



**May-June 2025**

**NEWSLETTER 3**

# **VIRTUALLYEDU**

**VIRTUAL EXCHANGES  
AND EDUCATION ON  
DIGITAL SKILLS**

**PROJECT AGREEMENT NUMBER:  
PROJECT 101111952 — VIRTUALLYEDU**

**ERASMUS-EDU-2022-VIRT-EXCH**



**Co-funded by  
the European Union**

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# UPDATES FROM THE SECOND EXCHANGES CYCLE

THE **SECOND ROUND OF VIRTUAL EXCHANGES** IN THE VIRTUALLYEDU PROJECT IS NOW IN FULL SWING! SINCE APRIL, STUDENTS FROM ACROSS PARTNER COUNTRIES HAVE BEEN ACTIVELY PARTICIPATING IN A RICH PROGRAMME OF INTERACTIVE SESSIONS DESIGNED TO BOOST DIGITAL LITERACY, ONLINE SAFETY, AND CROSS-CULTURAL UNDERSTANDING. HERE'S WHAT'S BEEN HAPPENING SO FAR:

THE SECOND CYCLE OF THE VIRTUALLYEDU VIRTUAL EXCHANGE PROGRAMME LAUNCHED IN APRIL AND HAS SINCE BROUGHT TOGETHER STUDENTS AND EDUCATORS FROM ACROSS EUROPE AND THE EASTERN NEIGHBOURHOOD FOR AN ENGAGING JOURNEY INTO DIGITAL SKILLS, ONLINE SAFETY, AND INTERCULTURAL LEARNING.

THE CYCLE OPENED WITH A WARM WELCOME AND **CULTURAL ACTIVITIES LED BY NAIRA CHELOYANTS**, WHERE PARTICIPANTS TOOK PART IN OPEN DISCUSSIONS AND SHARED TRADITIONS FROM THEIR HOME COUNTRIES. THE VIRTUAL CULTURAL BREAKFAST CREATED A RELAXED SPACE FOR CONNECTION, SETTING THE TONE FOR COLLABORATION THROUGHOUT THE PROGRAMME.

IN MAY, STUDENTS MOVED INTO THEMATIC **COURSES ON DIGITAL COMPETENCE**, LED BY **GIOULTZIDOU FOTEINI** FROM GREECE. SESSIONS EXPLORED DIGITAL LEARNING TOOLS, CYBERBULLYING, MULTILITERACY, AND SOCIAL MEDIA SAFETY — ALL THROUGH OPEN, INTERACTIVE DISCUSSIONS. THESE WERE NOT JUST LECTURES, BUT OPPORTUNITIES TO SHARE EXPERIENCES AND APPLY NEW KNOWLEDGE IN REAL TIME.

THE PROGRAMME ALSO EXPLORED THE **EMOTIONAL AND REFLECTIVE SIDES OF LEARNING ONLINE**. WITH FACILITATORS LIKE **IRAKLI PIRTSKHALAVA** AND **IRMA MESIRIDZE**, PARTICIPANTS EXAMINED TOPICS LIKE ACTIVE LISTENING, COLLABORATIVE INTELLIGENCE, AND EVEN THE ROLE OF FAILURE IN ASSESSMENT — HELPING STUDENTS SEE THEMSELVES NOT JUST AS LEARNERS, BUT AS DIGITAL CITIZENS.

**What are the objectives of digital tools?**

**Strategic aims**

- Scale operations:** Digital tools support growing workloads and introducing new capabilities without incurring high costs.
- Boost innovation and agility:** Digital tools enable businesses to adapt quickly and experiment with new ideas, fostering innovation.
- Expand market reach:** Marketing and e-commerce tools allow businesses to reach a broader customer base, enhancing market penetration.
- Make data-driven decisions:** Analytics tools provide valuable insights, aiding in better planning, forecasting, and strategic decision-making.

**Social media hazards: how to face them?**

think twice before sharing

I think we should care about redflags on every social environment

**Self-explanatory**

Self-explanation is a learning and memory technique that involves teaching yourself material by explaining the steps, ideas, and processes that you understand or are trying to learn. This process helps to enhance understanding and storage of information in long-term memory, as well as identify any gaps in your knowledge.

**How it Works**

During self-explanation, you activate and utilize critical thinking as you analyze and explain the material to yourself. This process helps to enhance understanding and storage of information in long-term memory, as well as identify any gaps in your knowledge.

**Application to the Study**

**Reading Material:** When reading a chapter or article, pause frequently to explain to yourself the main ideas and details of the text. Try to interpret the information in your own words.

**Problem Solving:** When solving exercises or problems, explain out loud the thinking behind each step you take. Ask yourself why a particular method is appropriate and how the different pieces of knowledge connect to each other.

**Benefits of Self-Explanation**

**Enhance Understanding:** Helps to deepen understanding of the material, making it more accessible and easy to recall.

**Brainwriting Template**

Brain writing	1. Kostas (Greece) - GEL	2. Kostas (Greece) - MGI - Athens	3. Elina (Lithuania) - GEL	Participant 4	Participant 5	Participant 6
Topic 1	Topic 2	Topic 3	Without city			


# PROMO VIDEO 1

WE ARE EXCITED TO ANNOUNCE THE **RELEASE OF THE FIRST VIDEO** OF THE VIRTUALLYEDU PROJECT — A POWERFUL INTRODUCTION TO OUR MISSION, IMPACT, AND COMMUNITY!

