



# **ICT FOR SENIORS' AND INTERGENERATIONAL LEARNING**

Projects funded through the  
Lifelong Learning Programme  
from 2008 to 2011

*Lifelong  
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## Table of Contents

Introduction .....	05
A.L.I.C.E: Adults Learning for Intergenerational Creative Experiences.....	07
Basic-Life: Basic Web 2.0 Skills by Learning in Family Environment.....	08
COMAPP: Community Media Applications and Participation.....	09
Connect in Laterlife: Social Networking for Senior Citizens.....	10
Crosstalk: Moving Stories from across borders, cultures and generations .....	11
CT4P: CyberTraining 4 Parents.....	12
Detales: Digital Education Through Adult Learner's EU Enlargement Stories .....	13
eSCOUTS: Intergenerational Learning Circle for Community Service.....	14
Intergenerational ICT Skills .....	15
LEAGE: Learning Games for older Europeans .....	16
LIKE: Learning through Innovative management concepts to ensure transfer of Knowledge of Elderly people .....	17
Mix@ges: Intergenerational Bonding via Creative New Media.....	18
My Story: Creating an ICT-based inter-generational learning environment.....	19
OWLE50+: Older Women Learning and Enterprise.....	20
Peer: Sapere aude! Dare to be wise! .....	21
SETIP: Senior Education and Training Internet Platform.....	22
SIGOLD: Turning the silver challenge into the golden opportunity.....	23
SILVER: Stimulating ICT Learning for Active EU Elder .....	24
TKV: The Knowledge Volunteers.....	25
VINTAGE: Valorisation of Innovative Technologies for Aging in Europe.....	26
W@VE 2.0: Meeting Social Needs of Senior Citizens through Web 2.0 technologies.....	27



## ICT for seniors' and intergenerational learning

A major challenge of European societies is the progressive ageing of the population, including the risk of a growing gap between the generations. Especially as fast developing new technologies increase the distance between the younger and the older generations. 2012 is the European Year for Active Ageing and Solidarity between Generations (<http://europa.eu/ey2012/>). It aims to encourage debate on the challenges related to growing older, and at the same time raise the awareness and recognition of how older people can contribute to society.

The acquisition of Digital Competence is an important element of supporting active ageing, opening up new learning opportunities for this group, either in formal or in informal settings. Using ICT is also a privileged means of learning while creating benefits across different generations, bringing young people and seniors together and tackling the “digital divide”.

The Lifelong Learning Programme (LLP), which supports learning throughout all life stages, is one of the European Union programmes that aim to promote active ageing through learning in later life. In particular, through the Grundtvig sub-programme, funds are available to co-finance projects that, among other objectives, provide seniors with the skills they need in order to remain active in society or that strengthen the contribution of older people to the learning of younger generations. Projects focusing on ICT for low-skilled adults, including seniors, are also eligible for grant through one of the transversal programmes of the LLP.

This publication provides some examples of EU funded projects, illustrating how the European Union contributes and supports intergenerational learning and active ageing through the development and use of digital skills. The information collected is meant to contribute to achieve the goals of the workshop "Intergenerational learning and ICT: policy and practice", organised in the framework of the EDEN annual conference "Open learning generations: Closing the gap from Generation Y to the mature Lifelong Learners", held in Porto 6-9/06/2012, and to disseminate the experience of European projects in this field.





## Adults Learning for Intergenerational Creative Experiences

### Aim

ALICE project aims to work with parents, grandparents, volunteers and other adults interested to interact with children through new spaces of edutainment, to train them to the importance of use of creative languages (art, storytelling, social media) to build rich and caring environments for children to grow up. Specifically:

- To help adults, senior citizens and volunteers to reflect and acquire competences necessary to become effective educators, and the impact their actions can have on future learning of children;
- To provide adults, senior citizens and volunteers with creative languages to generate opportunities for intergenerational learning;
- To train adult's trainers to adopt ALICE methodological approach, becoming aware of the role that adult's as educator can have on social cohesion, and hence, re-considering the value of adult's training institutions.

### Target group

- Parents and adults in charge of children
- Seniors volunteering in the field of early childcare

- Seniors volunteering in the field of social and cultural activities directed to childhood
- Adults' Trainers and adults' training institutions

### Contribution of the project to intergenerational learning through ICT

In the complex contemporary European society, social cohesion needs to be built on the basis of a new integrated and complex dimension of the social tissue, where diversity (among cultures, age, gender) is considered an opportunity. Intergenerational learning (IL) brings to the fore the question of "differences" that enrich: in fact, IL can be a twofold purpose process, that improve dialogue among generations through civic participation in common social and institutional spaces, while at the same time enacts processes of informal learning towards the achievement, both by adults and children, of key competences for lifelong learning. IL is hence, a mean and an end to foster social cohesion. But the key point is: how can we ensure IL? In line with this focus of interest, our project introduces the concept of creative languages (art, digital storytelling, social media) as instrument/ to build rich and caring environments for children to grow up. As a result, intergenerational learning could be stimulated, with impact on the achievement of key competences 1, 4, 5, 7 and 8 (COM 2006/962/EC) for adults engaged.

ICT's will be adopted across the workshops as part of creative languages, which are expressed through multimedia/multimodal channels (image, sound, video, the body).

### Expected results

- ALICE for Adults

Adults will be engaged in at least six local specific informal educational experiences in five European Countries (IT, UK, RO, CH, EL) to better interact with children, through creative languages; experiences which will cover a range of activities, from "use of art to communicate and express", "storytelling in Europe", "games and social media for all", aiming at discussing the complex role of adults as informal educators and hence promoters of learning beyond the school. The project will look for engagement of adult-learners that need to strength social support networks (Immigrants, Senior citizen) as a mean to improve social cohesion. The activities will be supported by Adults' Booklets (Educational materials for Adults), and by a multilingual blog. By the end of the project, a video repository accounting for the several experiences (in original language and subtitled in EN) will be created.

- ALICE for Adults' Educators

Beyond adults' activities, in order to promote the better quality of adults' learning, the project will launch a transversal, European training of adults' trainers as reflective support to local activities through eLearning methodology to discuss the topic of intergenerational learning at European level. The activities will be supported by a Virtual Learning Environment with several electronic resources (open), and an Adults' Trainers Handbook.

Website of the project:

<http://www.alice-llp.eu/>

### Contacts

Coordinator: Prof. Umberto Margiotta  
 Organization: University Ca' Foscari of Venice  
 E-Mail: [margiot@unive.it](mailto:margiot@unive.it)



## BASIC-LIFE: Basic Web 2.0 Skills by Learning in Family Environment

### Aim

The project consisted of elaborating up-to-date and qualitative educational models of family learning, for the disadvantaged families, able to respond to their training needs for the key competence in ICT (Web 2.0) and also to provide a viable perspective upon lifelong learning for the entire family.

### Target group

- Different types of families, including lone parents, families with young children, families with teenage or adult children, multigenerational families and older families perhaps with grandchildren;
- Trainers, counsellors, public and private education providers;
- Public Administrators at Local, Regional and Provincial level and Social Actors.

