



B-SKILLS

Upskilling adults learners with Blockchain basic skills



The Project

The project's main aims are to increase the supply of high-quality training for adult learners, focusing on blockchain technology. This initiative enables adults to harness the potential of this disruptive technology, improving their access to digital services and employment opportunities. Digital inclusion, as supported by the European Commission, is a key goal, particularly given that a significant percentage of the European population lacks basic digital skills.

Blockchain, as a pervasive and transformative technology, is at the core of the European Digital Strategy 2021-2027, offering not only improved services but also new job and career prospects. However, despite the need for blockchain literacy, there is currently a lack of educational pathways for adult learners. The project addresses this gap by providing educators and adult learners with flexible and engaging training materials to enhance their blockchain-related digital skills, fostering digital inclusion and professional growth.

The partnership consists of seven organizations from six different countries, working together to achieve these goals through various activities, including the creation of a blockchain simulator, toolkit, and MOOC, as well as staff training, project monitoring, quality assurance, dissemination, and multiplier events. A follow-up will assess the project's sustainability and impact.

For more information, visit the project website:
<https://www.bskills.eu>

IN THIS EDITION

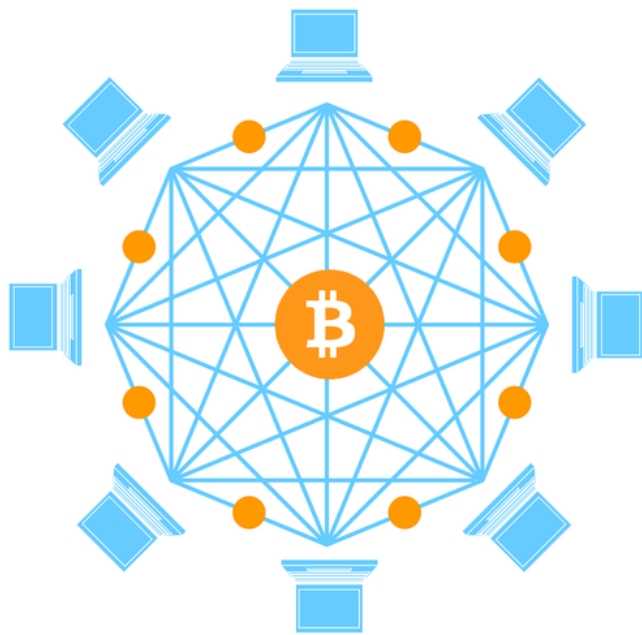
PROJECT SUMMARY

B-SKILLS SIMULATOR

B-SILLS MOOC

PROJECT'S NEXT STEPS





B-SKILLS MOOC

In another significant stride, the recently introduced B-Skills MOOC brings to fruition a foundational understanding of blockchain. This online training course represents an important milestone, enabling adult learners to confidently access and employ blockchain-based services in their daily lives and professional endeavors. The course not only delves into the inner workings of blockchain and its implications but also equips learners to access digital services and employment opportunities within the blockchain sphere, broadening their digital competence and horizons. This MOOC has been recently launched, in different media such as in the blockchain subnetwork of the IASP (International Association of Science Parks and Areas of Innovation).

For more information, visit the MOOC website [here](#)

B-SKILLS Simulator

The B-Skills Simulator has been successfully launched as a game-based online tool that simplifies complex blockchain concepts. This development represents a significant milestone, empowering adult learners to purchase, manage cryptocurrencies, and comprehend the role of cryptography. This accessible and engaging platform enable users to acquire practical skills, from selecting brokers to identifying risks, and even using Crypto ATMs.

Visit the simulator [here](#).



Project's next steps

The project also includes a pilot testing in all the partner countries and will consist of a small-scale study, which aims at investigating whether the results produced, especially the B-Skills Toolkit, the B-Skills Simulator and the B-Skills MOOC are effective in achieving the B-Skills project's objectives.

The Pilot testing will be monitored and evaluated based on tools and procedures planned, to address the relevance of all the results delivered, the Impact of the outcomes, the sufficiency of the materials, and finally the support available to users of the results/products.

B-Skills is an Erasmus+ Cooperation Partnership in adult education and training.

Project Number: 2021-1-IT02-KA220-ADU-000033410.

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.