IN THE VIDEO, YULIIA KOZHUKHIVSKA, PROJECT COORDINATOR FROM FOLKUNIVERSITETET UPPSALA, INTRODUCES HOW THE PROJECT WAS LAUNCHED IN RESPONSE TO THE DIGITAL CHALLENGES AMPLIFIED BY THE COVID-19 PANDEMIC. WITH OVER 2,500 STUDENTS FROM EU AND EASTERN NEIGHBOURHOOD COUNTRIES INVOLVED, THE PROGRAM AIMS TO BOOST DIGITAL SKILLS AND CYBERSECURITY AWARENESS THROUGH COLLABORATIVE LEARNING.

## YOU WILL GET A GLIMPSE INTO:

- OUR DYNAMIC VIRTUAL EXCHANGE SESSIONS, WHERE STUDENTS ENGAGED IN INTERACTIVE ONLINE AND OFFLINE LEARNING USING INNOVATIVE DIGITAL TOOLS.
- THE FOCUS ON REAL-WORLD APPLICATION OF DIGITAL LITERACY AND CYBERSECURITY KNOWLEDGE.
- OUR EXCITING DIGITAL SKILLS HACKATHON, WHERE TEAMS COLLABORATED, COMPETED, AND PRESENTED SOLUTIONS TO REAL DIGITAL CHALLENGES—SUPPORTED BY MENTORS AND RECOGNIZED BY A PROFESSIONAL JURY.

 WATCH THE VIDEO AND DISCOVER HOW VIRTUALLYEDU IS HELPING TO CLOSE THE DIGITAL DIVIDE AND INSPIRE A NEW GENERATION OF CONNECTED, SKILLED, AND EMPOWERED GLOBAL CITIZENS.





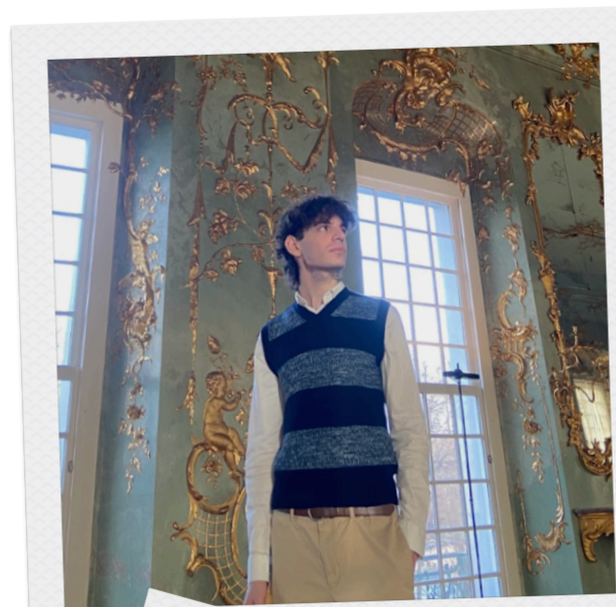
## TESTIMONIALS

**PARTICIPANTS** OF VIRTUALLYEDU'S INTERNATIONAL PROGRAM **SHARED** GLOWING **FEEDBACK** ABOUT THEIR ENRICHING JOURNEY. FROM EXPLORING GLOBAL CULTURES TO DIVING DEEP INTO TOPICS LIKE MULTILITERACY, CYBERSECURITY, AND EFFECTIVE ONLINE LEARNING STRATEGIES, STUDENTS GAINED PRACTICAL KNOWLEDGE AND SKILLS ESSENTIAL FOR THE DIGITAL AGE.

DEMETRE REFLECTED ON THE **HANDS-ON LEARNING APPROACH**: *"NOT ONLY DID I LEARN USEFUL CONCEPTS, BUT I ALSO GOT TO IMPLEMENT MY OWN PROJECT—MAKING THIS SUMMER BOTH EDUCATIONAL AND MEANINGFUL."*

THE **DIGITAL SKILLS HACKATHON** STOOD OUT AS A HIGHLIGHT, FOSTERING TEAMWORK, INNOVATION, AND REAL-WORLD PROBLEM-SOLVING: *"IT WAS A REWARDING EXPERIENCE THAT HELPED ME APPLY WHAT I LEARNED, COLLABORATE WITH PEERS AND MENTORS, AND GROW PERSONALLY AND PROFESSIONALLY."*

OVERALL, STUDENTS EXPRESSED GRATITUDE FOR THE OPPORTUNITY TO LEARN IN SUCH AN ENGAGING, SUPPORTIVE, AND INSPIRING ENVIRONMENT. THEY LEFT THE PROGRAM NOT ONLY WITH NEW KNOWLEDGE AND DIGITAL COMPETENCIES, BUT ALSO WITH LASTING MEMORIES, FRIENDSHIPS, AND THE MOTIVATION TO APPLY WHAT THEY'VE LEARNED IN REAL-WORLD CONTEXTS.



