



DICIPASS
European Digital Citizenship Pass
for Youth Empowerment and Participation

104 RESULT

DICIPASS CHALLENGE



DICIPASS ASSESSMENT TOOL AND E-LEARNING PORTAL



COMPILEMENT / DICIPASS CONSORTIUM
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PRODUCTION / DICIPASS CONSORTIUM





DICIPASS

European Digital Citizenship Pass
for Youth Empowerment and Participation

IO4

DICIPASS4YOUTH:

DICIPASS4YOUTH: THE 'DICIPASS
CHALLENGE' ON-LINE ASSESSMENT TOOL
AND PORTAL

IO4-A2: Preparation of the DICIPASS4YOUTH GUIDE

ERASMUS KA2+

IO Leading Organisation:

EMPHASYS CENTRE

Emphasys
CENTRE



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Submission Number: 2019-1-DE04-KA205-017888

Project Information:

Project Acronym: DICIPASS4YOUTH

Project Title: DIGITAL CITIZENSHIP FOR YOUTH: EUROPEAN DIGITAL CITIZENSHIP PASS FOR YOUTH EMPOWERMENT AND PARTICIPATION

Project Reference: 2019-1-DE04-KA205-017888

Program: Key Action 2 Cooperation for Innovation and Exchange of Good practice

Website: <http://dicipass.eu/>

Consortium:



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1. Introduction – Aims and Activities of Intellectual Output 4

The Intellectual Output 4 of the 'DICIPASS4YOUTH' project aims:

- To design the **eco-system** where the Open Badge system (based on the Competence Framework) will develop in order to identify, recognize, and validate the digital citizenship skills for young people.
- To promote the use of an innovative **e-ASSESSMENT TOOL** for the transparency, validation and recognition of the various competences, to be acquired through the synergies between adult organisation, universities, educational centres, schools, enterprises, stakeholders and authorities in an open and digital setting.
- To design the **dynamic and interactive e-Learning Platform** to be used for the purposes of the project which will function as an Open Learning Environment

This guide provides more information regarding the following:

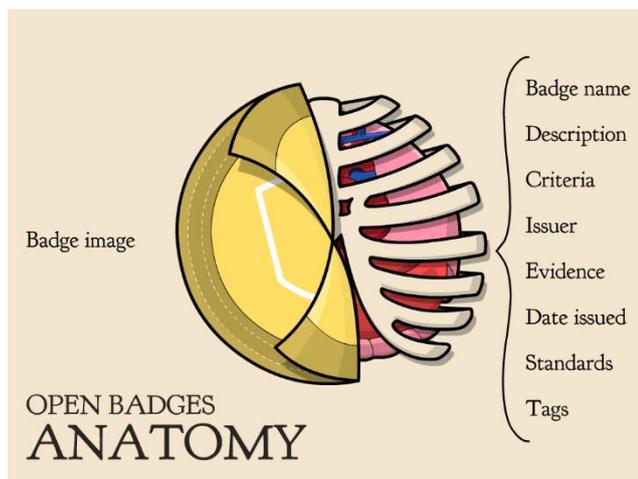
- **Theoretical background** of the methodology used.
- **Description of the ecosystem** designed here in relation to the structure, **criteria** and description for issuers, graphic design, **technological integration** with the e-platform and endorsement procedure
- **Practical guidelines** for issuing an Open Badge by using the open platform developed.



2. Open Badges

Open Badges are a digital representation of skills, learning outcomes, achievements or experience such as:

- Hard skills: knowledge, competences, etc.
- Soft skills: critical thinking, communication, etc.
- Participation and community involvement
- Official certification
- Authorization



An Open Badge is an innovative system used in the USA and many EU countries for the validation and recognition of learning, using the OB technology offered as an open educational resource. It is a technology which promotes open access and participation of all stakeholders involved in badges process, while allowing the creation of synergies between the learners-earners, the issuers (i.e. schools, stakeholders, enterprises, NGOs including trainers/volunteers as facilitators) and the badge consumers (i.e. formal education, public authorities, official bodies, (potential) employers). This will lead to the endorsement process leading to a transparent, transferable, valid and credible validation of a body of skills and knowledge related to a set of competences.

