.
- **Exploring the digital divide**: Key barriers (access, affordability, digital literacy, systemic inequalities); historical and social contexts of digital inequities; examples of inequities in higher education (e.g., lack of access to devices, inaccessible platforms).
- Supporting higher education students and staff in improving digital literacy



Lesson 2: Policy frameworks

- International initiatives promoting digital equity: overview of main policies and guidelines
 - Digital Education Action Plan (2021 2027)
 - European Universities Initiative
 - UNESCO's Open Educational Resources (OER) Recommendation
 - UNESCO Futures of Education Initiative (2021)
 - UNESCO Recommendation on the Ethics of Artificial Intelligence (2021)
 - The Web Accessibility Directive
- The role of institutional policies in promoting digital equity



Lesson 3: Current trends and technologies supporting digital inclusion

- Universal Design for Learning (UDL) and its role in digital equity
- Assistive technologies and accessibility tools (screen readers, speech-to-text, etc.)
- **Empowering underrepresented groups** in digital learning environments



Happy learning and exploring!

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them. Project number: 2023-1-FI01-KA220-HED-000152599.