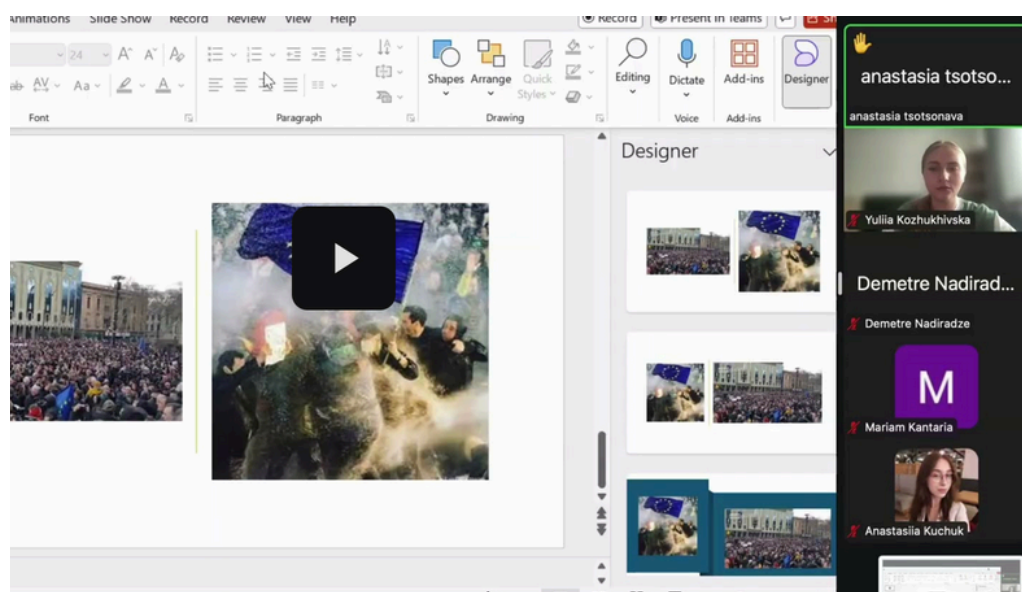
Meet the winners of the first Digital Skills Hackathon  
Session **Anastasiia Kuchuck (Sweden)** and **Demetre  
Nadiradze (Georgia)**

# REGISTRATION FOR THE NEXT CIRCLE OF EXCHANGES

Why?

## BENEFITS FOR YOUTH AND STUDENTS:

- **PARTICIPATION IN ONLINE EXCHANGES:** ALL REGISTERED STUDENTS AND YOUTH CAN JOIN ONLINE VIRTUAL EXCHANGES DESIGNED TO INTRODUCE THEM TO DIFFERENT CULTURES WHILE ENHANCING THEIR KNOWLEDGE IN CYBERSECURITY, DIGITALISATION, AND ESSENTIAL DIGITAL SKILLS.
- **ENHANCEMENT OF KNOWLEDGE ON TRAINING MATERIAL:** STUDENTS WILL DEEPEN THEIR UNDERSTANDING OF KEY TOPICS SUCH AS DIGITAL LITERACY, COMBATING HATE SPEECH, MULTI-LITERACY, MULTIMODALITY, AND EFFECTIVE ONLINE LEARNING STRATEGIES.
- **NETWORK BUILDING:** PARTICIPANTS WILL HAVE THE OPPORTUNITY TO CONNECT WITH APPROXIMATELY 500 INTERNATIONAL STUDENTS, CREATING A GLOBAL NETWORK FOR CULTURAL EXCHANGE, COLLABORATION, AND LEARNING.
- **DEVELOPMENT OF CULTURAL AWARENESS SKILLS:** THROUGH VIRTUAL EXCHANGES, STUDENTS ENGAGE WITH PEERS FROM VARIOUS COUNTRIES, GAINING EXPOSURE TO DIVERSE CULTURAL PERSPECTIVES AND PRACTICES, WHICH FOSTERS GREATER CULTURAL AWARENESS.
- **DEVELOPMENT OF DIGITAL SKILLS:** THE PROJECT LEVERAGES A VARIETY OF ONLINE INTERACTIVE TOOLS AND LEARNING PLATFORMS, ALLOWING STUDENTS TO BECOME PROFICIENT IN ESSENTIAL DIGITAL SKILLS NEEDED FOR SUCCESS IN THE DIGITAL ERA..
- **CERTIFICATE OF PROJECT COMPLETION:** UPON COMPLETING THE VIRTUAL EXCHANGES, STUDENTS RECEIVE A CERTIFICATE THAT ACKNOWLEDGES THEIR ENHANCED KNOWLEDGE OF DIGITAL SKILLS AND SUCCESSFUL PARTICIPATION IN THE PROJECT.



Registration Form

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THIS MATERIAL WAS DEVELOPED BY FOLKUNIVERSITET UNDER THE PROJECT  
"VIRTUAL EXCHANGES AND EDUCATION ON DIGITAL SKILLS"

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