

# Call for participants



Working towards  
an interoperable  
digital ecosystem  
for education

Community Workshop  
22-23 November 2022  
Berlin

EUROPEAN  
DIGITAL  
EDUCATION  
HUB



Digitalisation can contribute to the quality of education and the possibility of greater flexibility in the curriculum. However, in order to use the opportunities in a responsible and scalable way, a public digital ecosystem for education is needed. With a public digital ecosystem, the education and training sectors can organise the necessary standardisation and interoperability to facilitate learners' education.

Although there have already been many developments and a great deal of investment in working towards standardisation and interoperability in many areas, challenges remain. In a landscape characterised by ever changing technology requirements and many different hardware and software setups, efforts to achieve greater interoperability need to be done in a highly coordinated and structural manner. If not, a situation remains in which solutions that work well in a specific context will not (or not sufficiently) work in another.

This approach may result in several risks and problems. Public funds may not be spent effectively, and scarce expertise may be used inefficiently. Commercial providers may offer attractive solutions for education that are easy to use and will be used on a large scale, creating a risk of vendor lock-in, which

can lead to significant price increases and other undesirable consequences (such as privacy, inclusion and accessibility issues). Challenges to be discussed include how to create solutions to learners and instructors who want to operate outside the box, or exchange knowledge, data, information or content globally.

In order to tackle these problems, the European Digital Education Hub is now opening a **call for participants for the third EDEH community workshop, taking place in Berlin, on the 22<sup>nd</sup> and 23<sup>rd</sup> of November 2022.**

### **Theme of the workshop**

In the workshop, the participants will discuss and work on the topic of *An Interoperable International Digital Ecosystem for Education*. Among the starting points of the discussion will be the work carried out by SURF, the Dutch IT cooperation for education and research. SURF has started an inventory of various international initiatives that develop components of a digital ecosystem for education. With this inventory, the aim is to form a map of the complex international digital education ecosystem. The ultimate goal of the workshop is to come to a blueprint for a digital ecosystem. Analysing existing solutions is an essential step towards that goal.

The workshop will be interactive and participants are expected to contribute actively to the sessions. During this workshop, the above-mentioned prototype of the 'Digital education ecosystem map' will be presented. The prototype will be evaluated by the workshop participants. By combining the expertise from different countries and sharing practices between participants from different background, the design process can be speeded up, the quality can be improved and participants from the community can improve their knowledge and expertise.

Participants who are interested in working on the follow-up will be welcome to do so through a working group ("squad") which will run from November 2022 to January 2023, but this is not a requirement. A separate call for this will be launched in November 2022.

### **Practical details**

The third community workshop will take place in Berlin, on the 22<sup>nd</sup> and 23<sup>rd</sup> of November 2022. Arrival is expected for the afternoon/evening of the 21<sup>st</sup>, departure in the evening of the 23<sup>rd</sup>. Participants who want to stay for the [Online Educa Berlin](#) conference, taking place in the same hotel from the 23<sup>rd</sup> to the 25<sup>th</sup>, can do so at their own expense if they wish to.

All costs for accommodation and subsistence will be covered for the selected participants (the organisers will book this directly). Travel costs within Europe will be 100% reimbursed upon presentation of receipts, boarding passes, etc. Applicants should NOT book any travel until their participation has been confirmed. There are 35 spots available. Please note that you need to work in an Erasmus+ programme country in order to apply<sup>1</sup>.

### **Profile of participants**

Participants should be involved in supporting digital education with digital services and organising interoperability to enable reliable exchange of information between different information systems. This exchange of information can be, for example, between different institutions and related to (international) learner mobility. Participants should understand the hurdles learners, staff and institutions encounter and have some insight in existing solutions and the need to harmonise those. They should be able to demonstrate this with examples and be able to communicate the results of the workshop back to their international/national/regional context.

Community members involved in data exchange between universities within European University Alliances are welcome to apply as well.

**Application**

If your profile meets the above criteria and if you are interested in participating, please apply through the link below:

[https://ec.europa.eu/eusurvey/runner/third\\_EDEH\\_workshop](https://ec.europa.eu/eusurvey/runner/third_EDEH_workshop)

**Deadline: 24<sup>th</sup> of October 2022**

All applicants will be informed of the results of their applications within one week after the deadline.

If you have any questions about the workshop, please do not hesitate to raise them in the [Community Workshops channel](#) or contact [edeh-support@stifterverband.de](mailto:edeh-support@stifterverband.de).