





My e-Start is implemented by six organisations operating across Europe, with the aim to provide disadvantaged groups with digital and media competences to be able to navigate the ever-changing digital world safely and confidently.

















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ABOUT

My e-Start is a two-year Erasmus+ programme launched in October 2020. The project engages with the development of digital skills among senior citizens, individuals with low or no formal education and training experience, as well as people with a migration background.

My e-Start will equip people with the basic digital competences and empower them in using the most common e-Government and e-Commerce services in their countries such as e-Banking, tax declarations, online payments and use of e-ID cards.

OBJECTIVES

Even though e-Government and e-Commerce offer many benefits, using such services requires a certain level of digital skills and know-how, which some people lack. This is the starting point of My e-Start.

The goal of My e-Start is to equip people with the necessary skills to use the most common e-Government and e-Commerce services in their countries. The project team cares about giving learners a positive (first) e-experience and a sense of digital achievement.

The explicit aim of My e-Start is to contribute to the digital inclusion of disadvantaged groups of people and address the digital gap by designing, developing and promoting sustainable and tailored products, which are widely applicable and highly impactful.

TARGET GROUPS

The increasing trend of Internet usage does not automatically lead to an increase in digital skills. The digital gap is "the gap between individuals, households, businesses and geographic areas at different socio-economic levels with regard to both their opportunities to access information and communication technologies and to their use of the Internet for a wide variety of activities."

Disadvantaged groups of people are suffering under the growing gap and need help in acquiring the relevant skills necessary for using e-services. My e-Start will therefore focus on a target group particularly vulnerable to digital exclusion, namely the elderly, disadvantaged individuals with low education and training levels and people with a migration background.

DELIVERABLES

Report on Digital Competences

This report summarises the digital competences and level of skills in all participating countries, while it informs the structure and development of the products that will be developed as part of the project. By analysing the most popular e-services in Cyprus, Germany, United Kingdom (UK), Austria and Bulgaria, this report outlines the most necessary digital competences that are required for learners to be able to use these services.

Online Course on e-Government & e-Commerce

The Online Course on e-Government and e-Commerce will be developed based on the main findings identified in the Report on Digital Competences. By identifying the most common e-services in all involved countries, a digital competences framework will be developed to address the digital gaps of the learners.

E-Platform

This moodle-based platform will teach learners about the basic digital competences to employ while using main e-government and e-commerce services in their respective country. The platform will provide a series of classes on digital skills. The language of the course will be based on the concept of 'easy language,' including basic vocabulary, short sentences, little volume of text and concise explanations.

Manual for Trainers

This guide will provide educational material to trainers of the target groups which they can incorporate in their online and offline interventions and trainings. The manual aims to familiarise the trainers with the DigComp 2.1: The Digital Competence Framework as well as introduce them to pedagogical concepts that are used in the development of the e-course and the e-platform.

All developed materials will use the concept of 'easy language' by providing simple instructions, clear visual elements and well-structured content to facilitate a user-friendly experience to the learners.