



EUROPEAN COMMISSION

Directorate-General for Communications Networks, Content and Technology

Data

Interactive Technologies, Digital for Culture and Education

Report of the Stakeholder workshop on Digital Education

3rd – 4th March 2020

Venue: Centre Albert Borschette, 36, rue Froissart, 1049 Brussels,
Belgium

The information and views set out in this report are those of workshop participants and do not necessarily reflect the official opinion of the European Union. Neither the European Union institutions and bodies nor any person acting on their behalf may be held responsible for the use which may be made of the information contained therein.

DAY 1

➤ *Current state of play, good practice examples and emerging digital technologies in Digital Education*

The participants of the stakeholder workshop were welcomed by Rehana Schwinninger-Ladak, Head of Unit (HoU) of G2. Rehana highlighted that the main reasons for organizing the meeting were:

- to seek the views of various stakeholders in the area of Digital Education, particularly on future funding work programmes in Horizon Europe and the Digital Europe Programme to support the digital capabilities of schools and the uptake of emerging technologies.
- to explore the use of emerging technologies in the education field and identify opportunities how to scale up good practices in using digital technologies to support better teaching and learning in the digital age.

➤ *The structure of the day 1:*

1. [Welcome and agenda of the workshop - Rehana Schwinninger-Ladak, Head of Unit DG Connect G2](#)
2. [Revision of the Digital Education Action Plan - Brian Holmes, Principal Adviser DG EAC](#)
3. **Presentations:** Current running H2020 projects
 - [H2020 Project DEL4ALL - Lamprini Kolovou, Martel Innovate](#)
 - [H2020 Project IMPACT EdTech - Adina Nistor, European Schoolnet](#)
4. **Presentations:** Good practice examples in Digital Education
 - [H2020 Project NEXT-LAB - Bas Kollöffel, University of Twente](#)
 - [H2020 Project STORIES - Franz X. Bogner, University of Bayreuth](#)
 - [H2020 Project BEACONING - Sylvester Arnab, Coventry University](#)
 - [EUROPEANA - Isabel Crespo, Europeana Foundation](#)

5. **Group discussions #1**

The first part of presentation was followed by a discussion. The participants shared their views on the given presentations, the challenges they see in the current digitalisation of education and share their current good practices.

6. **Presentations:** Emerging digital technologies for innovating education
 - [The impact of Artificial Intelligence on Learning, Teaching and Education - Ilkka Tuomi, Meaning Processing Ltd](#)
 - [Data & Learning analytics - John Domingue, The Open University](#)
 - VR/AR in education - Mads Tvillinggaard Bonde, Labster & University of Copenhagen

- [Using VR to support education for sustainable development - Carina Mentrup, Saving Planet A](#)

7. Group discussions #2

After the presentation, the second session of group discussions took place. The participants formed groups of 6-10 participants and in two consequent rounds discussed the following questions:

- *“What impact will emerging digital technologies have on education, teaching and learning?”*
- *“What is needed to make emerging digital technologies more successful and widely used in the education sector?”*
- *“What are the associated challenges and blocking factors for using emerging digital technologies in education?”*

The chairs of each group presented the main outcome of the group discussions.

Day 2

The day started with the welcome presentation of Anne Bajart, Deputy Head of Unit (dHoU) of G2.

1. [Short overview of future EU Work programmes \(Digital Europe Programme & Horizon Europe & Connecting Europe Facility\) - Anne Bajart, Deputy Head of Unit DG Connect G2](#)
2. Participatory/brainstorming session devoted to priorities of the first two years of the Digital Europe Programme and Horizon Europe in the field of digital education.
The participants developed in smaller groups “clusters of ideas”, first for the Digital Education in general and then separately for Horizon Europe and Digital Europe Programme (DEP).
3. [EU Code Week & the Digital Opportunity Traineeships - Jakub Kajtman, Policy Officer DG Connect F4](#)



EUROPEAN COMMISSION

DIRECTORATE-GENERAL FOR COMMUNICATIONS NETWORKS, CONTENT AND TECHNOLOGY

Data

Interactive Technologies, Digital for Culture and Education

Stakeholder workshop on Digital Education

3rd – 4th March 2020

Venue: Centre Albert Borschette, 36, rue Froissart, 1049 Brussels, Belgium

The objective of the workshop is to seek the views of various stakeholders in the area of Digital Education, particularly on future policy actions and funding work programmes in Horizon Europe and the Digital Europe Programme to support the digital capabilities of schools and the uptake of emerging technologies.

