digital sk://up

Good practice article

Guidelines



Good practice articles – How to propose your contribution

What are good practice articles?

Good practice articles aim to **showcase innovative and creative experiences** to support European citizens, workforce, and businesses to learn more and improve their competence around emerging technologies.

They are based on the training opportunities described in <u>Digital SkillUp Courses Catalogue</u>. If you would like to propose your training to be added to the catalogue, please check out the <u>training providers' page</u>, the criteria and the form to share your proposal with us.

Why should you contribute?

Your contribution as a training provider will serve to outline **how and why your training is innovative** and **tackles the needs of learners** and what its **impact** has been on supporting the overall digital transformation of society and business.

A good practice article can support:

- To reach citizens of 20+ countries.
- To give additional visibility to your courses.
- To help end-users understand your approach to training.
- To inspire other providers to create impactful learning courses, based on your successful experience.

How to propose input for a good practice article?

The focus of the contribution we are looking for is on **the lessons learned on creating training and its impact**.

Based on the outline provided below, we will collect your input. Then we will assess if this is suitable for the content scope and criteria of our website and, if accepted, we will prepare a good practice article. Before it is released publicly, the Digital SkillUp editorial team will also share the final version of the article with you for your approval.

Below you can find an outline for the contribution we are looking for. If you are interested, please, send your proposal to <u>info@digitalskillup.eu</u>.



Input outline

You do not need to answer all suggested questions in detail, while we would appreciate for you to share as much as possible of your experience based on the proposed structure.

Brief information

Please provide us with this brief information: training title, brief description of the training, URL, and training provider name.

Introduction – max. 250 words

- What is your training course about?
- What audience does it target (e.g., general audience, workforce, a specific sector, etc.)?
- Does it address a specific emerging technology, or does it have a broader focus?
- How did you come up with the idea to provide this training course?
- Does it tackle an already identified gap in the skills landscape that you aimed to solve? If so, which one and how did you identify this need?
- Are there other stakeholders/supporters/funding organisations involved in the development of the training?

Approach and methodology – max. 400 words

- Why and how is your course innovative? What are the main innovative elements?
- Does your course contain any unique approach or content?
- Does it contain any specific elements which support the end-user motivation and engagement to keep learning?
- What are the most creative/exciting elements of your training course?
- Is there anything unique about your training approach which you would like to share?

Impact – max. 400 words

- What has been the impact of your course so far?
- Did you receive any interesting feedback on the training course from your end-users?
- How many learners have so far participated in the training (if you know the number) and which is their profile?
- How successful has your course been in reaching its target audience?
- Are you aware of any impact created by your course, e.g., advancement of your learners' careers, improved business processes in the companies, lifestyle changes, etc.?
- How does your course help the digital skills community grow?
- How does your course support the broader goal of improving the knowledge and use of emerging technologies for services and business processes?

Ouote

Please, provide us with a quote that summarises the core innovative elements of your course.