### Contribution of the project to intergenerational learning through ICT

The project aimed at supporting and motivating disadvantaged families with pathways to improve their knowledge and competences in ICT (Web 2.0) by means of family learning, increasing thus the role of the family as main vector for society development and mobilizing the family members to learn together.

For this purpose, 5 educational models were developed, that allowed:

- families to take part in and enjoy education more
- families to increase their skills and knowledge in ICT field.
- parents and carers to communicate better with their children and give more support to their education.

56 families from the 5 countries participated in 29 workshops of implementation and evaluation of the educational models.

In order to achieve this, a platform was developed with the help of the Web 2.0 technologies, allowing the families from the target group to carry out family learning activities in an appropriate environment.

The educational models had the following topics: "Healthy Eating in My Family" (Latvia); "A Perfect Holiday with my Family" (Romania); "Fun in our Family with Reading and Writing" (Germany); "ICT skills and knowledge" (UK); "Family Coaching" (Portugal).

### Achieved results

- Analysis of the good practice models existing at a European level in the field of family learning;
- Analysis of the situation of the disadvantaged families in the European partner countries;
- Analysis of target group needs;
- 5 educational models and analysis of their implementation;
- Project Web site;
- The Guide of Good Practices

The products of the project are to be found on the website of the project.

Website of the project: <http://www.srep.ro/basic-life/>

### Contacts

Coordinator: Emilia SAULESCU  
Organization: Societatea Romana pentru Educatie Permanenta (Romanian Society for Lifelong Learning)  
E-Mail: [office@srep.ro](mailto:office@srep.ro)





## Community Media Applications and Participation

### Aim

COMAPP develops a train the trainer course. It responds to the EU policy on (e-) inclusion and trains adult educators to use new technologies (mobile learning, using apps with iphones/ smartphones) to increase participation in lifelong learning by marginalized groups – e.g. seniors or migrants - whose traditions or circumstances have not brought them into contact with formal learning or IT skills.

### Target group

- Adult educators
- (Media -) trainers and teachers
- Social workers
- Senior citizens
- Migrants
- Socially disadvantaged groups

### Contribution of the project to intergenerational learning through ICT

COMAPP develops innovative approaches to inter-generational and intercultural learning in two areas: it teaches media skills - audio/internet radio, digital editing, photography, interactive website creation, apps, use of smart phones, geo-caching - and it does so in settings which encourage the sharing of knowledge between generations and cultures in a spirit of mutual respect. The resulting interactive media 'products' accessible on websites and as mp3 guided audio tours will serve as models across Europe for "joint ventures" of senior citizens and young people in their respective local communities. 7 partners from 6 countries bring a rich mix of backgrounds and experience – in community media and media & social studies at adult education and university level – and with widespread contacts in academic and media networks

The approach to develop a "train the trainer's course" reaches senior citizens, migrants and socially disadvantaged groups through multipliers trained to bring into their regular work the intergenerational and intercultural approach and media competences. The approach, learner-centred and action-oriented, is innovative and economical –since the adult educators themselves promote these new competencies learnt in the shared tasks of media production bringing transferable social and technical skills & self-confidence.

The outcome of this personal transformation is among others an increased involvement in the public sphere, an improved chance to gain media competence and to establish sustainable intergenerational and intercultural relationship.

The train the trainers training course comprises three training sections:

Section 1: Communication, interviewing, audio editing, and production of mp3 guided audio tour.

Section 2: Multimedia and the public sphere. Creation of web-based tour and *geo caching*.

Section 3: Holistic intergenerational and intercultural teaching and learning; evaluation.

### Expected results

- 5 days training course as well as its single sections adaptable for use both in adult education and in non-formal civil society groups.
- Handbooks including course curricula, trainers' manuals and teaching and learning materials in 6 languages (EN, FI, DE, HU, PL, ES) for free download at [www.comapp-online.de](http://www.comapp-online.de).
- An interactive open street map generator accessible at an interactive website
- MP3 guided audio tours
- Interactive web based multimedia productions

Website of the project: [www.comapp-online.de](http://www.comapp-online.de)

### Contacts

Dr. Traudel Guennel, Anja Bechstein

Coordinator: Dr. Traudel Guennel

Organization: Paedagogische Hochschule Freiburg

E-Mail: [guennel@ph-freiburg.de](mailto:guennel@ph-freiburg.de)

[anja.bechstein@ph-freiburg.de](mailto:anja.bechstein@ph-freiburg.de)



## Connect in Laterlife- Social Networking for Senior Citizens

### Aim

Connect in Laterlife aimed to develop Europe's first social networking site designed specifically for older people, [www.connectinlaterlife.eu](http://www.connectinlaterlife.eu), focusing on three key development areas concerning training, relevance and accessibility.

### Target group

- Older People in 6 European countries, namely Ireland, Portugal, Italy, Germany, Portugal and Finland encouraging ICT Engagement, Interaction whilst Combating Isolation
- Relatives and people working with older persons providing peer support, accessibility aids and local networks
- Agencies providing services to older persons particularly in the sectors of Social Care, Healthcare, Education and Lifelong Learning

### Contribution of the project to intergenerational learning through ICT

Through the Connect in Laterlife project and in consultation with 653 older people across Europe, the project consortium developed appropriate Social Networking curricula and induction programmes on CDROM with accompanying handbooks and resource packs designed for three distinct target groups with a significant role to play in developing, promoting and using the site, namely; relatives and people working with older persons; agencies providing services to older persons; and older persons themselves.

These curricula were cognisant of the learning capacity of older persons and concentrated on imparting necessary ICT skills for engagement in the Information Society. Design for e-accessibility was a significant priority and web architecture created complies with WCAG 2.0 guidelines. The issue of accessible content was addressed with software controlled templates developed that convert all uploaded content into accessible formats thereby ensuring accessibility-future-proofing. Key service providers in health care, local government, education, etc were trained in the use of these templates and supported and encouraged to upload relevant content and engage with the target group through the web platform. A wide range of content relevant to the target group is available and includes; information and services; entertainment; online leisure

activities; online shopping; clubs and forums for interaction. An innovative foreign language learning tool for older persons has been piloted and tested to facilitate virtual mobility, intercultural exchange and transnational engagement. The web site has been developed in 6 European languages of English, Polish, Portuguese, Italian, German and Finnish. All resource materials and induction programmes are available for download and use, once you register on the site.

### Achieved results

- Fully functional web 2.0 social networking site dedicated to the needs and preferences of Older People in 6 EU countries
- Integrated virtual language learning laboratory supporting and encouraging *ab initio* foreign language learning
- A social networking curriculum available on CDROM and with accompanying student handbook
- 2 Bespoke induction programmes targeting social/peer workers and Service Providers on CDROM
- Laterlife Buddy Campaign supported by an assortment of promotional materials.

Website of the project: [www.connectinlaterlife.eu](http://www.connectinlaterlife.eu)

### Contacts

Kay O'Connor

Coordinator: Jennifer Land

Organization: Meath Partnership

E-Mail: [info@meathpartnership.ie](mailto:info@meathpartnership.ie)

## **CROSSTALK - Moving Stories from across borders, cultures and generations**

CROSSTALK: Moving stories from across borders, cultures and generations

### Aim

CROSSTALK encouraged groups who are at the margins of society - older people, migrants, minority ethnic communities – to tell their stories, training them in the skills needed to bring personal discourse into the public domain giving a 'voice to the voiceless'. The project aimed not just to give the story-tellers digital competence but to engage in 'crosstalk' which moves between generations and cultures and includes a critique of mainstream media conventions and exclusions.