The Open Badges system is a very inclusive solution: it enables anyone to get actively involved in designing, testing, implementing and promoting the learning outcomes and achievements. This is what major European documents on Recognition are calling for, as well as Erasmus+ in emphasizing the “transparency and recognition of skills and qualifications to facilitate learning, employability and labour mobility: priority will be given to actions promoting permeability across education, training and youth fields as well as the simplification and rationalisation of tools for transparency, validation and recognition of learning outcomes. This includes promoting innovative solutions for the recognition and validation of competences acquired through informal, non-formal, digital and open learning” (Horizontal Priorities).

An Open Badge is visual verified evidence of achievement. It has a visual part (image) and meta-data, which is encoded in the image. Each digital badge must comply with the required standard data fields, such as: issuer, date of issue, description of the badge, link to assessment criteria, link to evidence of what a badge owner is claiming, link to a specific competence framework and tags, which puts an Open Badge in relation to specific context.



3. Benefits of Open Badges

The following are some of the benefits of Open Badges:

- Badges can demonstrate a wider range of skills and achievements of a learner acquired through formal, non-formal and informal learning methods and activities.
- Badges are portable and verifiable digital objects. All this information may be packaged within a badge image file that can be displayed via online CVs and social networks.
- Each Badge includes the description of the achievement: i.e., it describes the particular path a learner undertook for his or her achievement, accompanied by the evidence to support the badge award.
- Each Badge includes information about the earner's identity, a link to information about the issuer and a link to a description of what a badge represents.
- Badges can be used to unlock learning and career pathways. They can be used to support individuals to achieve learning goals, to provide routes into employment; and to nurture and progress talent within organizations.
- Badges can represent personal attributes that matter to employers (such as digital literacy)
- Badges can be used in a professional or educational context. Thousands of organizations, including non-profit organizations, major employers or educational institutions, issue badges in accordance with the Open Badges Specification.

4. Key Elements

4.1 Issuer

The issuer defines a competence that could be acquired by a user, designs the learning material for it and assesses the users with regards to the acquisition of the competence. The issuer then creates a relevant badge and makes it available for earning by any user. For each badge, the issuer should make available details of the criteria that an earner must meet in order to be awarded the specific badge. The reviewer of an assessment compares the evidence provided by the earner against the specific badge criteria.

Any individual or organization can create an Issuer profile and begin defining and issuing Open Badges. This is done by a diverse range of organizations and communities, including:

- Schools and universities
- Employers
- Community and non-profit organizations
- Government agencies (including NASA)
- Libraries and museums
- Event organizers and science fairs (Including Intel)
- Companies and groups focused on personal development (such as the DICIPASS4YOUTH consortium)

4.2 Badge Issuing Platforms

Many companies have badge issuing platforms, compliant with the Open Badges Specification. They provide a wide range of services which allow non-technical users to issue Open Badges



credentials. The platforms used for issuing Open Badges offer a variety of custom services including online badge designers, badge discovery, issuing, assessment workflow, display, user profiles, social sharing and tools to integrate with existing learning systems. All Open Badges issuing platforms allow recipients to export their badges to other online options. This allows users to stack and share their badges earned on different platforms and to choose their own spaces to establish their identity on the web.

4.3 Earner

Open Badges help recognize skills gained through a variety of experiences, regardless of the age or background of the learner. They allow earners to get awards for following their interests and passions, and to unlock opportunities in life and work by standing out from the crowd. Earners have to register on the organization's platform and can claim a badge when the pre-defined criteria have been met during the evaluation phase.

4.4 Earner

There are different options for the assessment process:

- Asynchronous assessment: learners seek out the assessment when it is convenient for them instead of being required to take an exam at a pre-determined time.
- Stealth assessment: assessment and awarding badges can happen automatically and provide immediate feedback.
- Portfolio assessment: work samples, projects and other artefacts the learner has produced can be used as evidence for claiming a badge.

