

Make the most out of the opportunities the future brings

Technology has been integrated into our daily lives, and its rapid evolution has not gone hand in hand with an increase in the skills and abilities of users. Data shows that while 86% of Europeans aged 16-74 used the Internet regularly, 42% still lack the minimum basic digital skills.

Efforts are necessary to improve the level of digital literacy of all people, capacitating them to be integrated into today's society and perform several important activities, such as find a job, order takeout, seek an answer to a question, or carry out negotiations with our bank.

Similarly, artificial intelligence (AI) literacy also becomes increasingly necessary, as AI systems become more integrated into our daily lives.

What's our main goal?

ArIN's aim is to improve the level of digital competences of European adults, including in the area of Artificial Intelligence, capacitating them with the necessary skills and competences to adapt to a changing and increasingly digitalised world.

It intends to do so by seizing the potential of ICT and game-based education, in order to design engaging and motivating training resources addressing the adult audience. It is expected that, with is, ArIN will contribute to digital and social inclusion, and to innovation in the ICT education, by offering a training programme based on a levelled system, in which lower qualified adults can progress towards higher levels of Al competences.

How are we going to achieve it?

Our main project result will be the Educational program of Artificial Intelligence Literacy, which will include a set of resources, such as:

- **1.** Training modules created following andragogy principles, for self-learning;
- 2. Digital Breakouts to challenge learners applying acquired knowledge and skills;
- 3. Guides and Handouts for adult trainers.

Who is ArIN for?

ArIN is a project which targets, especifically, adults, adult trainers and adult training provider organizations.

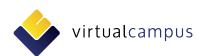


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Artificial Intelligence Literacy for Inclusion in the Digital Age