### Target group

- Adult educators
- (Media -)trainers and teachers
- Social workers
- Senior citizens
- Migrants
- Women

### Contribution of the project to intergenerational learning through ICT

The project consisted of three linked activities developed and delivered by 7 European partners from 9 countries.

Activity 1: "Moving stories in the context of migration" targets migrants and asylum seekers focussing on inter-generational and intercultural aspects.

Activity 2: Moving stories and Gender targets women of different ages, social and cultural backgrounds.

Activity 3: Moving stories and life history targets senior citizens, children and young people focussing on inter-generational aspects.

Designed by project partners from Germany and Italy for a media education project with different generations, this course deals explicitly with intergenerational communication and media training.

The first phase of the project consisted in a media education course for senior citizens and young people which provided different generations with the desire, self-confidence, and necessary expertise to make an active

contribution to their own community and the local media through their stories. Young and elderly people who live together closely - in one district, village or small town - but often rarely communicate with each other, come into contact and exchange stories. In its second phase the participants put in practice the skills they have learned. The focus of the activity was on play and games, then and now: senior citizens and children/young adults visited their favourite places, interviewed each other in turn, and produced audio guides, which take the listener directly to the actual venues

CROSSTALK Activity 3 "Moving stories and life histories: Games Venues and Favourite Places: An Audio Tour" won 2 important awards:

- The German media award "Dieter Baacke Preis" 2010 in the category "Intergenerational and Integrative Media Pedagogy" awarded by the Gesellschaft für Medienpädagogik und Kommunikationskultur (GMK) and by the National Ministry for Families, Seniors, Women and Youth and

-The EAEA Grundtvig Award 2012 "Innovative Approaches in Adult Education and Learning – Activating Older Learners" .

### Achieved results

The results of the project were on the one hand the 'products':

- the 3 audio guides
- the interactive maps on the internet and on CD
- the handbooks of good practice with manual with course materials. The handbooks give different examples and course schedules.

On the other hand, the project outcomes were:

- an improved relationship between the generations;
- increased learning and teaching competences of the participants and
- an important acquisition of local historical and current knowledge.

Website of the project: [www.crosstalk-online.de](http://www.crosstalk-online.de)

### Contacts

Dr. Traudel Guennel, Anja Bechstein

Coordinator: Dr. Traudel Guennel

Organization: Paedagogische Hochschule Freiburg

E-Mail: [guennel@ph-freiburg.de](mailto:guennel@ph-freiburg.de)

[anja.bechstein@ph-freiburg.de](mailto:anja.bechstein@ph-freiburg.de)



## CT4P- CyberTraining-4-Parents

### Aim

The CyberTraining-4-Parents project aims to provide training courses on cyberbullying for adult educators working with parents. The courses provide a basic understanding of new media, introduce to cyberbullying and provide strategies for the prevention and intervention of cyberbullying. Apart from face-to-face training courses in each partner country, online training courses will be held for a transnational audience.

### Target group

- Trainers and adult educators
- Parents
- Persons affected by or interested in the topic of cyberbullying

### Contribution of the project to intergenerational learning through ICT

In recent years the Internet has had an increasingly important impact on people's everyday life. Today, in average more than 50% of the European adult population is online. For young people in Europe aged 6 to 17 years, Internet use is even higher with an average rate of 75%. In spite of its numerous benefits, the increasing use of the Internet and social media, also went along with rather negative developments such as cyberbullying.

In contrast to young people who grew up with new media – the so called digital natives – many adults – the so called digital immigrants – still lack of knowledge on new media. In consequence many adults do not understand the digital world that makes up their children's life and thus also cannot judge the risks and challenges their children are facing online. Probably more than many other topics intergenerational learning and dialogue is needed to cope with the problem of cyberbullying.

The CyberTraining-4-Parents project provides training courses that aim to engage adults in lifelong learning in order to equip them with skills and strategies that help them – respectively their children - to cope with the risks and dangers of nowadays digital world. By means of training adult educators working with parents, the project ensures that a wide end-audience of parents from across Europe is reached.

Apart from the face-to-face training courses for adult educators, moderated and self-directed training courses provide additional pathways for reaching both adult educators dealing with the topic and parents. Thus, the CyberTraining-4-Parents does not only focus on ICT as one source of the cyberbullying problem, it also provides ICT- / web-based content for tackling cyberbullying. The fact that the self-directed course for individual learners will be made available in some of Europe's widest spread languages – English, Portuguese and German - and additionally in Norwegian and Hebrew ensures a wide International attention

### Expected results

- Three face-to-face training courses for adult educators working with parents in each of the partner countries (Germany, Ireland, Israel, Norway and Portugal)
- Two moderated online courses for an International audience of adult educators
- Online material for parents (that can be used by parents who participate at the training courses offered by the adult educators qualified by the project partners)

Adult educators and trainers who participate at the face-to-face and the online training courses furthermore will be equipped with a CyberTraining-4-Parents resource package that consists of:

- A training manual
- A set of Powerpoint slides
- A training guide and schedule

Website of the project: <http://cybertraining4parents.org/>

### Contacts

Coordinator:

Thomas Jäger

Organization:

Zentrum für empirische pädagogische Forschung (zefp),  
University of Koblenz Landau

E-Mail: [jaegerth@zefp.uni-landau.de](mailto:jaegerth@zefp.uni-landau.de)



- The organisation of trainings for trainers and for adults in each country of the project (tot. 155 adults)

## Detales: Digital Education Through Adult Learners' EU-Enlargement Stories

### Aim

DeTALES aims at creating training materials to transfer knowledge on EU-enlargement topics using the digital storytelling methodology. To support the rapprochement of the identified target group of adults learners of old European members like Italy, Germany and UK, beside the recently added members like Lithuania, Hungary (2004) and Bulgaria (2007) and the negotiating countries (Turkey) telling the stories of the impact of EU enlargement.

### Target group

- low-skilled adults
- seniors
- mature employees, unemployed
- inactive people and immigrants
- adult trainers

### Contribution of the project to intergenerational learning through ICT

Digital storytelling is a versatile tool that can be used and enjoyed by all age groups. As proven in our project, it is an important tool to use to encourage intergenerational learning. It is useful because seniors have stories to tell and the younger generations have the competence to transform them into digital. The process of sharing bonds the beneficiaries, makes them aware of the importance of mutual support.

We had examples in the training where mothers were helped by their children to help them out with the digital tools to create their story.

### Expected results

- a Training manual "How to use the tools: guide for authors and trainers on how to use digital storytelling methodology to realize stories about EU-enlargement topics", interactive guide to consult on the project website and to download.
- "EU-travel guide" a DS platform accessible from the project website as a guide made by adults for other adults to explore EU territories and cultures from a European citizen's perspective.