4.5 Displayer

Open Badges are designed to be shared. By sharing them, individuals exhibit their achievements to others and turn them into a valuable currency to unlock new opportunities. Most issuing platforms provide users with the ability to connect and store their badges to this Backpack. When retrieving badges from the earner's Mozilla Backpack (using the account connected to the email address), the displayer will only be able to access those badges that the earner has chosen to be public.

Badges can also be shared:

- On blogs, websites, e-Portfolios, and professional networks
- In job applications
- On social media sites - Twitter, Google+, Facebook, LinkedIn
- In an e-mail signature



5. Technical Aspects

An earnable badge is defined as a badge class, using a variety of data items including descriptions, criteria and information about the issuing organization. When an issuer decides to award that badge to a specific earner, he or she creates a badge assertion. A badge assertion describes the data for an awarded badge. It includes the earner's identity and a link to the generic badge class, which in turn is linked to information about the badge issuer. The image for a badge should be a square PNG (or SVG). The file size should be a maximum of 256KB and should not be smaller than 90 px square.

Things you can verify and explore in a badge:

- Details about the organisation issuing the badge
- What the individual has done to earn the badge
- The criteria that the badge has been assessed against
- That the badge was issued to the expected recipient
- The badge earner's unique evidence (optionally included)
- When the badge was issued and whether it expires

6. Institutional Endorsements

6.1 Governmental Institutions

The Council of the European Union is one of the intergovernmental institutions which have expressed their support to the open badges as one of the nonconventional approaches to recognize someone's work. Within the EU, the Lithuanian National Commission for UNESCO together with the Lithuanian Association of Non-Formal Education recommend the use of open badges to other UNESCO affiliated schools in the country (Lithuanian National Commission for UNESCO, 2016).

Aside from these EU bodies, in 2013 the U.S. Department of Education's Office of Vocational and Adult Education (OVAE), funded a study which "explores the feasibility of developing and implementing a system of digital badges for adult learners and the implications for policy, practice, and the adult education delivery system" (Finkelstein, Knight, & Manning, 2013).

6.2 Private Sector's Endorsement

Aside from Mozilla Foundation which started with the idea of open badges, various entities in the private sector have been using open badges. For instance, the American company Microsoft "developed a badge system for the Partners in Learning Network (PiLN) of educators and school leaders to promote technological competencies and relevant skills in today's digital age." (Chow, 2014).



7. Open Badges for the DICIPASS4YOUTH Project

Open Badges provide portable and verifiable information about various skills and achievements. Adults can unlock opportunities by sharing collections of badges representing desired skill sets in a dynamic, evidence-based way. Open Badges represent legitimate, authenticated achievements described within the badge and linked to the DICIPASS4YOUTH project.

The DICIPASS4YOUTH consortium has designed the competences framework and the educational pack the following modules based on the survey results targeted to the needs of young people(101):

- Module 1: Digital Etiquette
- Module 2: Digital Literacy
- Module 3: Digital Rights & Responsibility
- Module 4: Digital Access
- Module 5: Digital Communication
- Module 6: Digital Security & Safety
- Module 7: Digital Law & Copyright
- Module 8: Digital Commerce
- Module 9: Digital Health &Footprint

The DICIPASS4YOUTH consortium has created one badge for each module (Figures 1). An additional badge named 'Digital Citizen' as an overall badge when the user will earn all the modules/badges. And the 'DICIPASS Mentor Badge' is created for the youth workers who will attended the C1 Train the Trainers Activity and will be the mentors/trainers in the DICIPASS4YOUTH Programme.





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OPEN BADGES ECOSYSTEM



Figure 1: DICIPASS4YOUTH Open Badges Eco-System

Each Open Badge consists of the below:

1. **Name:** The name of the Open Badge is comprised by the name of the Module and the description of the level of difficulty.
2. **Learning Outcomes:** A list of the learning outcomes to be acquired.
3. **Level:** The level of difficulty of the assessment that needs to be done to achieve the Open Badge.
4. **Design of Open Badge:** The Visualization (image) of the Open Badge for Module (see Figure 1)
5. **Main Objective:** A description of the Open Badge related to the main objectives of each Level.
6. **Assessment Criteria:** The criteria to be used to assess whether the learning outcomes of all levels have been achieved and whether the set of skills and competences of all levels have been acquired by the learners. The criteria and the assessment methods that have to be followed in order to receive a badge are described in the following sections.
7. **Evidence:** The proof and the evidence of the acquired skills i.e. quiz grades, etc. This process is fully automatized on the e-tool where the assessment tests are automatically graded.
8. **Issued by:** In this section the issuer of the Open Badge is specified, which in this case is the DICIPASS4YOUTH Consortium.

