



DIGITAL STORIES FOR SENIORS' INTERCULTURAL LEARNING

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▶ FINAL MEETING

The project partners met on February 7th, 2025, in Bitonto, Italy, to evaluate the main outputs produced in the project, discuss the local and transnational experience, and begin developing a follow-up strategy that ensures the sustainability of the project's results after its conclusion.

In all three participating countries, the implementation of the project was a success. The storytelling methodology generated interest among all senior participants, providing numerous insights for further work and opportunities for additional development.

WORKSHOPS FOR EDUCATORS ◀

In the final phases of the project, each partner organized a workshop with adult educators to promote the PLAY program and the guidelines for future implementations. Participants had the opportunity to acquire new knowledge and skills on how to structure training activities using digital tools to foster high-quality learning opportunities for seniors. In their role as potential multipliers, educators were able to exchange views on the program's potential, adaptations, and future developments.



▶ CINEMA' SESSIONS

One of the most engaging activities in this final phase was the organization of the Cinema' sessions—four per country—where seniors who had not participated in the project had the opportunity to share the digital stories produced while also experiencing learning and social interactions around the proposed themes. This proved to be a highly effective way to expand the community of seniors involved in intercultural learning experiences.



PROJECT PARTNERS



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