WP2.A3 THE DIGCOMP MATRIX

DIGIMUSE ENTER TRAINING

DIGCOMP 2.2	Digital Skills for Inclusion	AI for an inclusive & accessible cultural offer	Strategic Plan for inclusive digital innovation	European Opportunities for Digitalisation
Information & Data literacy	Browsing, searching and filtering data, information and digital content	> Ability to use web-based tools in cultural contexts > Familiarity with open digital tools for heritage sharing		> Know where search and apply for digital transformation grants > Familiarity with EU funding and digital-culture
	Evaluating data, information and digital content	> Ability to interpret analysis results; metadastandards	> Tracking and assess progress and impact	
	Evaluating data, information and digital content	> Competence with spreadsheets for reviewing and editing metadata > Manage data archives and structured records > Use of digital documentation forms and online repositories	> Use tools for managing character databases, audience flow, or guided interaction	> Governance of digital collections	> Know how to apply for digital transformation grants
Communication & Collaboration	Interacting through digital technologies	> Knowledge of mobile-responsive environments		> Stakeholders engagemente
	Sharing information and content through digital technologies	> Digital sorytelling techniques and platforms > Promote exhibition on social media		
	Engaging in citizenship trough digital technologies	> Ability to tell marginalised group' stories (e.g., migrants, LGBTQ+ etc.)		

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Communication & Collaboration	Collaborating through digital technologies		> Facilitating collaboration between technical and non-technical staff > Cloud-based file-sharing systems to improve internal collaboration > Capacity to engage external communities or stakeholders for feedback/co-creation processes > Engaging and interviewing community members or craftspeople	> Participate in EU cultural networks and platforms
	Netiquette	> Awareness of inclusive language, bias, and diversity in cultural heritage		
	Managing digital identity	> Graphic Design tool proficiency to improve professional outputs (e.g., promotional materials)	> Incresing visbility and promotion throgh digital tools	
Digital content creation	Developing digital content	> CMS content management > Simple multimedia editing (e.g., cropping, trimming) > Accessible formats (e.g., EPUB, screen reader PDFs) > UI/UX design > Podcast production and basic audiovisual editing > Leveraging digital marketplaces for selling NFTs and reaching global audiences	> Digital contents development through AI tools	
	Integrating and re-elaborating digital content	> QR code implementation and online purchasing systems to enhance visitor experience and revenue streams > Basic photo, video, and 360° content capture > Basic skills in metaverse platform	> Understanding how to combine digital content with historical stories	

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Digital content creation	Copyright and licenses	> Open-access standards > Open digital tools for heritage > Understanding copyright		
	Programming	> Basic Linux/Docker deployment > App Customisation/development		
Safety	Protecting devices	> Ability to manage servers, powerful computers, and networks		
	Protecting personal data and privacy		> Ethical considerations in using AI in cultural heritage	> Legal compliance with GDPR and copyright
	Protecting health and well-being	> Use inclusive style and language > Leverage social media for inclusive outreach or multilingual communication. > Accessibility features and accessible digital content (e.g., alt text, captions, readable layouts) > Inclusive audience engagement strategies (e.g., neurodiverse, visually impaired users, non-native languages) > Design inclusive audio guides tailored to diverse audiences (e.g., children, individuals with cognitive/language difficulties) > Assistive technologies (e.g., screen readers, voice interfaces)		> Strategy for inclusion/accessibility
	Protecting the environment		> Environmental impact of AI	> Sustainability planning for environmental impact of digital

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Problem solving	Solving technical problems	> Ability to manage servers, powerful computers, and networks > Quick problem-solving skills to keep technology running without issues > Address inconsistent internet connection		
	Identifying needs and technological responses	> Accessible formats (e.g., EPUB, screen reader PDFs) > Accessibility features and accessible digital content (e.g., alt text, captions, readable layouts)	> Developing a flexible digital strategy leveraging Digital-Humanities approaches > Aligning digital initiatives with organisational mission and potential > Test digital experiences for accessibility	> Know the EU funding mechanisms and opportunities to secure resources for digital/cultural initiatives
	Creatively using digital technologies	> Gamification (including gamification elements to be integrated in socila media) > Photogrammetry and drone operation skills > Virtual tours, augmented reality (VR and AR principles) > 3D modelling and rendering	> Understanding AI and text-analysis tools > Using AI tools for content creation and workflow support (e.g., ChatGPT OR Copilot) > Familiarity with machine learning and generative technologies > Exploring AI applications in the cultural sector (e.g., AI-driven restoration techniques)	> Understand how to integrate digital tools into traditional > Willingness to experiment with hybrid formats that combine analog and digital
	Identifying digital competences gaps		> Guiding staff through digitakl transition	

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