



Workshop agenda 28 of September

- **13.00 – 14.00 Women for IT** (funded by the EEA Grants and the Norway Grants Fund for Youth Employment)

Women4IT addresses the structural transformation of the labor market due to the growing digital society in which there are significantly less women than men. The project aims to empower young women across Europe to become part of the digital economy. Project partners have worked to equip women with a set of in-demand digital competencies and employability guidance. During the workshop participants will be introduced with the tools and methodologies developed within the project, provided with an insight of the impact assessment and the importance of employer involvement in young women development.

 - Māra Jākobsone – VP, Latvian Information and Communication Technology Association, Project manager of the Women4IT project
 - Andrada Beloia – Project Manager, Fundatia EOS – Educating for an Open Society
 - Gabriela Ford – Director, EOS Romania Foundation
 - Laurentiu Bunescu – Head of Digital Education Programmes, Fundatia EOS – Educating for an Open Society
 - Vita Vitola-Lapiņa – Project specialist, LIKTA
 - Andra Krasavina – Project specialist, LIKTA
 - Katarzyna Udała – Project Manager, DIGITALEUROPE

- **14.15 – 15.00 High level expert panel**
 - Māra Jākobsone – VP, Latvian Information and Communication Technology Association, Project manager of the Women4IT project
 - Andrada Beloia – Project Manager, Fundatia EOS – Educating for an Open Society
 - Gabriela Ford – Director, EOS Romania Foundation
 - Laurentiu Bunescu – Head of Digital Education Programmes, Fundatia EOS – Educating for an Open Society
 - Vita Vitola-Lapiņa – Project specialist, LIKTA
 - Andra Krasavina – Project specialist, LIKTA
 - Katarzyna Udała – Project Manager, DIGITALEUROPE
 - Antonín Vacek – Business Gamebox

- **15.00 – 17.30 Business GameBox multiplier event** (Erasmus+ adult education)

During the workshop we will present and have participants try out the innovative Business GameBox educational program, which uses artificial intelligence to engage and lead participants. GameBox focuses on financial literacy development by developing a game, which is offered to those facing a potential disadvantage on the job market. We will also present related methodology supporting development in topics in the field of entrepreneurship.

- Antonin Vacek, Founder, Mise HERo
- Katerina Moreira, Project Manager, EPMA

About the summit

The ALL DIGITAL Summit is **one of the leading public events in Europe on digital competences**. It provides a unique platform where trainers and facilitators working for digital competence centres, ICT learning centres, adult education centres are joined by education and employability experts, private and public stakeholders, including policy makers, to exchange experiences and share knowledge, reflect together on strategies to expand the number of digitally literate citizens, while networking to identify new potential partners in future projects.

The **15th ALL DIGITAL Summit 2022** takes place in Prague on 28-30 September 2022. It focuses on the effects of digital transformation in different sectors and groups of society, and on how digital (and other) skills can help people identifying the benefits for their growth.

The Summit 2022 is titled **“Shaping DIGITAL transformation with and for ALL”** and is going to include high-level keynote speeches, panels, workshops and informative sessions. Policymakers, digital education stakeholders, civic society and industry representatives will gather in Prague, after 2 years of online meetings, to get the latest insights on policy actions, innovation and projects related to digital skills, education and upskilling/reskilling. Interesting networking opportunities will be guaranteed in a lively context with more than 150 participants to allow them to connect and exchange ideas.

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