8. Badges Awarding Criteria

The young people (DICIPASS4YOUTH target group) will acquire an open badge based on the number of their correct answers for each module. For each module, the consortium created a pre-assessment questionnaire for participants/users to submit before enroll into a course and check their knowledge in each module. After their enrollment into the course(s), they must do the post-assessment questionnaire for each module to successfully earn a badge.



- **Mentor badge:** At the end of the short-term staff training (C1) all participants will be given the MENTOR BADGE that gives proof of their ability to support and manage the DICIPASS4YOUTH Programme.

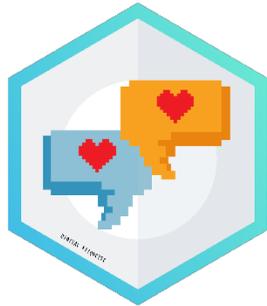


Figure 2: The DICIPASS4YOUTH Mentor Badge



Overview of the Open Badges

Module 1 – Digital Etiquette



Module 1: Digital Etiquette

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the ‘Digital Etiquette’ module. The module aims to explain in detail the concept of digital etiquettes and participation in today’s society, especially for young people and youth workers, who are going to encounter more and more changes throughout their lives.

Learning Outcomes: Digital etiquette, Digital Citizenship



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Module 2: Digital Literacy

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Literacy' module. During this module, youngsters will possess a much wider range of digital skills, knowledge of the basic principles of computing devices, and skills in using computer networks. The youngsters will have the ability to engage in online communities and social networks and will be able to find, capture, and evaluate information.

Learning Outcomes: Digital Literacy, Digital Citizenship



Module 3 – Digital Rights & Responsibility



Module 3: Digital Rights & Responsibility

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the ‘Digital Rights & Responsibility’ module. The exercise of an empowered digital citizenship relies on knowing about our digital rights and the responsibilities of different actors (public authorities, online platforms, educational institutions and internet users), their duties to ensure positive online interactions, to protect victims of negative online communications and to provide them with remedies in case of rights infringement and in securing respect for digital rights in order to prevent online threats.

Learning Outcomes: Digital Rights and Responsibility, Digital Citizenship



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Module 4 – Digital Access



Module 4: Digital Access

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Access' module. The module aims to explain in detail the concept of digital access in today's society, especially for young people and youth workers, who are going to encounter more and more changes throughout their lives.

Learning Outcomes: Digital Access, Digital Citizenship

Module 5 – Digital Communication

Module 5: Digital Communication



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Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Communication' module. This module aims to educate young people about utilizing digital channels of communication; to enhance ability to communicate and how to use social media channels properly and safely. This module will be also dedicated to raise awareness of ways young people can engage with others through phones, tablets, and other digital resources; how to seek digital collaboration through various digital means.

Learning Outcomes: Digital Communication, Digital Citizenship

Module 6 – Digital Security & Safety



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Module 6: Digital Security & Safety

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Security & Safety module. The module will address the precautions that all technology users must take to guarantee their personal safety and the security of their network while also protecting others.

Learning Outcomes: Digital Security and Safety, Digital Citizenship

Module 7 – Digital Law & Copyright



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Module 7: Digital Law & Copyright

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Law & Copyright' module. This module addresses the restrictions and legal rights on governing technology use. It gives an overview of what digital law is, types of violations, their consequences (divided into topics) and the expected skills knowledge and attitudes acquired by young people at the end of the course.