Website of the project: [www.detales.net](http://www.detales.net)

### Contacts

Coordinator: Fabrizio Melorio  
Organization: Istituto Luigi Sturzo  
E-Mail: [formazione@sturzo.it](mailto:formazione@sturzo.it)



## eScouts - Intergenerational Learning Circle for Community Service

### Aim

This 2-years project (2011/2012) aims to develop, test and deliver "Intergenerational Learning in Blended Environments and Spaces" (ILBES), a new branded intergenerational learning methodology devoted to facilitate the socio-digital inclusion of senior people and the entrance of the youth to the labour market and adult life, while improving local community life by means of the intergenerational dialogue and mutual support.

### Target group

- Senior people aged between 55 and 75 years old who are willing to acquire digital competences taught by young people and in return could be interested to give advice to young people with a view to ameliorate their preparation for the labour market and adult life.
- Young people aged between 16 and 25 years old who are willing to make social work taking advantage of their knowledge of Information and Communication Technologies (ICT), with a view to ameliorate their preparation for the labour market and adult life.
- Staff of public and third sector libraries, educational or cultural centres, and other spaces with digital services.

### Contribution of the project to intergenerational learning through ICT

In Europe there is a wide variety of Blended Environments and Spaces (BLES) addressing social integration and lifelong learning, mediated by ICT-driven learning opportunities and tailored to disadvantaged groups: examples can be found in public and third sector libraries, educational or cultural centres, and other spaces with digital services. In a strand of three EU-funded projects, our international team of practitioners, researchers and consultants has contributed to the evolution of BLES as inclusion catalysts by addressing staff professionalization, developing key competences curricula for vulnerable groups, and testing intergenerational learning cycles based on constructivist learning arrangements and social media applications so as to empower the learners.

In eScouts –the last one of these 3 projects up-to-date– the ILBES methodology (Intergenerational Learning in Blended Environments and Spaces) was developed. It is

backed in two diverse learning methodologies: Community-Service Learning, successfully implemented in telecentre networks for the training of youth to become e-Facilitators of adults (i.e. their digital trainers and coaches), and Participatory and Appreciative Action Research (PAAR), successfully used to empower elders and other target groups. By means of ILBES, a learning circle is created to enable youth to support elderly people in ICT usage and, in return, seniors mentor the youth (by means of face-to-face meetings and Web 2.0 communication) in their efforts to access the labour market and to face the challenges of adult life, completing in this way a circle of learning, exchange and conviviality, mediated by ICT, social media, and BLES.

ILBES has been recently tested by a group of EU third sector organisations and telecentre networks in six piloting countries (Spain, Italy, Germany, United Kingdom, Poland and Bulgaria) and will be ready for exploitation by other interested actors across Europe by the end of 2012. It will contribute to further professionalize BLES staff and supply them with methods and know how to address intergenerational learning. Such professionalization goes beyond eScouts and includes more elaborated job profiles and recognized sets of competences, local and regional competences for identifying eInclusion needs, increased good practice exchange and international models of reference, and the integration of eInclusion as a transversal field of activities into lifelong learning policies and thereby promote digital literacy on the European and regional policy agenda as a means to strengthen social cohesion.

### Expected results

- e-Learning platform
- Context analysis
- ILBES methodology
- Training programme
- Training Certificates for youth e-facilitators and senior mentors
- Testimonial video
- Guidelines to enable implementation in new context/countries

Website of the project: <http://escouts.eu/>

### Contacts

Coordinator: Andrea Diaz Mattei  
Organization: D-O-T ([www.d-o-t.eu](http://www.d-o-t.eu))  
E-Mail: [info@d-o-t.eu](mailto:info@d-o-t.eu)



## Intergenerational ICT Skills

### Aim

The objectives of this project were to explore and develop models to create learning opportunities between generations, particularly by encouraging and supporting older adults who are afraid or reluctant to participate in learning. We also wanted to promote the motivation of older people for acquiring basic understanding of ICT through an intergenerational transfer of skills and to prepare them for further access to education. Moreover, we wanted to promote the younger generation's awareness of the cultural and social diversity in Europe as well as their understanding of historical background to increase tolerance and to reduce prejudice.

### Target group

- Older learners
- Young learners
- Trainers

### Contribution of the project to intergenerational learning through ICT

The idea that underpins this project is that seniors will learn to use ICT (or learn through the use of ICT) if the correct context is provided – non-formal educational context. Moreover, younger generations, instead of always being the ones that learn, can play the role of teachers and teach something to seniors. And since we believe this learning can be based on reciprocity, youngers can, at last, also learn something during this process. In this particular case, juniors would learn the way the seniors lived when they were at their age. We also had the idea that if something tangible was produced, all participants would be more motivated. With all these assumptions, we started working. We invited juniors to interview seniors using ICT in order to record these memories while seniors would learn how to use video and audio in the computer. We also asked participants to gather evidences of the way seniors lived when they were kids (documents, toys, photos, etc.). Finally we asked participants to create a book about their life history. They built a script and then use the necessary tools to produce this book. During all this process, participants were invited to use scanners, printers, word processors, applications for image, audio and video

editing. Finally, they presented their work to the other groups (countries) using, for instance, power point. All the activities carried out during the project contributed to eliminate the fear of ICT and today, I can see that the participants involved, in particular seniors, use ICT regularly.

### Achieved results

- There is a concept that was developed by the partnership in which we explain how seniors can learn how to use ICT.
- There is a website - <http://www.intergenerational-ictskills.eu/cms/> - where stories produced by the participants of each partner can be found. In this website it is also possible to see some photos. I would like to draw the attention to those taken during the last workshop where seniors and juniors were present. The joy and happiness of all participants will be a unforgettable memory of this project.

Website of the project: <http://www.intergenerational-ictskills.eu/cms/>

### Contacts

Coordinator: Anabela Mesquita  
Organization: ISCAP  
E-Mail: [Sarmiento@iscap.ipp.pt](mailto:Sarmiento@iscap.ipp.pt)



## LEAGE – Learning Games for older Europeans

### Aim

LEAGE aims to motivate older people to participate in lifelong learning activities by transforming those activities into games. LEAGE is expected to provide an alternative, innovative way of learning for older people. For this purpose, two popular mediums, digital TV and Kinect for Windows have been chosen for delivering the educational games. The fun of games coupled with gerontology research, as well as the ease of use of the proposed platforms will provide a strong motivation for older people to learn and exercise in a fun way. Within the project 75 users from Greece, Spain and the Netherlands will use and evaluate the games and the proposed educational approach for 3 months in older users associations and day centers.

### Target group

- older people, and more specifically people over 65 without cognitive impairments, with normal sight and hearing abilities and with no significant motor problems in their upper limbs.

### Contribution of the project to intergenerational learning through ICT

Lifelong learning is an important factor for social inclusion, active citizenship and personal development, especially for people over 65 years of age who are usually retired. It is a well-known fact that the European population is ageing: over the next 30 years one in three Europeans will be over 60 years old, and about one in ten will be over 80. However, most educational systems are focused on younger people and limited progress has been made in adopting educational systems to the needs of older learners, who also have enormous potential in terms of what they can contribute to the learning of others.

