

EMPOWER 4 DIGILINE

EMPOWER FOR DIGITAL LINGUISTIC EDUCATION

Objectives

- Promoting the uptake of new technologies and AI tools Increasing inclusion and accessibility
- Expanding the use of digital assessment and feedback tools Promoting digital resilience and media literacu

Results

- 1. A policy report
- 2. An online train-the-trainer course
- 3. An online game
- 4. A video-based MOOC

Target groups

- · Language teachers and trainers
- Language learners
- · Adult education providers and language schools