Learning Outcomes: Digital Law and Copyright, Digital Citizenship

Module 8 – Digital Commerce



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Module 8: Digital Commerce

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Commerce' module. The module will address the precautions that all technology users must take to guarantee a safe digital commerce experience. This will be explained through educational topics that will teach young people safe online shopping techniques, prevention measures against identity theft and actions to be taken if a security breach happens.

Learning Outcomes: Digital Commerce, Digital Citizenship

Module 9 – Digital Health & Well-being



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Module 9: Digital Health & Well-being

Criteria: Pass the Pre-Assessment Questionnaire and the Post-Assessment Questionnaire

Description: This badge is awarded for completing the 'Digital Health & Wellbeing module. This module presents the impact of excessive technology use in digital citizens' psychological and physical health and also presents ways to minimize this impact by having a healthy relationship with the internet (social media, gaming, gambling etc.) and in general with digital technology.

Learning Outcomes: Digital Health and Well-being, Digital Citizenship

Overall Badge

Overall badge



Criteria: Pass all the modules

Description: This badge is awarded for completing the 'DICIPASS4YOUTH' course. The earner of this badge has proven to have the following knowledge, skills and competences for the modules:

1. Digital Etiquette
2. Digital Literacy
3. Digital Rights & Responsibility
4. Digital Access
5. Digital Communication
6. Digital Security & Safety
7. Digital Law & Copyright
8. Digital Commerce
9. Digital Health &Footprint

Learning Outcomes: Digital Citizenship



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User manual of the e-Learning Platform

In IO4, the DICIPASS partnership developed the DICIPASS e-Learning Platform, an online learning motivational environment.

The e-Learning Platform features a simple and easy-to-navigate user interface, so users of all target groups can find what they are looking for without having to go looking in endless pages and links. The DICIPASS e-Learning Platform hosts all training material that were developed in IO3. Additionally, the e-Learning Platform can be used as an assessment and validation tool, since it hosts pre-assessment and post-assessment quizzes (assessment) that users need to take in order to obtain a DICIPASS Badge (validation).

The e-Learning platform is available in several languages: English, Greek, Lithuanian, German and Spanish.

A user can access the DICIPASS e-Learning Platform using the following link:

[DICIPASS e-learning Platform – Learn to be a Digital Citizen \(4learning.eu\)](https://4learning.eu)

The user interface

Upon entering the platform, a user can start immediately their learning journey. Navigating the home page, a user can identify the following sections:

1. Main menu
 - a. Home
 - b. e-Academy
 - c. e-Community
 - d. About DICIPASS
 - i. Contact
 - e. My Account
2. Accessibility options (blue button-top right corner)
3. Training programme overview
4. Most popular courses
5. Course providers
6. FAQs
7. Becoming an ambassador





New users should create a free account in order to freely access all content of the website and training material. To create a new account, click on “My Account” which is located on the main menu bar:



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On the next page, click on “Create a new account”.

Please Sign-In to view this section

Username or Email Address

Password

Remember Me [Forgot Password?](#)

LOG IN

Create a new account:

Become a Digital Citizenship Ambassador!

Spread your knowledge on Digital Citizenship to your peers.

Register

Fill in your details and then click on “Register”. A confirmation email will be sent to you. Follow the instruction there, to activate your account.

Student Registration Page

First Name Last Name

First Name Last Name

User Name E-Mail

User Name E-Mail

Password Password confirmation

Password Password Confirmation

Register

If you are a trainer or youth worker, after creating your user account, you need to send us a request to give you the respective permissions. You can do that by visiting the “Become a Digital Citizenship Ambassador!” section which you can find at the bottom of the home page. Click on “Register” and follow the instructions. An admin will review your request and a confirmation email will be sent to you.