LEAGE aims to motivate older people to participate in lifelong learning activities by transforming those activities into games. For this purpose, LEAGE has chosen two popular mediums, digital TV and the Kinect for Windows, in an effort to combine learning and socialising with friends and family members, especially grandchildren who are keen on playing games on TV and PC.

The project combines research in gerontology, geragogy, serious games, and graphic design for older people in an effort to develop games which will be easily accessible, attractive and interesting to older people. Emphasis has

been placed on developing intuitive user interfaces with a low learning curve, in order for older people to be able to start playing without any training. In this way, older players can focus on the game itself and the learning material provided within the game, instead of tackling control devices and multiple buttons.

The game scenario allows for multiple players “competing” with each other, thus providing an incentive for older players to involve their grandchildren or other family members, play and learn together.

### Expected results

- Research on learning habits, use of ICT and serious games by older people
- An educational game delivered via Kinect for Windows and Digital TV, available in four languages (English, Greek, Spanish, Dutch).
- Evaluation results for the proposed educational approach after three months of pilot use in three countries by 75 users.

Website of the project: <http://leage.exodussa.com/>

### Contacts

Coordinator: Ms Elena Avatangelou

Organization: EXODUS S.A.

E-Mail: [elav@exodussa.com](mailto:elav@exodussa.com)





**LIKE- Learning through Innovative management concepts to ensure transfer of Knowledge of Elderly people**

#### **Aim**

The main objectives of the project are to develop new approaches for combating age barriers in employment; to promote the adaptability of the older workforce to the changing business environment; to enhance age management business concepts in favour of the participation, performance and productivity of the ageing workforce and the transfer of their knowledge; to support new objectives regarding age management policies in order to meet Europe's future demographic needs.

#### **Target group**

During the project the following group categories, in each of the participating countries, will be targeted:

- Aged workers and aged unemployed (over the age of 50)
- Employers, SMEs
- National Agencies involved in Vocational Education and Training and Continuous Vocational Education and Training (VET/CVET)
- Employment Services
- Social Partners
- Policy makers at a local, regional, National & European level
- Training providers, Educational Institutions and Lifelong Learning Institutes

#### **Contribution of the project to intergenerational learning through ICT**

The project mainly focuses on transferring knowledge, methods and good practices for senior citizen education; equipping senior citizens with the skills that they need in order to cope with change and remain active in society; strengthening the contribution of older people to the learning of others, especially young adults.

The project will examine how innovative approaches can generate Management Concepts and theories based on the use of ICT to answer the urgent European situation made out of low employment of older workers, shortage of critical skills and decline of birth rate. To do so, it will develop and test innovative teaching & learning approaches & partnerships with enterprises with two interconnected scopes: a) encoding of tacit knowledge of

aged workers to ensure the transfer of their knowledge to younger generations, b) training of aged workers from younger population in the use of ICT tools to achieve the first scope. This will be implemented with the use of well-adapted and designed multimedia tools that offer new and better opportunities to workers who are at risk of digital exclusion. In particular, through specific training seminars for employed and unemployed 50+, the ageing workforce will update their skills and transversal competences, while, at the same time, the workplace will be used as the setting to acquire key competences and develop innovative approaches to upgrade skills of both younger and older workers within enterprises, as distinct from their specific vocational competence. Finally, through activities aimed at sensitising Human Resources managers and employers to the benefits they can gain from their older workforce, older workers will have the opportunity to turn their knowledge into training modules for younger generations, as corporations will realise the value they represent, using the digital competences they have acquired.

#### **Expected results**

- Reports to define ageing and employment trends in EU
- Development of an Age Management business concept Model
- Pilot testing of the Model in enterprises, including training modules and seminars using ICT tools, and its evaluation
- Awareness raising activities for sensitising entrepreneurs, HR managers and the aged workforce

Website of the project: <http://like.llprojects.eu/>

#### **Contacts**

Coordinator: Dimitris Raftopoulos, Head of Strategic Leadership Unit

Organization: Life Long Learning Research Institute, "3L Research Institute" ([www.imede.gr](http://www.imede.gr))

E-Mail: [d\\_raft@imede.gr](mailto:d_raft@imede.gr)



## Mix@ges - Intergenerational Bonding via Creative New Media

### Aim

Mix@ges promotes understanding and dialogue between younger and older generations throughout the European Year of Active Aging and Intergenerational Solidarity. Mix@ges encourages intergenerational bonding through media arts, overcomes negative stereotypes and bridges the generational gap. The project creates incentives and access to social, civic, cultural and intercultural competences and creativity by intergenerational and digital learning.

### Target group

- Learners (young people (14 – 20) and older people (50+))
- Media Artists and Trainers
- Stakeholders who are involved in creativity and intergenerational contexts

### Contribution of the project to intergenerational learning through ICT

mix@ges is a multilateral project supported by the European Commission within the "Lifelong Learning Programme". It promotes the understanding and dialogue between the two generations by using the creative potential of new media. Coordinated by the Institute for Arts Education and Culture (ibk) in Remscheid, Germany the project furthermore involves four European partners from Scotland, Austria, Belgium and Slovenia.

The focus of the project is to develop and deliver innovative methods of achieving intergenerational bonding. This will be done by exploring the creative and artistic use of the internet, mobile phones, personal computers, game consoles, digital cameras etc.

Creative and artistic activity is a good vehicle for bringing generations together and stimulating learning with each other and from each other. Arts education provides attractive informal learning settings at an eye-to-eye level; it is open to different themes and contents and accessible to all age groups. Young learners are attracted to new media and use them for their own cultural expression as well as having a critical awareness of the role of the media in today's society. Older people realise the benefits that new media can bring to help

them cope with the challenges of daily life in a digital society but initially need help to access and utilise them.

The project investigates and evaluates the relevance and impact of creative media for enhancing ICT competences of older and young people and for improving intergenerational communication.

Seniors and young people (aged 14 to 20) jointly explore the broad range of creative and artistic possibilities our contemporary digital world has to offer and the many opportunities to deploy creative expression. Under the guidance of professional media artists and trainers, the participants jointly create innovative media products such as iPad movies, audio guides for a museum, video blogs on exhibitions, tagtool performances or digital photos.

### Expected results

The results and products of the workshops are showcased on an interactive web platform ([www.mixages.eu](http://www.mixages.eu)). The participants and their trainers will exchange their experiences at an international exchange meeting in November 2012 in Vienna and present and discuss their work with experts and stakeholders at the final conference in Ljubljana in spring 2013.

As a central outcome of the partnership, a handbook will be published in 2013. This tool box shall inspire media educators, trainers, artists and practitioners, and transfer the gained knowledge to stakeholders and other interested in intergenerational dialogue.

Website of the project: [www.mixages.eu](http://www.mixages.eu)

### Contacts

Coordinator: Julia Thomé  
Organization: Institut für Bildung und Kultur e.V.  
E-Mail: [thome@ibk-kultur.de](mailto:thome@ibk-kultur.de)



My Story - creating an ICT-based inter-generational learning environment

#### Aim

To enhance intergenerational communication and create understanding on both sides of the collaboration channel:  
- inform young people on stories of the past through the life stories of the elderly people (interviews and short films)  
- train elderly people in basic computer and internet use with the help of young people as training facilitators

#### Target group

- Elderly people (over 60)
- Young people, teenagers
- Schools, teachers, museums, libraries, researchers, film makers and any other institution of individuals who can use the deliverables of the project.

