



Co-funded by
the European Union



DIGITAL EDUCATION CYBER INCLUSION



Project Reference: 2022-1-IT01-KA210-VET-000081092

Programme Erasmus+

Action Type: Small-scale partnerships in vocational education and training



Co-funded by
the European Union



Closing meeting in Rome

The '**Digital Education Cyber Inclusion**' project has achieved a significant milestone at its closing meeting held in Rome. Bringing together participants from various associations, all sharing a passion for revolutionising digital education and promoting cyber inclusion, the event was a valuable opportunity for reflection and discussion.

The session kicked off with a thorough **analysis of the project's activities and results**, celebrating the achievements and addressing the obstacles encountered. It became clear that the project was a game-changer in terms of digital education, producing concrete outcomes that sparked great excitement among the attendees.



Co-funded by
the European Union



Creating a Dissemination Strategy

Creating a **dissemination strategy** for our project is essential to broaden awareness and understanding of the issue's prevalence and impact. This strategic approach **empowers stakeholders** such as parents, educators, and policymakers with the necessary knowledge to effectively combat cyberbullying, fostering a collaborative response. The dissemination efforts aim to bring about **positive behavioural** change by influencing attitudes and encouraging responsible online conduct. Additionally, the strategy contributes to policy development and improvement, ensuring comprehensive measures to protect individuals in the digital space. Through community engagement, educational initiatives, and global sharing of insights, the dissemination strategy maximizes the project's impact, promoting a culture of digital empathy and resilience against cyberbullying on a broad scale.



Co-funded by the European Union



Gathering feedbacks about the impact of events they implemented

- Involving teenagers in the events and engaging activities
- Involving parents and adults in general

Involving local associations to the organization of local events aimed to raise awareness on the topic

STRATEGY

Suggesting to teachers/ youth workers to organise/attend training sessions on the topic

Inviting NGOs dealing with the topic

Preparing classes/activities where these issues and knowledge are discussed

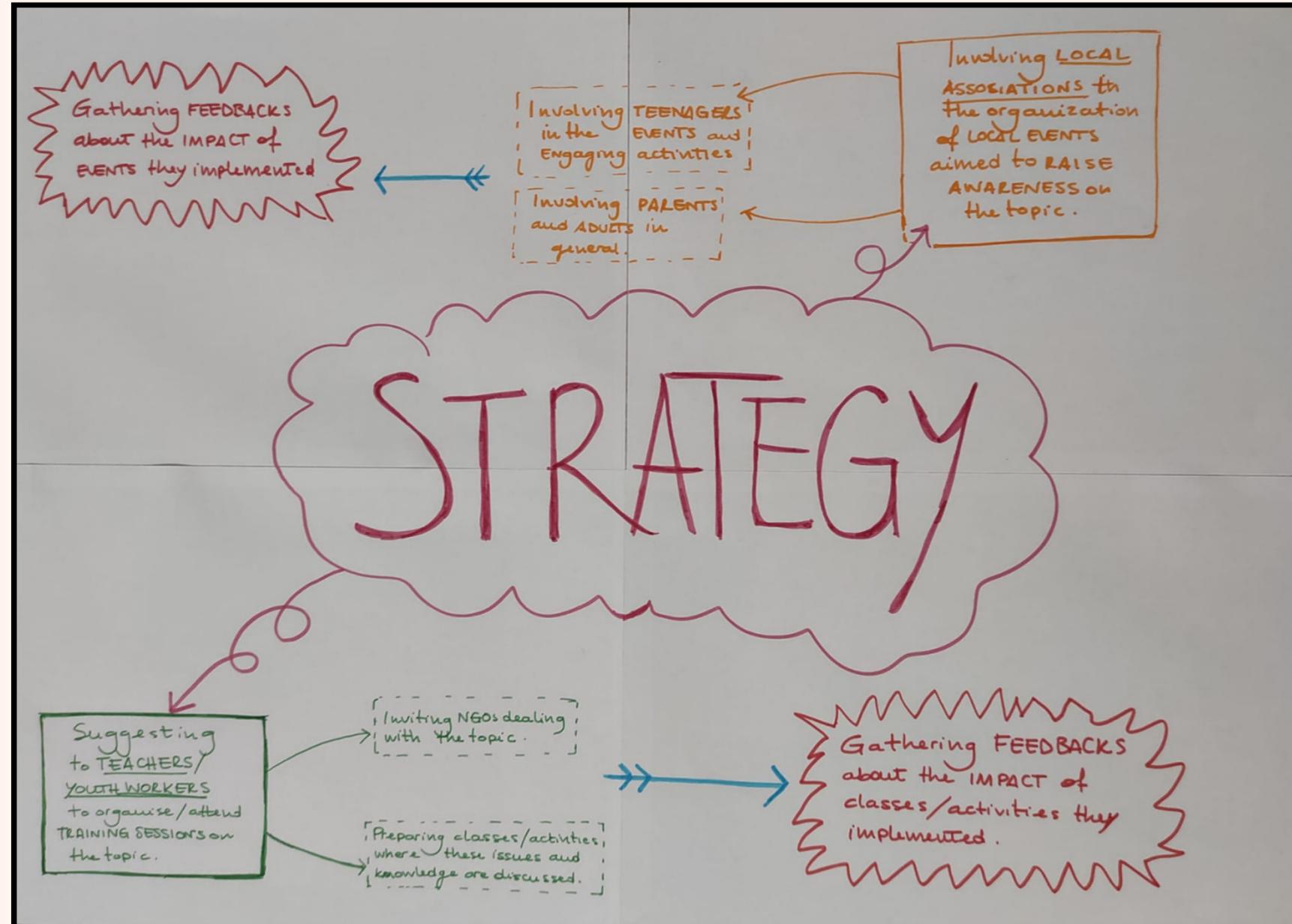
Gathering Feedbacks about the impact of classes/activities they implemented



Co-funded by
the European Union



PARTICIPANTS MATERIAL





Co-funded by
the European Union



Creating a Permanent Exchange Community

A **major focus** of the meeting was the proposal to **establish a lasting community of practitioners**, fostering continued **collaboration** and **growth**. This idea was met with great enthusiasm and serves as a promising step towards sustaining the impact of the project.

The meeting yielded a concrete result - a thorough blueprint for establishing and maintaining the community. By setting clear objectives for the short and long term, the attendees charted the course for an enduring and impactful commitment to digital education and inclusion in cyberspace.

Through a strong dedication and a well-defined purpose, the project has established a foundation for a community that seeks to surpass the short-term focus of specific projects, bridging the way towards future advancements in digital education.



Co-funded by
the European Union



dcyberinclusion@gmail.com
<https://www.gaycs.org/>



contact@pel.mk
<http://www.pel.mk/>



WEBSITE
CLICK HERE 



info@soseuropa.it
<http://www.soseuropa.it>



<https://aticromania.wordpress.com/>