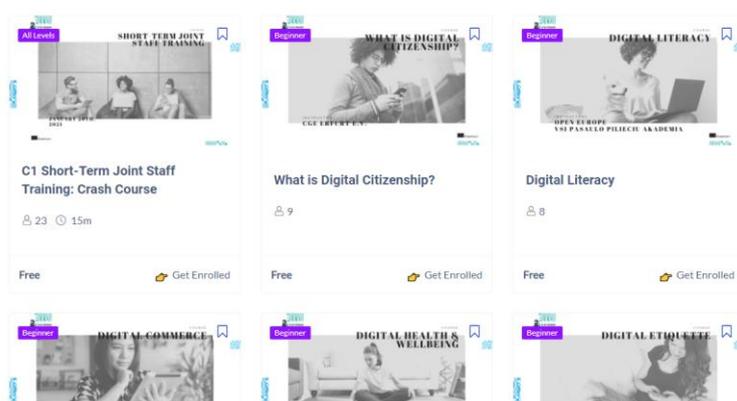


Accessing Training Material

Upon creating your account, you should have access to DICIPASS training material. You can access the different courses by clicking on the “e-Academy” button which is located in the main menu bar.



A list of all available courses will appear. Make sure you are logged in so you can access the training material.



You can choose which course you want to attend and then by clicking on it you can enter the course and read some general information about it as well as browse its topics.



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Digital Security & Safety

Categories	Total Enrolled	Last Update
Digital Citizenship	4	March 22, 2021

Course Status



Description

The module will address the precautions that all technology users must take to guarantee their personal safety and the security of their network while also protecting others.

[Course Page](#) [Announcements](#) [Gradebook](#) [Resources](#)



START COURSE

COMPLETE COURSE

You have been enrolled on **March 1, 2021**.

Tags

Digital Security

8 Lessons

Topics for this course

- Introduction
- Overview of Module 8
- Pre-assessment quiz
- Learning Outcomes
- Topic 1: Technology protection and measures
- Topic 2: Risks of malware, spyware and adware
- Topic 3: Social media security
- Test your knowledge!

About the instructor

 **George Papaioannou**

☆☆☆☆☆ 0 (0 ratings)

 7 Courses  42 students

By clicking “Start Course” you enter the learning environment in which you can read more details about the module and the topics.



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In each course, there is a pre-assessment quiz which checks your prior knowledge on the topics.

In the “Learning Outcomes” section there are additional resources (attachments) which you can read as a student or as a teacher.



Finally, at the end of each course there is a post-assessment quiz which validates your acquired knowledge in each module.

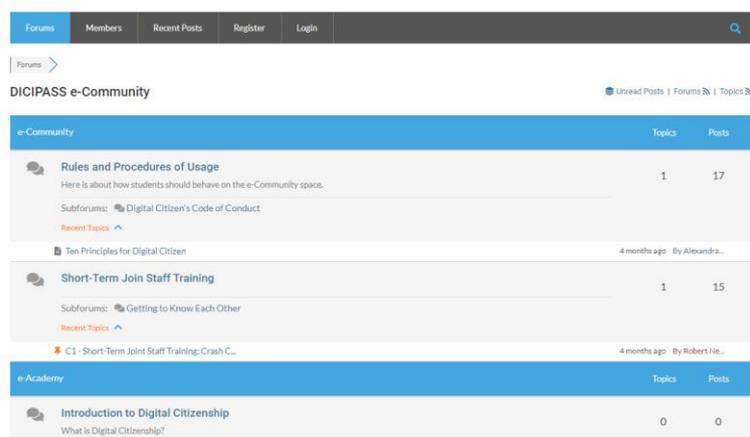
The screenshot displays a course interface. On the left is a 'Lesson List' sidebar with the following items: 'Introduction to the Module' (+), 'Learning Outcomes' (+), 'Topic 1: Technology protection and measures' (+), 'Topic 2: Risks of malware, spyware and adware' (+), 'Topic 3: Social Media Security' (+), 'Test your knowledge!' (-), and 'Module 8: Post-assessment Quiz' (○). The main content area is titled 'Module 8: Post-assessment Quiz' and includes a 'Go to Course Home' link and a 'Complete Lesson' button. The quiz content includes a welcome message and three true/false questions:

- Malware is considered a technical threat.
 True
 False
- Secure public Wi-Fi needs a password to log in. In addition, it will ask you to fill a registration form with personal details as well as your bank account number.
 True
 False
- Putting your 3rd cousin's name as you password to you social media accounts is fine. After all nobody knows her from you circle.
 True
 False



