

Objectives

1. **Raising Awareness:** The project aims to raise awareness about the importance of digital knowledge and technology training. It emphasizes how such training can upskill trainers and contribute to the development of a culture of innovation within the education and training sector
2. **Bringing Permanent Change:** DIGITRAINER 4.0 seeks to bring about permanent change within Vocational Education and Training (VET) institutions.
3. **Communication with Stakeholders:** The project focuses on effective communication with significant stakeholders and policymakers. It aims to sensitize them to the critical role that digital knowledge plays in training and education.
4. **Fine-Tuning Trainer Skills:** DIGITRAINER 4.0 is dedicated to enhancing trainer digital management skills. Trainers participating in the program will have the opportunity to fine-tune their skills and transfer learning derived from their project participation.
5. **Personal Skills Optimization:** The project also seeks to optimize personal skills among trainers, particularly in areas such as self-confidence and determination. These personal skills are considered vital for trainers to successfully integrate digital knowledge into their teaching practices and adapt to the changing landscape of education



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DIGITRAINER 4.0



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Project Brochure



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Importance of Digital Skills in Education:

- The project underscores the critical importance of digital skills in the field of education, particularly in the context of Education 4.0.
- It emphasizes that educators and trainers need to be equipped with digital competences to effectively use technology for teaching, engage learners, and stay up-to-date with emerging technologies.
- Digital skills are seen as essential for creating a more personalized and adaptive learning environment, where each student's needs and outcomes can be addressed individually.

The motivation for the project revolves around the need to enhance digital skills and competencies among trainers and educators. It aims to address the challenges and gaps identified in the field of education, particularly in the context of the digital transformation of education (Education 4.0).

Work Packages

Work Package 1 - Project Management

Work Package 2 - Research, Design & Content

Work Package 3 - Elearning Tools & Piloting

Work Package 4 - Communication, Dissemination and Exploitation



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