



# Boost Digi *Culture*

Usavršavanje stručnjaka u kulturi i baštini  
u području digitalne pismenosti i vještina

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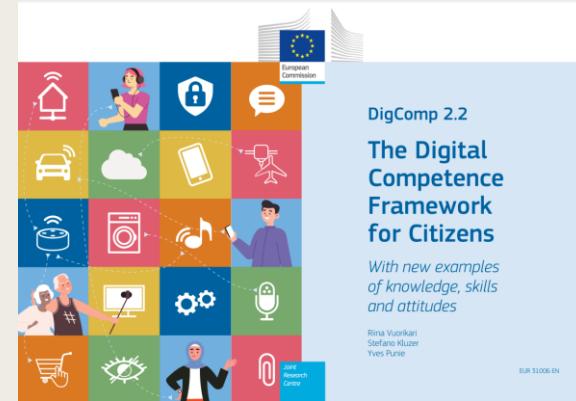
Co-funded by the  
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of the European Union

# EU inicijative za digitalnu baštinu

- Recommendation on the digitisation and online accessibility of cultural material and digital preservation (2011/711/EU)
- Europeana & Europeana Pro
- Declaration of cooperation on advancing digitisation of cultural heritage (2019)
- European Heritage Alliance Manifesto „Cultural Heritage: a powerful catalyst for the future of Europe“ (2020) ...
- Towards a new policy framework to make cultural heritage institutions ready for the digital age (2021)
- European data space for cultural heritage
- Expert Group on Digital Cultural Heritage and Europeana (DCHE)
- Expert Group on the common European Data Space for Cultural Heritage (CEDCHE) ...

# Europe's Digital Decade

- ❑ Open Science Agenda & pan-European infrastructure consortia
- ❑ European Strategy for data   ❑ European Data Governance Act (2022)
- ❑ Digital Europe Programme (DIGITAL)   ❑ <https://digital-strategy.ec.europa.eu/en/activities/earchiving>
- ❑ Digital Competence Framework for Citizen (DigComp)
- ❑ EU Digital Skills and Job Platforms
- ❑ Common European Data Spaces
- ❑ Digitalisation in Europe - 2023 edition





# BoostDigi*Culture*

A Sustainable Framework for Improving the Digital Upskilling of Adult Cultural Professionals

<https://boostdigiculture.eu/>



# Erasmus program

- Erasmus+ je program u područjima obrazovanja, osposobljavanja, mladih i sporta
- Ključna područja: mobilnost i suradnja-> širenje i iskorištavanje rezultata
- otvoreni pristup rezultatima projekata radi potpore učenju, poučavanju, osposobljavanju i radu s mladima
- KA2 – Suradnja za inovacije i razmjena dobre prakse
- Prioriteti za 2021-2027: podrška zelenoj tranziciji, provedba digitalne transformacije, promicanje socijalne inkluzije i raznolikosti, jačanje demokratskih vrijednosti i angažmana građana

# BDC projekt

Erasmus+ projekt “A Sustainable Framework for Improving the Digital Upskilling of Adult Cultural Professionals”  
→ unaprjeđenje i razvoj digitalnih vještina kulturnih i baštinskih stručnjaka

Partners: Digital Opportunities (Njemačka), Exeo Lab (Italija), INNOVATION HIVE (Grčka), RightChallenge (Portugal), Synthesis Center for Research and Education Limited (Cipar), ICARUS Hrvatska

