

Education becomes digital: P-CUBE Final Conference

7th June 2023 in Brussels

Multiplier Event,

16:00h-17:30h CEST

Location: Maison Hap, Maison Hap 508-510 Chaussée de Wavre, 1040 Etterbeek

(Room Orangerie and Parc of Maison Hap)

Concept Note

Background

Going towards the digital transition, digital education and gaming already play a crucial role in fostering technical skills and transversal competences. These are of paramount importance for the European Commission, which declared 2023 the European Year of skills, with specific attention to the new skills demanded by the twin transition.

ALDA is working as a partner organization in the P-CUBE – Playing Public Policy project ([Home - P-CUBE \(p-cube-project.eu\)](https://p-cube-project.eu)), funded by the Erasmus+ Programme, which aims to help people learn how decisions are taken in the public sphere by covering the individual elements of the policy-making process, placing special emphasis on non-incremental policy change through gaming. In particular, the Policy Game focuses on urban innovation, social inclusion and innovation, science and public policy, and EU decision making, gathering great expertise of the partner universities.

The P-CUBE partners built an educational strategy game - the Policy Game - designed to teach different groups of people the theory and practice of public policy making; while the game primarily addresses Higher Education students, it can also be useful to decision-makers, urban planners, NGOs, CSOs, social workers and scientists.

Presentation of the event

ALDA and the P-CUBE partners planned the final international event on June 7, 2023 from 4pm to 5.30pm, as a side event of the General Assembly of ALDA (June 7-9, 2023). It will be an opportunity to invite relevant stakeholders such as the European Education and Culture Executive Agency/European Parliament representatives, relevant NGOs and our members (i.e. ALL DIGITAL), with the ultimate goal to ensure great participation in the event to present the final version of the Policy Game and to promote further multiplying effects through reaching different stakeholders at the EU level.

ALDA will also invite the members of the P-CUBE community of interest, that will concretely contribute to the collection of new inputs and suggestions in order to improve and enlarge the Policy Game for further exploitation and for the sustainability of the project beyond the project period.

Finally, Science for Democracy, one of the project partners and based in Brussels, will participate as well.

It will be linked to ALDA's General Assembly to further multiply the echo of the project. There, ALDA will shortly present the project and its main areas, the last version of the Policy Game, the possibility to join the Community of Interest, and the main results achieved so far; ALDA will ensure that the whole event will be interactive and dynamic. Indeed, involving two of the project partners, the community of interest, ALDA's members and relevant stakeholders that have contributed immensely to the project activities and implementation, and that will play a crucial role in ensuring the exploitation and the dissemination of the Policy Game, the final international conference will be a significant opportunity to discuss the main achievements of the project and to promote the possible uses of the Policy Game after the project's end.

Agenda

EDUCATION BECOMES DIGITAL

International final conference of the P-CUBE project

16:00h-17:30h CEST

Moderator: Dafne Sgarra, Project Manager at ALDA

Opening and welcoming words (10 min.)

Marco Boaria, Program & Development Director at ALDA

Delivering on Digital Education: Digital Skills for Empowerment (15 min.)

Institutional speaker: Marta Markowska, Policy Officer for Digital Education in the Directorate-General for Education, Youth, Sport, and Culture (DG EAC) - European Commission

Playing Public Policy: the P-CUBE project (20 min.)

Speaker: Saga Smith, Project Manager at Science for Democracy

Round table discussion: "Education goes digital" - a focus on three case studies (40 min.)

- **Lifelong Learning Platform** - Speaker: Andrea Lapegna, Deputy Director of Lifelong Learning Platform
- **Megaskills and the ALL DIGITAL Academy** - Speaker: Afonso Araujo, Project Manager at ALL DIGITAL (member of ALDA)

- **P-CUBE: exploring science and public policy** - Speaker: Saga Smith, Project Manager at Science for Democracy

Conclusions and Q&A session (5 min.)

Dafne Sgarra, Project Manager at ALDA

Working language: English

Number of participants: 9 local and 27 international participants