Other Functionalities

e-Community



e-Community is a communication forum integrated in the DICIPASS Online Learning Platform. Different users (students, educators, youth workers, etc.) can use this forum to communicate, exchange ideas, ask questions, read important notifications, etc. Each user can create a new discussion thread or post to an already existing one. In the end of the page, a series of statistics is displayed, such as number of forum threads, number of topics, posts, online users, etc.

e-Databank

e-Databank is a virtual repository of resources and tools related to DICIPASS and to Digital Citizenship. Users can browse different resources according to their interests, they can filter specific topics and tools and they can advance, in general, their knowledge past the training course. The resources and tools in the e-Databank are categorised based on their type for ease of access.



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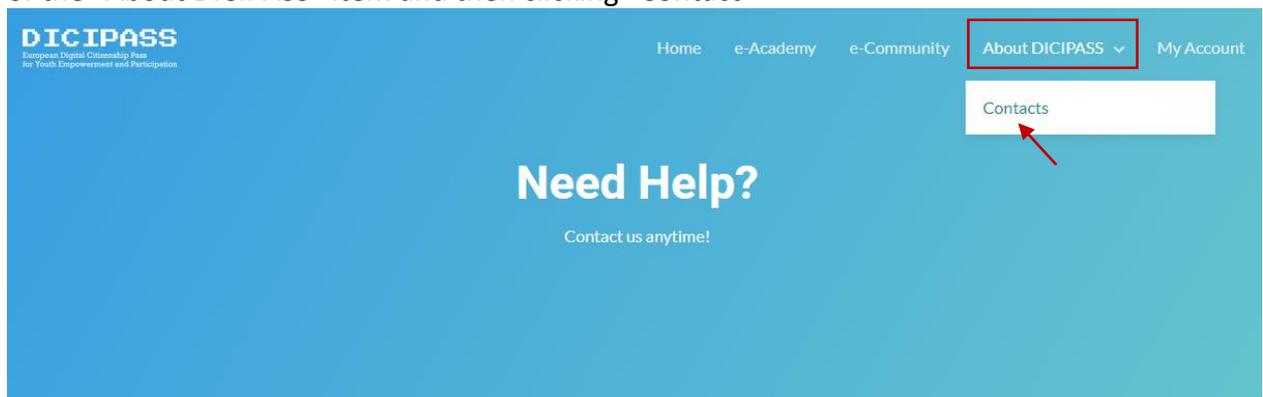
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Contact

The contact page features three white boxes at the top, each with a circular icon and text: 'Call Us' with a phone icon and number '+49 (0361) 6021515', 'Write Us' with an envelope icon and email 'info@cge-erfurt.org', and 'CGE Erfurt e.V.' with a location pin icon and address 'Salinenstraße 34, 99086 Erfurt'. A small circular icon with a person symbol is in the top right corner. Below these is a 'Send Us a Message' section with a white form containing fields for 'Full Name *', 'Email *', 'Subject', and 'Comment or Message *', followed by a blue 'Send Message' button.

If a user need help about something, they can visit the “Contact” page in the platform and get in touch with us either via phone/e-mail or by leaving a message in the platform. The “Contact” page can be accessed by the menu bar on the top of the page by hovering on top of the “About DICIPASS” item and then clicking “Contact”



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

This project has been funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

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DICIPASS
European Digital Citizenship Pass
for Youth Empowerment and Participation

PR. NR. 2019-1-DE04-KA205-017888



PROJECT INFORMATION

PROJECT ACRONYM: DICIPASS4YOUTH

PROJECT TITLE: DIGITAL CITIZENSHIP FOR YOUTH: EUROPEAN DIGITAL CITIZENSHIP PASS FOR YOUTH EMPOWERMENT AND PARTICIPATION

PROJECT REFERENCE: 2019-1-DE04-KA205-017888

PROGRAM: KEY ACTION 2 COOPERATION FOR INNOVATION AND EXCHANGE OF GOOD PRACTICE

WEBSITE: [HTTP://DICIPASS.EU/](http://dicipass.eu/)

CONSORTIUM:



Erasmus+

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