#### Contribution of the project to intergenerational learning through ICT

MyStory activities are based on technical support, mostly represented by ICT.

First of all the project encourages and involves young people in taking interviews and using the necessary equipment, both camera and film editing software. This informs and develops new skills for the young generation.

At the same time, young people are encouraged to use their ICT knowledge to train elderly people into basic use of computer and internet access. This will offer new information and will help develop new skills on the part of the elderly people. On the part of the young people, it helps them become aware of a new perspective of using computers and internet - the interest of the elderly. Due to their role as trainers, young people will reconsider computer and internet affordances and will work around those which are of interest for the elderly.

Training of the young people is made on a Moodle platform customised for the needs of this specific activity within the project. Young people are provided with input on the project and on the tasks they have within the project and they are also provided with international online communication channel (forum and chat). The training of trainers for the elderly is to be delivered online in synchronous training sessions at international level.

Elderly people will participate will then be trained by these trainers and will be introduced to the MyStory Gallery of films where they can watch their own films or the films of other people, at international level.

#### Expected results

- Interactive Gallery of Stories (films)
- Customised Moodle Platform
- Easily accessible project website with features which can turn it into an independent story uploading website after the end of the funded life of the project.
- Training KITS and training sessions (online and face-to-face)
- Archive with interviews

Website of the project: [www.mystories.eu](http://www.mystories.eu)

#### Contacts

Coordinator: Prof. Dr. Anca Colibaba

Organization: Fundatia EuroEd

E-Mail: [contact@euroed.ro](mailto:contact@euroed.ro)

[lucia.petrescu@euroed.ro](mailto:lucia.petrescu@euroed.ro), [acolib@euroed.ro](mailto:acolib@euroed.ro)



## OWLE50+ - Older Women Learning and Enterprise

### Aim

OWLE50+ aimed to identify and address issues relating to employability and entrepreneurship and later life skills for women aged 50+. The learning experience blends 5 learning strands needed and identified by 365 women over 50:

- Older women's enterprise competencies and micro business start up
- Employability and life skills
- ICT for social and business growth
- Community involvement
- Effective senior citizenship in the EU and own country

### Target group

- Women aged 50+ (from Italy, Sweden, UK)

### Contribution of the project to intergenerational learning through ICT

How we contributed to seniors learning: In Italy, basic ICT for business start –up was taught in a classroom situation.

In UK, we explored different technologies , ranging from ICT and use of the computer, to social media and smartphones. We aimed to draw out the benefits of certain technologies for living and earning. Time for this topic was limited, but we have done further work with seniors since and found that in UK cost and perceived cost of use is a major barrier to internet –based technologies among seniors.

On OWLE50+ we facilitated the women to find peers that could support with strong skills or specific knowledge. We discussed myths, fears and issues around ICT and apparently different use of ICT and smartphones by different age groups, in particular social media caused a lively discussion.

The UK women set up their own Googlegroup to keep in touch, and this was used. They chose not to use social media, as some of the group were still very against social media, citing: perceived lack of privacy, trivialisation of communications & preferred other media.

### Achieved results

- Website
- Publications, available from website: Case Studies, Toolkit, Methodology

90 women were upskilled to go back to work, start businesses, volunteer, take on further study.

Moreover, we have now han “Olderpreneurs” research project, which is looking into women 50+, who have taken one of our training courses to start a business, age and gender issues.

Website of the project: [www.owle50plus.eu](http://www.owle50plus.eu)

### Contacts

Coordinator: Hilary Farnworth  
Organization: London Metropolitan University, UK  
E-Mail: [hilary.farnworth@londonmet.ac.uk](mailto:hilary.farnworth@londonmet.ac.uk)



*Dare to be wise!*

PEER – Sapere aude! Dare to be wise!

#### Aim

To provide facilitation of informal and non-formal peer learning in online communities supported by customized Web2.0 tools for adults aged 50+.

#### Target group

- Operators of 50+ platforms
- Organisations who want to augment their existing website by introducing user-friendly, Web2.0 tools in the domain of an ageing society, such as 3<sup>rd</sup> Age Universities, senior associations, care givers of older people and other organisations in this field.

#### Contribution of the project to intergenerational learning through ICT

In our increasingly technological and mobile society, online social network platforms hold tremendous potential for sustaining older people's learning. Furthermore, a significant number of Web2.0 tools are available. However, they are generally designed with young people in mind and meet only partially the needs of older people. PEER constitutes a significant breakthrough in the innovative application of Web2.0 tools to enable older people to exchange knowledge and to keep on learning.

#### Expected results

The PEER Web2.0 tools package and guidelines provide 50+ online platform operators with a product that is:

- based on real user needs;
- tested both by a number of people aged 50+ and by platform operators;
- available in: Dutch, English, German, Polish and Portuguese;
- accompanied by guidelines on how to motivate older people for peer learning through the provision of pedagogical, organisational and technical information on setting up targeted online peer learning tools, available in the 23 EU languages.

Further results are:

- a EU-wide collection of 50plus platforms, displayed as an interactive and user-friendly map;
- Material collection related to the topic of transition from gainful work to retirement - which will be used for pilot testing of the Web2.0 tools.
- Six national network meetings of the target groups.

Website of the project:

[www.peer-learning-50plus.eu](http://www.peer-learning-50plus.eu)

#### Contacts

Coordinator: Maria Schwarz-Woelzl

Organization: Zentrum fuer Soziale Innovation / ZSI

E-Mail: [schwarz@zsi.at](mailto:schwarz@zsi.at)



## SETIP- Senior Education and Training Internet Platform

### Aim

To create and verify functioning of the internet educational platform for senior education (SETIP) with respect to the content, organization and methods. The platform contributes to gain interest of seniors in ICT and it serves for teaching them to use ICT in practice. The platform also enables seniors to take an active role in creating of contents of SETIP study programs. The SETIP structure enables interconnection of specific groups of participants in education according to their interests. In this way natural selection of topics which are interesting for seniors in partner countries can be realized and thus the intention to interconnect education with personal evolution of seniors under the condition to obtain basics of computer literacy achieved.

### Target group

- Senior citizens older than 65 with low level of computer literacy are the project target group.

### Contribution of the project to intergenerational learning through ICT

By 2050, number of people older than 65 will be double in comparison to the number of people in productive age and it will create an estimated 30% of seniors (65+) from the total number of citizens in European Union. Increasing number of people (65+) in EU represents thanks to growing education and better health of the population two basic challenges: integration of elder people into the socio-economic development and to create age inclusive society. One of the activities facing these two challenges, which can contribute to active "third age" is seniors' education and training.

Computer literacy of senior citizens older than 65 is on a low level in EU countries. Only a small percentage of seniors can use PC and uses it routinely (searching the information, buying in e-shops, for communication with various institutions, e-banking etc.) or application programs – work with photos, home video etc. The studies also show that interest of seniors in ICT courses is not very significant.

Within the SETIP project it is first necessary to create seniors' interest in this topic so that seniors are willing to obtain basic computer literacy. Then on the basis of their interest to teach them proper ICT skills. And then to show them how they can practically use the knowledge in active participation in the process of creating the content

of Senior Education and Training Internet Platform (SETIP).