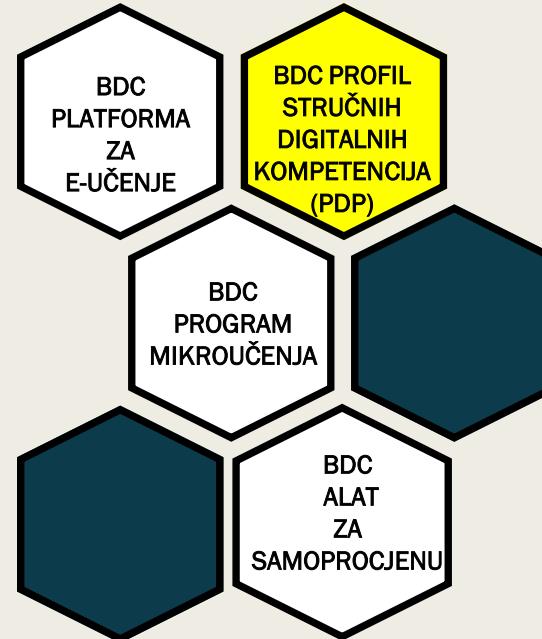
<https://boostdigiculture.eu>

<https://www.icarushrvatska.hr/projekti-i-suradnje/bdc>

# BDC ideja

- održivi i uključivi okvir za stručno usavršavanje na području digitalne kulturne baštine -> za male i srednje ustanove
- osposobljavanje djelatnika za uvođenje digitalne kulture u programe baštinskih ustanova
- promicanje svijesti o važnosti digitalne pismenosti i edukacije radi postizanja otpornosti i održivosti AKM-sektora
- umrežavanje i razmjena iskustava

# BDC rezultati

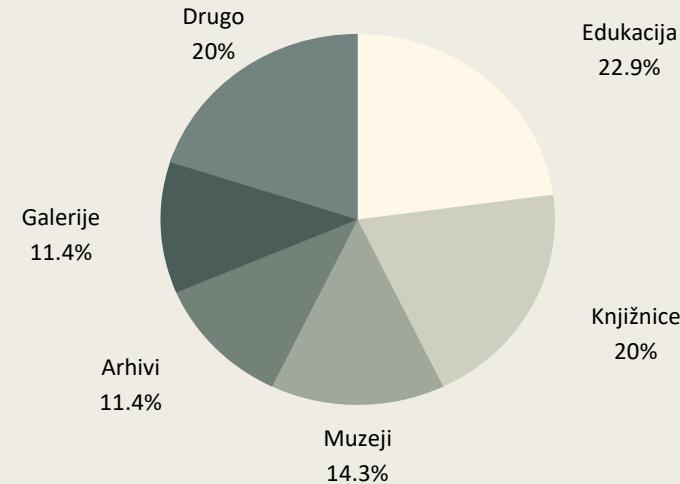
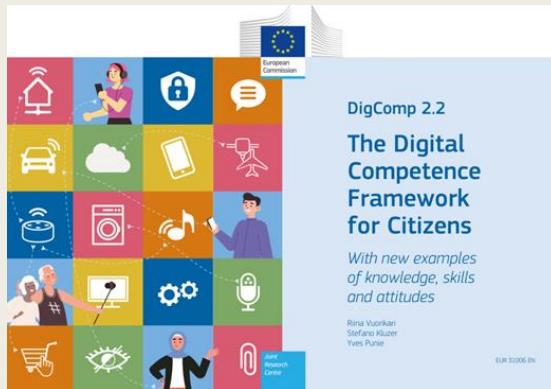


- **Platforma za e-učenje** - omogućuje slobodan pristup obrazovnim materijalima za unaprjeđenje digitalnih znanja i vještina te nudi prostor za razmjenu znanja i iskustava (forum, digitalna mapa)
- **Profil digitalnih kompetencija (PDP)** - utemeljen na europskom okviru DigComp, definira temeljne kompetencije potrebne djelatnicima baštinskih ustanova u digitalno doba
- **Alat za samoprocjenu** - na temelju profila stručnih digitalnih kompetencija omogućuje procjenu vlastitih digitalnih vještina i upućuje polaznike na odgovarajući stupanj programa mikroučenja
- **Program mikroučenja** - na dinamičan i pristupačan način, pomoću videomaterijala, obrađuje teme važne za unaprjeđenje digitalnih kompetencija baštinskih stručnjaka

