

## TARGET GROUP

- HE faculty and staff including instructors/lecturers, academics, researchers, learning scientists, Ph.D. Candidates, and support staff
- Higher education policymakers and leadership teams
- Learning designers and educational technologists
- HE students (indirect target group)



## PROJECT PARTNERS



## PROJECT WEBSITE



[digital4allproject.eu](https://digital4allproject.eu)



@digital4all-project

# Digital4All

## Building the capacity of universities to develop digital strategies to serve all learners

1/12/2023 - 30/11/2025

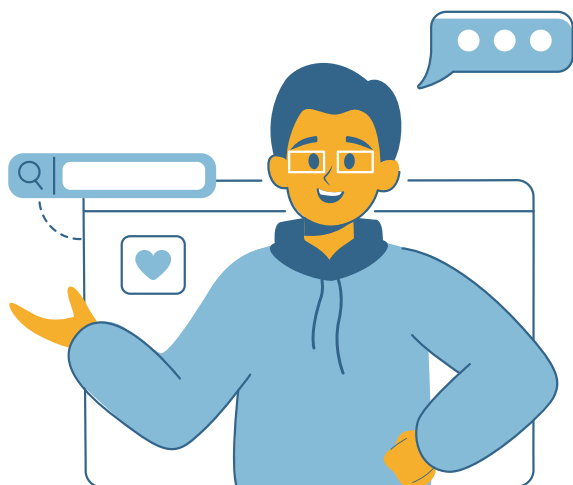


Co-funded by the European Union

## PROJECT

Digital4All aims at strengthening universities' readiness, faculty and staff's skills in supporting all learners to equally participate in digital learning experiences.

The project supports higher education institutions in offering digital learning experiences that are inclusive and equitable for all, through appropriate strategies and practices.



## OBJECTIVES



The specific objectives are to:

- **Build the competences** of academics, learning designers, and teaching staff in designing inclusive elearning courses
- Develop a **Universal Design for Digital Inclusion Toolkit**, a **training course** for university staff, and a **platform** with OER repository on designing inclusive curricula in higher education
- **Raise awareness** on the need to be inclusive in the new digital era
- Improve the supply of quality **higher education opportunities for all**

## RESULTS

Toolkit with 25 best practices, a practical guide and self-assessment checklist

Training course with pilot implementations with more than 100 HE staff and academics

E-learning platform with online course and more than 50 OERs

