

The Seniors@DigiWorld project; towards digital literacy of senior learners by the promotion of tablets

R. Esteller-Curto¹, H. Saiz-Sanchez¹, K. Schuberth², I. Žemaitienė³, G. Barna⁴, A. Gallardo-Sanz¹

Framework



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

This paper has been developed from the experience in the KA2 Erasmus+ Strategic Partnership project “Connect Seniors to the Digital World” with reference 2016-1-DE02-KA204-003345 (oct 2016-sep 2018)

www.digital-seniors.eu

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Partners



² Digital Opportunities Foundation (Germany)
¹ Centre for the Innovation and Development of Education and Technology (Spain)
⁴ Fundatia EOS - Educating for an Open Society Romania (Romania)
³ Association of Public Internet Access Points (Lithuania)

Seniors@DigiWold project

Objectives

The use of mobile devices to access the internet is not as widespread among seniors than it is among other groups of population. In a mobile world this is a step back behind today’s needs and technology. Information must be available on the go and at home. Only in this way, elderly people can participate, access services, keep connecte to their families and friends and enjoy while being di-gitally included.

Tablets are a very convenient tools for accessing the Internet. Those have an easier interface than PCs and also make possible a greather mobility. We aim seniors to increase the use of tablets in a useful and beneficial way depending on their interests and needs.

Process

Institutions that are in direct contact with senior citizens (elderly houses, li-braries, social care services, telecenters, etc.) are the first contact with seniors and if even they do not are training institutions they are used to provide help, guidance, and totoring to the public. We call those institutions “multipliers”.

In Seniors@DigiWold project we provide to multipliers a training program-me that include:

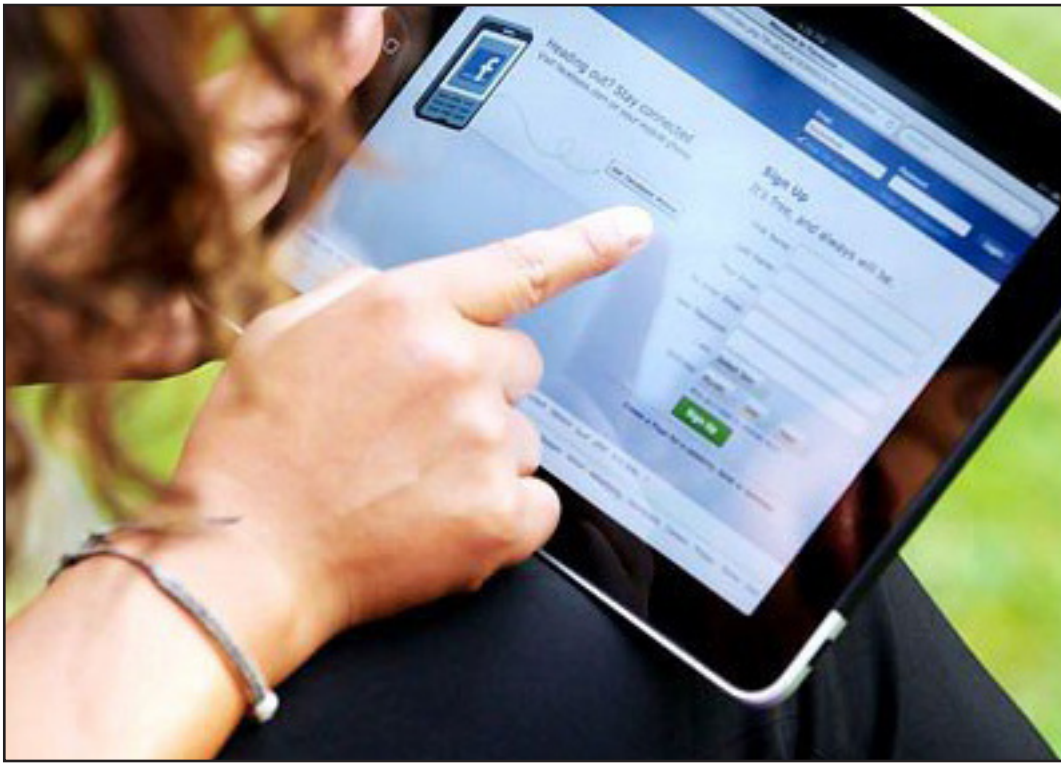
- Technical skills, so later can provide support to tablet users.
- Pedagogical and teaching competences so they can train more effectively.
- Guidance for create and offer an structured course or learning activity.

Results

The Seniors@DigiWold is developing the course that will be offered in fa-ce-to-face sessions and blended. It is open to any person that wants to offer tablet training to senior learners. We expect to increase trainers skills and competences, create re-usable materials and a social community, so every-body can take advantage of the training materials.



Senior needs.
Promotion of digital inclusion.



Capacities and potentialities
of tablets.



Training to multipliers, support to organi-sations that work with senior citizenzes.



Training course.



Digital inclusion,
digital opportunities,
quality of life.



First phase of the project; multipliers needs, proposal

41 interviews done to managers and coordinators in organisations (January 2017)

	Germany	Lithuania	Spain	Romania	Total
Public libraries	4	5	1	2	12
Older people organisations	4			1	5
Educational institutions		3	6		9
Retirement homes	1	2		1	4
Other	2		3	6	11
	11	10	10	10	41

Questions

- Has your organization an opportunity to teach digital skills for seniors? What kinds of learning activities about technological skills are provided to seniors?
- How would you rate the current level of provided services for seniors in the digi-tal skills area in your institution? How does it need to change or to improve?
- Are you prepared to offer trainings in the use of tablet computers to senior citi-zens?
- Do you have all the resources needed to train seniors to use technologies? What resources do you have and do you need?
- How would you rate the capacities (motivation, time, resources) of your emplo-yees to guide senior citizens in the usage of tablet computer?
- How we can be helpful to your organization in engaging and supporting seniors to use information technologies?

Conclusions

Needs

1. Human resources; there is a current need on training on digital skills and competences to work with different programmes. A more structured orga-nisation and guidance. Lack of staff.
2. Updates of training materials: reporting that present material is too com-plex, becomes deprecated too soon, and there is a huge variety of devices.
3. Equipment; requiring more tablets.
4. Motivation of seniors to learn ICT; mainly because of lack of general infor-mation, and preconceived ideas.

Proposal

- To train staff on training other staff, so they can act as multipliers. For exam-ple, training volunteers, other seniors or other staff.
- Clearer tutorials and manuals with three different aims and target: for the trainers, to identify the needs, tricks for training, reaching the target and motivating; for the trainers, suggestions for the content to teach; and finally, for the senior learners; tutorials about how to use the tablet.
- To facilitate the content to be updated easily by any trainer, create the sense of a “club” where any senior can make a question or report something con-fusing, and trainers can update any content.
- Promote a Bring Your Own Device attitude (It was noted on the senior lear-ners’ surveys that tablet price was not the biggest problem). Tablets from Senior@DigitWorld project can help institutions that need tablets.