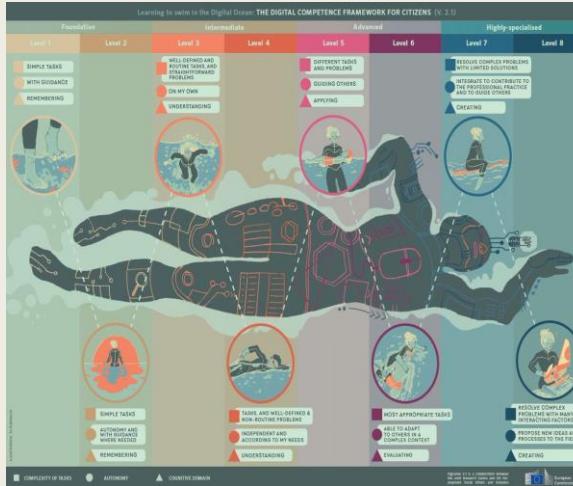
# Profil digitalnih kompetencija (PDP)

## Metodologija

- Istraživanje
- Okvir (DigiComp 2.2)
- Fokus grupe



# 5 područja, 21 kompetencija, 8 razina vještina



<https://www.disk-project.eu/web/it/digital-competences/>

## Izazovi:

- više posla, manje vremena
- brzina tehnoloških promjena
- nedostatak vodstva i edukacije u digitalnom usavršavanju
- nedostatak finansijskih sredstava za digitalne sadržaje i infrastrukturu
- predrasude (npr. digitalne vještine se ne tiču kulturnog sektora)
- problemi očuvanja digitalne građe
- mperativ stvaranja atraktivnog sadržaja

## Preporuke:

- kratke, dinamične prezentacije orijentirane na praksu
- video i animacije (lakše razumijevanje)
- online prostor gdje se mogu postavljati pitanja i dobiti savjeti
- program učenja ne smije zanemariti osnove

Co-funded by the Erasmus+ Programme of the European Union

BOOST  
Digi  
Culture

## PROFESIONALNI PROFIL DIGITALNIH KOMPETENCIJA

### ZAVRŠNO IZVJEŠĆE

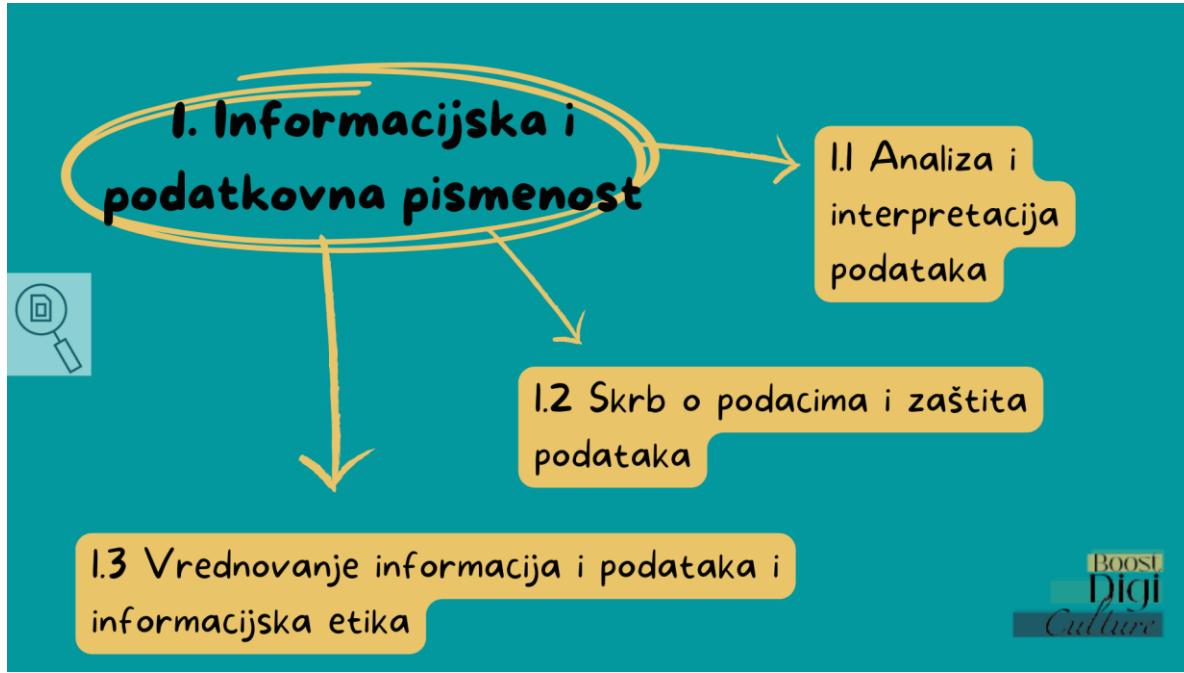
LISTOPAD 2022.