Possibility to use SETIP system by other educational institutions (U3A etc.) within the EU using both direct connection into the existing system and using its software and organizational model to build own network via effective organization of study programs (everything on one web) and European extend of proposed study programs (cooperation when creating content of the courses and subjects).

### Achieved results

- 22 courses divided into 6 sections. The first section named OTHER consists of five international courses, other five sections consist of 17 national courses (7 Czech courses, 4 Portuguese courses, 4 Slovenian courses and 2 Spanish courses).

Website of the project: <http://setip.osu.cz>

User name: setip

Password: setipsetip

### Contacts

Coordinator: Tomáš Sokolovský

Organization: Centrum vizualizace a interaktivity vzdělávání, s.r.o. (Centre for visualisation and interactivity in education)

E-Mail: [sokolovsky@free-art.cz](mailto:sokolovsky@free-art.cz)



SIGOLD - Turning the silver challenge into the golden opportunity

#### Aim

To support the creation of age integrated society, help 50+ workers to get a chance for active ageing as active participants in an age-integrated society and ageing well at work, at home and in their communities.

The main goal of the project is to increase knowledge, skills, competence and understanding of the direct target groups 50+ workers through newly developed e-learning courses.

#### Target group

- 50+ workers
- Adult education trainers
- HRD managers

#### Contribution of the project to intergenerational learning through ICT

The main idea of this project is to support the creation of age integrated society, help 50+ workers to get a chance for active ageing as active participants in an age-integrated society and ageing well at work, at home and in their communities. The main goal of the project is: through newly developed e-learning courses, awareness raising and dissemination activities to increase knowledge, skills, competence and understanding of the direct target groups 50+ workers, HRD managers, educators, and trainers in order to improve the position of 50+ workers in the labor market and society. Within this project we investigated the situation of 50+ workers, HRD policy implemented for this age group in companies, and education and training methods used. Based on the in 5 project partner countries (Slovakia, Cyprus, UK, Austria, Greece) findings the blended courses for 50+ workers, HRD managers and educators were developed and tested in four languages – English, Slovak, German, and Greek. With such approach we reinforced the contribution of Lifelong Learning to social cohesion, gender equality and personal fulfilment of 50+ workers, contributed to increased participation in lifelong learning by people of all ages, and supported the development of innovative ICT-based content. Project activities also contributed to creation of favorable environment for 50+ workers through its dissemination and awareness raising activities focused at the indirect target groups: public administrators, labor offices, trade unions, social services providers.

#### Expected results

Direct impact on the main project target groups – improvement of the competence, knowledge and skills through the newly developed blended courses:

- 50+ workers will get a chance to understand and learn how to improve their workability and employability, they will become more aware about the role they can possibly play in their companies in the field of intergenerational education and in company training
- HRD managers will learn how to work with their ageing workforce for the mutual benefit of the companies and 50+ employees
- Teachers and trainers from the formal and non-formal educational institutions will learn how to work with 50+ workers. As the new courses will combine e-learning with the face to face sessions project will directly support to development of innovative ICT-based content in for lifelong learning.

Website of the project: <http://www.sigold.net/>

#### Contacts

Coordinator: Panayiotis Angelides  
Organization: University of Nicosia  
E-Mail: [Angelides.p@unic.ac.cy](mailto:Angelides.p@unic.ac.cy)



## Silver: Stimulating ICT Learning for Active EU Elder

### Aim

Project Silver aimed at the creation of a sustainable continuous learning programme for adult population and pursued the following objectives:

- train the elderly population with skills and resources necessary to benefit from ICT;
- renew traditional learning and teaching processes for students and teachers;
- implement social inclusion local policies with an approach involving various actors: schools, elderly centres and other organizations that work with the elderly.

### Target group

- Schools
- Elderly Centres
- About 1000 elderly, 500 student tutors and 50 teachers

### Contribution of the project to intergenerational learning through ICT

In Europe, one person out of every five is older than 60. By 2050, the number of individuals above the age of 65 will increase by 70%, while those above 80 will increase by 170%. If adequate digital and functional literacy policies are not implemented, the ageing population will widen the digital divide and increase social inequality. This is a scenario that holds true for Europe and other developed countries, too.

The data on connectivity (Eurostat) and density of connections in Europe (Internet hosts per 1000 residents from <http://www.gandalf.it>), present significant facts: the percentage of European families connected to the Internet in countries such as Romania (30%), Italy (42%) and Spain (51%) is lower than the European average (60%).

Project Silver addressed both of these situations by implementing a systemic approach, which identified an innovative didactic ingredient, a trans/inter-disciplinary and generational element and aimed to solve this new form of illiteracy to contrast the risk of a social and communicative caesura between young and elderly.

In the context of the Community Action Programme for Continuous Learning, Italy, Spain, Romania and Belgium have experimented with a continuous learning programme for adults addressing no less than 100 elderly, 500 student tutors and 50 teachers. Moreover, aimed communication and diffusion activities have been implemented to reach an increasing number of beneficiaries in every country.

A strategic role for the diffusion of this initiative and the involvement of the population off over-sixties has been given to the European Federation of Pensioners and Elderly People (Ferpa).

### Achieved results

#### Didactic materials and items:

- Curricula for ICT training programme for elders
- Handbook and Guidelines-level 1: basic ICT use
- Handbook and Guidelines-level 2: social networking
- Handbook and Guidelines-level 3: e-gov services
- Digital Literacy pilot training courses in Italy, Romania, Belgium and Spain
- Case studies in Italy, Romania and Belgium

#### Dissemination items:

- Project website with an internal restricted area
- Virtual community-building environment
- Creation of enlarged network
- Multilingual paper-based brochure
- Bi-Lingual Video
- 3 monthly electronic newsletter in 3 languages

#### Website of the project:

<http://www.silver.mondodigitale.org/>

#### Contacts

Coordinator: Silvia Celani

Organization: Fondazione Mondo Digitale

[www.mondodigitale.org](http://www.mondodigitale.org)

E-Mail: [s.celani@mondodigitale.org](mailto:s.celani@mondodigitale.org)





## TKV -The Knowledge Volunteers

### Aim

The TKV project objectives are: promoting digital competence amongst elders at risk of social exclusion through intergenerational exchange and relations with young people; encouraging the active participation of elders in society through voluntary activities, thus enhancing self-esteem, identity and social relations; creating a network of “knowledge volunteers” of all age groups.

### Target group

- older people at risk of social exclusion in the 5 European Member States involved in the project, but potentially in all the European Union and more through the network of knowledge volunteers
- young people with the role of tutors in the 5 European Member States involved in the project, but potentially in all the European Union and more through the network of knowledge volunteers
- stakeholders

The network of knowledge volunteers will include young and elderly volunteers: young volunteers will have the role of tutoring older students, experienced elder volunteers will tutor other elder students with the monitoring support of young volunteers. Moreover, in a sort of skills banking, older people could offer their personal knowledge (i.e., languages skills, artistic skills, management skills, etc.) to the young volunteers. The network is conceived as an instrument to disseminate the results and the activities of “The Knowledge Volunteers” Project.