In the workshop, we will explore the use of emerging technologies in the education field and identify opportunities how to scale up good practices in using digital technologies to support better teaching and learning in the digital age.

Agenda

Day 1: 3rd March 2020 (room 4.A)

9h30 – 10h00	Registration <i>Coffee available</i>	All
10h00 – 10h10 <i>10 min</i>	Welcome and scene setting <i>Aims and context of the workshop</i>	Rehana Schwinniger-Ladak, <i>Head of Unit DG CONNECT G2</i>
10h10 – 10h20 <i>10 min</i>	Revision of the Digital Education Action Plan <i>Presentation</i>	Brian Holmes <i>Principal Adviser DG EAC</i>
10h20 – 10h30 <i>10 min</i>	Presentations: Current running H2020 projects <ul style="list-style-type: none">➤ <i>H2020 Project DEL4ALL</i>➤ <i>H2020 Project IMPACT EdTech</i>	Lamprini Kolovou <i>Martel Innovate</i> Adina Nistor <i>European Schoolnet</i>
10h30 – 11h30 <i>60 min</i>	Presentations: Good practice examples in Digital Education <ul style="list-style-type: none">➤ <i>H2020 Project NEXT-LAB</i>➤ <i>H2020 Project STORIES</i>➤ <i>H2020 Project BEACONING</i>➤ <i>EUROPEANA</i>	Bas Kollöffel, <i>University of Twente</i> Franz X. Bogner, <i>University of Bayreuth</i> Sylvester Arnab, <i>Coventry University</i> Isabel Crespo, <i>Europeana Foundation</i>

<p>11h30 – 13h00 1 hour 30 min</p>	<p>Group discussion #1: How to scale up good practice examples in Digital Education?</p> <ul style="list-style-type: none"> • <i>What are the promising good practices of using digital technologies in education?</i> • <i>What is needed to mainstream these good practices?</i> • <i>What are the associated challenges and what are the blocking factors for mainstreaming these good practices?</i> 	<p>All</p>
<p>13h00 – 14h00</p>	<p>Lunch Break</p>	
<p>14h00 – 15h00 1 hour</p>	<p>Presentations: Emerging digital technologies for innovating education</p> <ul style="list-style-type: none"> ➤ <i>The impact of Artificial intelligence on Learning, Teaching and Education</i> ➤ <i>Data & Learning analytics</i> ➤ <i>VR/AR in education</i> ➤ <i>Using VR to support education for sustainable development</i> 	<p>Ilkka Tuomi, <i>Meaning Processing Ltd</i></p> <p>John Domingue, <i>The Open University</i></p> <p>Mads Tvillinggaard Bonde, <i>Labster & University of Copenhagen</i></p> <p>Carina Mentrup, <i>Saving Planet A</i></p>
<p>15h00 – 15h30 30 min</p>	<p>Coffee & Connect</p>	
<p>15h30 – 17h00 1 hour 30 min</p>	<p>Group discussion #2: Emerging digital technologies for innovating education</p> <ul style="list-style-type: none"> • <i>What impact will emerging digital technologies have on education, teaching and learning?</i> • <i>What is needed to make emerging digital technologies more successful and widely used in the education sector?</i> • <i>What are the associated challenges and blocking factors for using emerging digital technologies in education?</i> 	<p>All</p>
<p>17h00 – 17h20 20 min</p>	<p>Wrap up & Conclusion</p>	<p>Rehana Schwinniger-Ladak, <i>Head of Unit DG CONNECT G2</i></p>

Day 2: 4th March 2020 (room 0.D)

8h30 – 9h00	Registration <i>Coffee available</i>	All
9h00 – 9h15 15 min	Welcome and short overview of future EU Work programmes (Digital Europe Programme & Horizon Europe & Connecting Europe Facility)	Anne Bajart, <i>Deputy Head of Unit DG CONNECT G2</i>
9h15 – 12h00 2 hours 45 min	Participatory/brainstorming session devoted to priorities of the first two years of the Digital Europe Programme & Horizon Europe in the field of digital education <i>Coffee available</i>	All
12h00 – 12h10 10 min	EU Code Week & the Digital Opportunity Traineeships	Jakub Kajtman <i>Policy Officer DG CONNECT F4</i>
12h10 – 12h40 30 min	Wrap up & Conclusion	Anne Bajart, <i>Deputy Head of Unit DG CONNECT G2</i>