OSNOVNO | SREDNJE | NAPREDNO

	1.1 analiza i interpretacija podataka	1.2 skrb o podacima i očuvanje podataka	1.3 vrednovanje informacija i podataka i informacijska elika
1. INFORMACIJSKA & PODATKOVNA PISMENOST			
	2.1 mrežni bonlon	2.2 digitalna suradnja	2.3 razvoj publike
2. KOMUNIKACIJA & SURADNJA			
	3.1 autorska prava i licence	3.2 upravljanje digitalnim repozitorijima	3.3 integracija i obrada digitalnog sadržaja
3. STVARANJE DIGITALNOG SADRŽAJA			

PRIREDILA  
ANA VUKADIN

<https://boostdigiculture.eu/index.php/project-result-2/>



## 2. Komunikacija i suradnja



2.1 Mrežni bonton

2.2 Digitalna suradnja

2.3 Razvoj publike



# Alat za samoprocjenu

## Okvir:

- procjena digitalnih kompetencija AKM stručnjaka
- usmjeravanje na odgovarajuću razinu mikroučenja

## Metodologija:

- Okvir (DigiComp 2.2)
- PDP kao polazište
- Format upitnika

# Korištenje alata za samoprocjenu

The image shows a composite screenshot of the BoostDigiCulture platform. At the top left is the project logo "boost Digi Culture". The top navigation bar includes links for Home, Language, PDP, Digital Culture Map, Self Assessment, Forum, and Webpage. A large banner image features a person's face in profile.

**Homepage:** The main title "BoostDigiCulture" is displayed prominently. Below it is a descriptive paragraph about the project's goal to enhance digital competencies for cultural professionals across partner countries. It also mentions the platform's purpose as a cultural affinity space for adult cultural professionals and small and medium-sized cultural institutions.

**Registration Process:** A "Register" form is shown on the right side of the homepage. It includes fields for First Name, Last Name, Email Address, Your Password, Repeat Your Password, and Add a new Organization. There is also a link to "Just Create Organization and Then Create Account with the new organization".

**User Profile Edit Screen:** On the right, there is a "Edit Personal Information" section. It contains fields for Upon (Organization: "Shadows", Profession: "Not set", Languages: "Not set", Email: "kornelija@digicenter.com", joined at: "Nov 14, 2022, 1:55 p.m."), Shadows (Organization: "Shadows", Profession: "Not set", Languages: "Not set"), and an "About Me" text area which is currently empty. A "Save Changes" button is located in the top right corner of this section.

