

4.3.3 TRANSFORMATION INTO DIGITAL KNOWLEDGE SHARING

4.3.3.1 Digitalisation Festivals: Aarhus

Internet Week Denmark; Aarhus: Internet Week Denmark is a festival taking place in and around Aarhus. The festival celebrates the success and the digital impact on innovation, business, and our everyday lives. The backbone of Internet Week Denmark is a weeklong festival based on crowdsourced events. This means that companies, educational institutions, networks and individuals contribute by hosting events during the festival. It is a great week of knowledge sharing, learning, social meetings, and networking. It brings attention to the impacts of the internet economy on growth and job creation as well as to the attraction and retention of talent and entrepreneurship. It is a week of talks, debates, workshops and hackathons. However, Internet Week Denmark is also a public festival for citizens and students. The festival is open to all, just like the internet is an open platform for all.

Find out more at: <https://iwdk.dk>

4.3.3.2 Digital Art Experiences: Cork

Digital Art Experiences; Cork: has some great examples of visitor attractions that have embraced the digital world and enhanced the visitor experience through online resources and tools for digital art experiences. For instance, Crawford Art Gallery houses a collection of over 3,000 works, ranging from 18th century Irish and European painting and sculpture, through to contemporary video installations. The museum's building dates back to 1724, welcomes over 250,000 visitors a year and is free to enter. Its tours and outreach programmes take place not only in the gallery but on the streets, in schools, in health settings and in a range of community venues. During the pandemic and the gallery's closure, the Crawford Gallery created a 3D tour online, allowing visitors to explore each floor, one-by-one from the comfort of their own homes. Their online resources include some focused activities for children, including the 'Colour our Collection' programme and the 'Talking Pictures' section of the website, both of which allowed children to engage with, and learn more about, the gallery's artworks remotely.

Find out more at: <https://crawfordartgallery.ie>
<https://libguides.ucc.ie/blog/Special-Collections-and-Archives-Launches-its-First-Colouring-Book>

4.3.3.3 Fostering Digital Education: Efeler; Eskisehir; Porto

EFEDERS Digital Education Platform; Efeler: The Municipality offers a digital education platform called EFEDERS. Login to EFEDERS digital education platform, an ambitious digital education project of Efeler, is provided with free access codes distributed in the Municipality's Cultural Houses, National Aydın Bank Cultural Center, Youth Street Schools District and Uğur Mumcu Park. Efeler Municipality aims to create a continuity in education and a conscious society by providing various ways to increase knowledge and access to education and information for students and parents living in Efeler district. This will facilitate to overcome the education crisis experienced during the pandemic. The EFEDERS project offers free video

lectures, online practice exams and online books to approximately 52,000 students in Efeler that are well-suited for kindergarten, primary, secondary, high school and university preparation. This project, carried out to ensure continuity in education, had and has an impact on children and youth. In this process, children who need to be supported the most are supported both with face-to-face education at EFESem and with distance education with the digital education platform EFEDERSTV. This project helped to meet the learning needs that arise with the ever-evolving technology. Realizing educational tourism in the digital environment helps to prevent this problem has also been a solution to the global problems experienced in recent years. The EFEDERS project was carried out by Efeler Municipality to create equal opportunities in educational activities and to eliminate the deficiencies in education.



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Find out more at :

<https://www.efeler.bel.tr/guncel/haberler/efesem-de-yeni-egitim-yili-basladi>

<https://www.cumhuriyet.com.tr/haber/dijital-egitim-platformu-efederstv-yarin-kamuoyuna-tanitolacak-1769432>

The Fairy Tale Castle, in a thematic park; Eskisehir: The Fairy Tale Castle is one of the thematic areas in Sazova Science Culture and Art Park, that is one of Eskisehir's thematic parks. Activities with the robotic legendary heroes are offered to visitors, in order to enable children to grow up as individuals. They can also express themselves through interactive games, that will allow them to get to know life, people, and to develop problem solving and creative thinking skills by using fairy tales, creative drama and current education methods.

Find out more at: https://www.eskisehir.bel.tr/sayfalar.php?sayfalar_id=57

“ReinventPorto” Project; Porto: The “ReinventPorto” project was launched with the original intention of providing digital training and assistance to 120 small and medium sized businesses in Porto. This was in direct response to the digital transformation of the tourism industry and the global COVID-19 pandemic. The project finished with having trained 204 SMEs in their transition to the digital economy and successfully enabled a more digitalised tourism industry in Porto.