Project Selection Criteria

As digitalization and digitally supported learning have been the focus of many projects worldwide, especially since the COVID-19 pandemic, and will continue to play a very important role in the future, it is important to analyse current projects in order to learn how digital competences of different target groups can best be strengthened in different settings. Digital competences allow access and participation for all to a world that is becoming more and more digital, strengthen employability and innovation capacities of countries and are key for decreasing (digital) inequalities. This toolkit is aimed at all policy makers in partner countries, teachers and trainers, school administrators, implementing agencies but also others that are interested in learning more about good practise examples on how to strengthen digital competences in TVET and HE. In order to be able to select useful good practise examples some criteria have to be applied to narrow down the list of potential projects and at the same time ensure a diversity of examples and hands-on approaches.

Proposed selection criteria for good practice projects

- Clear **Outputs, for example:**
  - **concrete tools** such as e-manuals, toolkits, apps, forums focusing on digital competences, trainings, MOOCs, study programmes, incubation programmes, (digital) systems used, etc.
  - **concrete processes**, such as development of specific training with the partners, policy development processes, curricula development with the private sector, etc.
- **Direct beneficiaries of the selected projects are either:**
  - Students, especially girls
  - Women,
  - Students with disabilities,
  - (Economically) disadvantaged students and students from remote/rural areas
  - Teachers/Trainers,
  - TVET/HE staff,
  - Job counsellors
  - Private sector trainers/trainings companies
- **Project status either:**
  - in implementation for at least 6 months
  - recently finished
- **Practise-oriented:**
  - Tools or processes used have been piloted, evaluated and improved
- **Impact/Outcome**:
  - positive impact of projects for direct beneficiaries, e.g. youth found jobs after their skills enhanced, women started their own business, people with disabilities have been included, more effective digital management systems are being used, etc.
- **Ownership** (sustainability):
  - Clear exit strategy after projects ends. Who will continue the piloted activities/approaches?

o   Level of engagement from different stakeholders, government, ministries, private sector etc.

o   Successful dissemination of the approach

o   Level of financial contributions of the local stakeholders

- **Regional Diversity:**
  o   at least one best practise example from each region covered by development cooperation

  o   Overall regional balance of the project examples

- **Diversity in (Technological) Implementation:** good practise projects must cover
  o   a range of different approaches

  o   examples for implementation in
     ▪   low-tech environments
     ▪   in high-tech environments

- **Principal for Digital Development:** good practise example must consider the principals for digital development in their approaches