# Program mikroučenja

## Metodologija:

- PDP kao polazište – 3 razine,
- Video format, pripovjedanje, interaktivni sadržaj
- Mikroučenje kao pristup
- Pripremljeno u skladu s “DigComp at Work Implementation Guide” (2020)

## Microlearning Videos



- 30 videos in total
- Length 5-12 minutes
- Following same template structure
- Focused on three competence areas
  - 1) information & data literacy
  - 2) communication & collaboration
  - 3) digital content creation



## Session 1: Information & data literacy

BEGINNER	INTERMEDIATE	ADVANCED
Introduction to online analytics	Conducting an online survey	Artificial intelligence in GLAMs
Introduction to data curation	Data sharing and reuse	Linked open data for GLAMs
Digital security	Personal data protection	
Evaluation of online sources	Digital ethics	

## Session 2: Communication and collaboration

BEGINNER Using analytics and	INTERMEDIATE	ADVANCED
Introduction to audience development	Using Discord to grow your community	Using analytics and ads to target a specific audience
Introduction to digital collaboration	Collaborative e-learning tools	Project management tools for digital collaboration
Digital collaboration for co-creation	Netiquette rules to address inclusion and web accessibility	Netiquette rules for accessible cultural websites and exhibitions
Introduction to the rules of netiquette		

## Session 3: Digital content creation

BEGINNER	INTERMEDIATE	ADVANCED
Introduction to copyright	Copyright in the workplace	Guiding others on copyright
Introduction to digital editing tools	Creating new and original digital content	Creating impact with digital collections
Using and sharing digital content	Integrating digital content in GLAM	
Setting up a digital collection	Managing a digital collection	

## Module 1: Information and Data Literacy



### Module 1 Beginner

BoostDigiCulture · Playlista

Digital security • 5:33

Evaluation of online sources • 10:22

PRIKAŽI CIJELU PLAYLISTU

## Module 2: Communication and Collaboration



### Module 2 Beginner

BoostDigiCulture · Playlista

Introduction to audience development • 10:40

Introduction to the Rules of Netiquette • 11:32

PRIKAŽI CIJELU PLAYLISTU

## Module 3: Digital Content Creation



### Module 3 Beginner

BoostDigiCulture · Playlista

Introduction to digital editing tools • 4:59

Introduction to copyright • 5:53

PRIKAŽI CIJELU PLAYLISTU

<https://www.youtube.com/@BoostDigiCulture>

# Platforma za e-učenje

## Okvir:

- Digitalna infrastruktura digitalna infrastruktura (moduli za učenje i drugi alati),
- Prilika za umrežavanje GLAM stručnjaka(digitalna mapa)
- Osnaživanje (jačanje otpornosti) putem digitalne kulture i pismenosti

# Korištenje e-platforme

The screenshot displays the BoostDigiCulture e-platform interface. At the top, there are multiple browser tabs and a navigation bar with links to Home, Language, POP, Digital Culture Map, Self Assessment, Forum, Webpage, and a user profile icon.

**E-learning Activities:** A call-to-action box encourages users to "Dive into our E-learning Activities". It states that E-learning Modules are designed to update your digital skills. Below this, a section about the Professional Digital Competence Profile (PDP) is described, mentioning its development as a reference framework for the platform and its use in the Microlearning upskilling programme and self-assessment tool. It highlights the PDP's focus on digital competences for GLAM professionals based on the Digital Competence Framework for Citizens (DigComp).

**Digital Culture Map of Europe:** This feature allows users to join a network of adult cultural professionals and small/medium-sized cultural organisations from across Europe. It includes a map of Europe with pins indicating member locations, and a call to action to "Join our network!".

**Starting Self Assessment Tool:** A box titled "Starting Self Assessment Tool" explains that the tool helps users track their progress during e-learning activities. It encourages starting the self-assessment to find their initial Digital Skills level and receiving a badge certificate upon completion. A green button labeled "EVALUATE YOUR DIGITAL SKILLS" is present.

**Co-funded by the European Union:** A logo featuring the European Union flag is shown next to the text "Co-funded by the European Union".

**Project Funding Information:** A note at the bottom states that the project has been funded with support from the European Commission. It clarifies that the publication reflects the views only of the author and the Commission cannot be held responsible for any use that might be made of the information contained therein. The reference number 2021-1-DE02-KA220-ADU-000035248 is also provided.



# Hvala na pozornosti!

