

DIGISETS NEWSLETTER 3

*Digital Skills Evaluation Tool and Support
Project n° 2020-1-AT01-KA202-078055*



Co-funded by
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DIGISETS project partners met in Athens on May 25 and 26 2022 for the third meeting face-to-face. In addition to the general discussion on the progress of the project, the partners used the opportunity for intensive discussions and fine-tuning of the project deliverables, such as the competency framework (IO1), which is currently used to provide content for the online assessment tool. (IO2). The software tool was presented in depth and will continue to be developed over the summer.

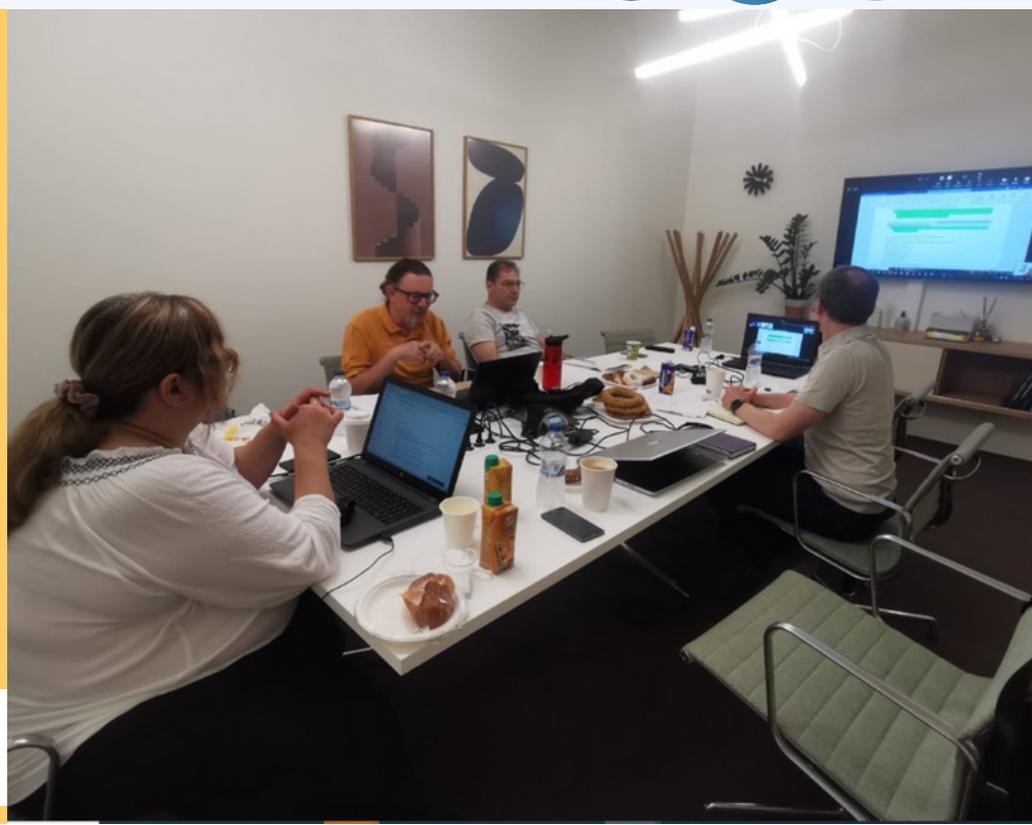
Another main item on the agenda was the summary and joint review of the preparation and conceptual work for IO3 (the trainer guidebook). This manual for trainers will explain the method and didactic approaches of the project outputs and guide VET practitioners on how to use the competence framework and evaluation tool when working with low-skilled people working in the tourism or retail sector..

During the meeting the Dissemination strategy was reviewed and the partnership agreed to increase the activity as the development of the IOs on going. As well, the Quality Management Manual was shared and updated.

The new consumption models have boosted the digitization processes of the retail sector and unified commerce, compared to the figures registered before the pandemic. These sectors are promoting their digitization as a direct consequence of the transformation in consumer habits in the last two years. Keep following us on our social media and website to know more about this.



**THIRD FACE-TO-FACE
PARTNER MEETING IN
ATHENS, 25-26 MAY 2022**

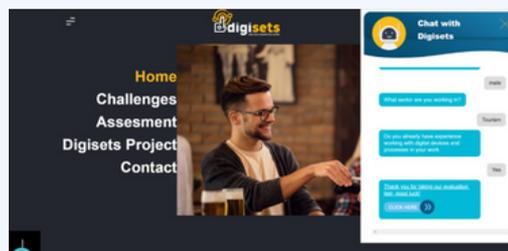


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RETAIL&TOURISM SCENARIOS EVALUATION TOOLS

The partners have been working on IO2, the online evaluation tool. This is led by partner Best Cybernetics as they have the experience in designing and developing digital evaluation tools. For our project purpose, the partners have developed a competence framework based on the well-established EU DIG.COMP standards and designed suitable learning objectives for each dimension and how to evaluate them. The skills and competences are:

- Foundation and access
- Information and data literacy
- Communication and collaboration
- Digital content creation
- Safety
- Problem solving



IO2 will include an online evaluation tool with diverse scenarios where to apply the knowledge developed. Practical use of the tool can either be done individually or under the guidance of a VER trainer or guidance counsellor. The scenarios are based on daily situations that can occur at the Retail or Tourism sectors, for example how to make a table reservation at a restaurant or how to operate the cash desk and the payment in a coffee place. The interactive tool will present the scenario with a specific situation and the person will have to answer short answer to respond the quiz

After a deep review by the partners, the final product will be translated in all the partner's country languages. BEST will prepare a 'demo' video of the tool which will be used to raise awareness and as part of the project's marketing and dissemination activities.

DIGISETS WEBSITE

A complete resource of the project information

Website of an ERASMUS+ project is the mirror to the world about the most important information of the project. DIGISETS website it is structured in a way that you will easily find general information of the project overview (objectives, partnership) as well as the latest news, such as meetings, information of important tasks results, multiplier events or dissemination of newsletters. As the project develops, the website will include the major outcomes from the Intellectual outputs in a downloadable form. You can find the webpage at www.digisets.eu

WHAT'S GOING ON



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The partners:

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room for learning


fit**4**internet

 **BestCybernetics**

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