ACSOL Project

Acquiring crisis-proof skills through online learning

Roberto Boselli – 30/03/2023

Erasmus+ Program

- ACSOL is funded under the Erasmus+ 2014 – 2020 Programme
- "Vocational education, and training" funding sub-programme
- 2 years (1 Maggio 2021 – 30 Aprile 2023)

Project Partners

- LANBIDE, Servicio Vasco de Empleo (SPAIN)
- PROSPEKTIKER, S.A., Instituto Europeo de Prospectiva y Estrategia (SPAIN)
- UNIVERSITY OF MILANO BICOCCA (ITALY)
- UNIVERSITY OF EXETER (UNITED KINGDOM)
- TRADES UNION CONGRESS (UNITED KINGDOM)
- UNIVERSITATEA DE VEST DIN TIMISOARA (ROMANIA)
- OTTO-VON-GUERICKE UNIVERSITAET MAGDEBURG (GERMANY)
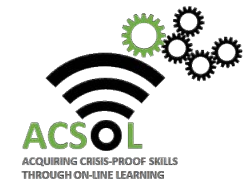
ACSOL Objectives

Goal:

- The goal of the ACSOL project is to expand adult digital skills training provision through online learning targeting two Covid-19 vulnerable sectors: workers in **social care/health support** and workers in the **entertainment, arts and culture sector**

Outputs:

1) **Guide to digital Skills** in the social care sector and the arts, entertainment and culture sector

2) **Key strategies** and contents on digital skills for hybridization of jobs in the social care sector and the arts, entertainment and culture sector

3) **Online learning Toolkit** for workers of the social care sector and the arts, entertainment and culture sector
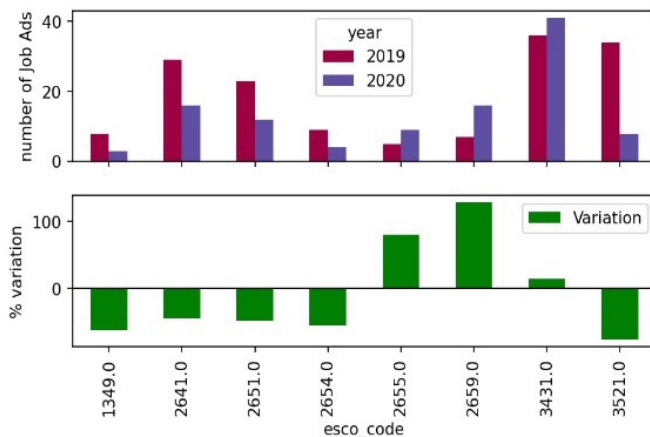
Labour Market Big Data Analytics

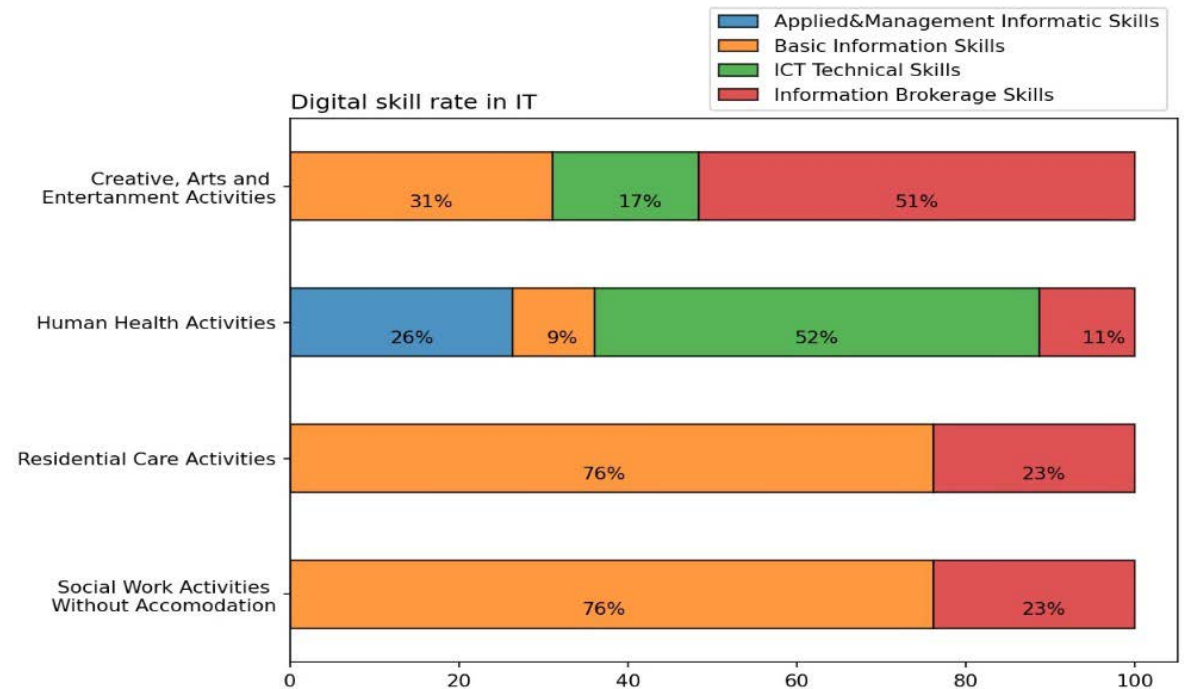## Arts, Entertainment and Culture Sector

Relevant ESCO Occupations - IT

Digital Skill rate - IT

Trend of Job Vacancies (2019-2020) for the NACE division: 90 - ['Creative, Arts and Entertainment Activities'] in IT

ESCO codes
- 1349 - Professional services managers not elsewhere classified
- 2641 - Authors and related writers
- 2651 - Visual artists
- 2654 - Film, stage and related directors and producers
- 2655 - Actors
- 2659 - Creative and performing artists not elsewhere classified
- 3431 - Photographers
- 3521 - Broadcasting and audiovisual technicians

Digital skill rate in IT

Legend:
- Applied&Management Informatic Skills
- Basic Information Skills
- ICT Technical Skills
- Information Brokerage Skills

Activity	Applied&Management	Basic Information	ICT Technical	Information Brokerage
Creative, Arts and Entertainment Activities		31%	17%	51%
Human Health Activities	26%	9%	52%	11%
Residential Care Activities		76%		23%
Social Work Activities Without Accomodation		76%		23%

ACSOL Online Learning Toolkit

Arts and Culture Sector 3 units (c. 3.3 hours)

Arts And Culture Sector

Unit 1 - The Digital Future For Arts   +

Unit 2 - Digital Mindset   +

Unit 3 - Tools And Skills   +

Unit 1 - The Digital Future For Arts

This unit helps you to discover what it takes to transform an organization to reap the full benefits of digital tools and data, and how to prepare to address our sector's pressing digital challenges.

1.1. Case Study: Freelancers

1.2. Case Study: Museum

1.3. Case Study: Theatre

https://bcomm.ro/acsol/

GRAZIE!