### Contribution of the project to intergenerational learning through ICT

The TKV project deals with an innovative digital literacy programme through the active involvement of older people in intergenerational exchange with young people and through the older people active participation in voluntary activities on ICT-based education and e-inclusion. It improves the production, testing and dissemination of innovative curricula, methodologies and modules for adult learners:

- first level: The ABC of ICT
- second level: Social networking
- third level: E-gov services

- fourth level: Techno services – domestic technology

### Expected results

- a website with a restricted area for Partners and European Commission
- a TKV Project brochure
- the methodological and didactical kit at the four-levels of ICT literacy programme
- handbooks for users, guidelines for Young Volunteers (tutors), Elders, Coordinator-Teachers and Evaluation Tools
- 4 case studies containing an in-depth analysis of the most innovative methodological/didactical aspects of the project’s Pilot experiences
- 5 national meeting and 1 final international meeting aiming to take stock of the courses and to promote the value and transfer of results to stakeholders from the education system, the voluntary sector and the public and private sector
- an Help Desk to provide guidance to organizations wishing to use the project’s results in their local contexts

Website of the project: [www.tkv.mondodigitale.org](http://www.tkv.mondodigitale.org)  
(under construction)

### Contacts

Coordinator: Silvia Celani  
Organization: Fondazione Mondo Digitale  
([www.mondodigitale.org](http://www.mondodigitale.org))  
E-Mail: [s.celani@mondodigitale.org](mailto:s.celani@mondodigitale.org)



## VInTAgE- Valorisation of INnovative Technologies for AGing in Europe

### Aim

V.IN.T.AG.E aims to propose innovative solutions to make ICT more accessible and attractive, promoting benefits to the quality of life and independence of the elderly from ICT in partner countries, as well as including local stakeholders from different fields of the society in order to create a European network which might exploit project results even in the future, in different European countries facing new needs and problems.

### Target group

- Elderly people
- Staff involved in adult education
- Volunteers working with elders
- Public bodies
- Private companies

### Contribution of the project to intergenerational learning through ICT

The main target group of the project V.IN.T.AG.E. is the over-65 population in the seven countries of the partner organizations. Specifically, because the project aims to promote innovative technologies for better aging in Europe, all activities are designed to reach the largest possible number of elderly people and to raise the awareness of the potential benefits that they can obtain through the use of computers and the Internet.

Starting from the social research (WP2), with which, in fact, we want to face head the problem of the digital exclusion at international level, up to the exploitation activities of the various results and products of the project, the consortium will take into consideration the needs and peculiarities of the over-65, or at least of all those people who have never had anything to do with a keyboard and mouse.

This group target will be reached during the two years of the project through:

- The implementation of social research with which more than 2500 individuals will be interviewed with methods of quantitative and qualitative research
- Organizing a 50 hours training course (WP5) for 15 participants in seven editions, for a total of 105 senior students who will receive a computer and a software designed on the basis of the survey results
- Testing of applications of various kinds to be integrated with the software VINTAGE that will allow the end users to live more actively in their everyday life, encouraging

them to promote first-hand the positive qualities of the new technologies among their peers.

We believe that the combined achievement of the project's objectives, together with a well-structured dissemination plan and targeted activities for the exploitation of results, will result in a significant increase in the short term of the over-65 who feel confident in using ICT, as well as, in the long term, in the enhancement of digital skills of this target of citizens, as shown in the actions and priorities listed in the "Digital Agenda for Europe", published by Communication from the European Commission last 26 August 2010 (COM(2010) 245 final/2).

### Expected results

- A social research on the training needs of the over-65 population in terms of digital skills
- A customized open source software for senior users and a library of applications
- A local consortium in each of the partner countries for the collection and rehabilitation of obsolete PCs
- A training course, implemented in all the partner countries, for the improvement of the digital literacy of the main target group
- An international workshop for volunteers involved in associations that provides services for elderly people
- Two international conferences, one in Romania and one in Brussels, for the exploitation and dissemination of the project's results

Website of the project: <http://www.vintageproject.eu>

### Contacts

Coordinator: Mr. Altheo Valentini

Organization: Associazione Centro Studi Città di Foligno

E-Mail: [info@fpeurope.com](mailto:info@fpeurope.com); [info@vintageproject.eu](mailto:info@vintageproject.eu)

## W@ve 2.0-Meeting Social Needs of Senior Citizens through Web 2.0 technologies

### Aim

The aim of the project is to enhance the lives of senior citizens through the effective use of Web 2.0 technologies. It focuses on their individual, social and personal needs to facilitate their full inclusion in the Digital Age.

### Project objectives:

- To identify and analyse the social needs of older citizens and investigate how ICTs and in particular Web 2.0 technologies can respond to these needs
- To investigate how different teaching methods and approaches can be applied to different groups of senior citizens with the use of Web 2.0 technologies
- To design and develop training materials and tools for training on Web 2.0 technologies for senior citizens that are user-centred and user-friendly and address the social needs of senior citizens
- To develop appropriate induction tools for tutors and trainers.

### Target group

- People over 55 years who want to get more interactive online
- Adult Trainers and Adult Education Organisations who are looking for new and effective ways of exploiting the Social Media for the benefit of older people

### Contribution of the project to intergenerational learning through ICT

Web 2.0 technologies are a new wave of innovation that is rapidly changing the way we live, work, learn and

interact. There is growing evidence that digital technology can greatly enhance both quality of services and quality of life – particularly for the most disadvantaged citizens and communities. But statistics show that there is still a big gap between older and younger generations of Internet users. A key issue to the digital engagement of senior citizens is their motivation towards ICT and the potential benefits of using new technologies.

### What do we want to achieve?

- Improve the ICT skills of senior citizens and increase their awareness and motivation towards using Internet for carrying out everyday activities.
- Provide guidelines and techniques for teachers and trainers on delivering training on the Social Media to the senior citizens.

### Expected results

- A social computing roadmap for senior citizens – useful guidelines for educators on why and how older people should use Social Media
- A training programme teaching senior learners how to get interactive online.

The Programme content includes privacy and safety, social networking, getting best value for money on online shopping, travel planning and making everyday tasks easier with the Internet.

- Learning materials and online tools designed to help older learners acquire new computer skills.

Website of the project: [www.wave2project.eu](http://www.wave2project.eu)

### Contacts

Coordinator: Maria Fojk  
Organization: Fast Track Into Information Technology  
E-Mail: [mariafojk@fit.ie](mailto:mariafojk@fit.ie)

**Education, Audiovisual & Culture Executive Agency**  
LLP - Leonardo DA VINCI, GRUNDTVIG & Dissemination

**Write to us:**

Unit P3  
Avenue du Bourget, 1 (BOU2 02/145)  
1140 Brussels  
Belgium

**Visit us:**

Rue Colonel Bourg, 115  
1140 Brussels  
Belgium

**Phone:** +(32 2) 298 0130

**Fax:** +(32 2) 299 4530

**Website:**

<http://eacea.ec.europa.eu>

**General questions about the programmes:**

[EACEA-LLPGrundtvig@ec.europa.eu](mailto:EACEA-LLPGrundtvig@ec.europa.eu)