



# REPLICABILITY TOOLKIT



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## What is DIGITABLE?

The DIGITABLE project, funded by the Erasmus+ program, is dedicated to creating accessible and inclusive digital education for individuals with sensory disabilities. The project focuses on Vocational Education and Training (VET) and aims to bridge the digital divide by developing tools and methods that cater to diverse learner needs.

With the rapid shift to online learning, especially after the COVID-19 pandemic, people with disabilities face significant barriers in accessing education and professional training. To address this challenge, DIGITABLE equips trainers with new skills and resources, enabling them to provide effective, engaging, and inclusive learning experiences.

### The project emphasizes three core objectives:

- **Improving Accessibility:** Ensuring that digital training environments are adapted to support individuals with sensory impairments, such as visual or hearing disabilities.
- **Empowering Trainers:** Developing specialized competencies for trainers to deliver inclusive education.
- **Increasing Workforce Participation:** Enhancing career opportunities for individuals with disabilities by providing them with accessible vocational training.



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## Key Results and Impacts

The DIGITABLE project has delivered three major results that are essential to achieving its inclusive education goals:

1. **DIGITABLE Inclusive Digital Trainer Curriculum:** This curriculum was designed to give vocational trainers the knowledge and tools they need to deliver online education to people with sensory disabilities. It focuses on practical, accessible digital teaching strategies.
2. **DIG.I.T.ABLE Training Course for Certified Inclusive Digital Trainers:** This training course, aimed at professional educators, provides a certification process to ensure that trainers are fully equipped to deliver inclusive digital education. The course teaches both technical and pedagogical skills necessary for engaging learners with disabilities.
3. **DIGITABLE Replicability Toolkit:** The toolkit includes operational guidelines, methodologies, and practical tools to help other organizations replicate the project's success. This toolkit allows VET organizations to adopt the inclusive digital teaching strategies developed by the project and apply them in different contexts.

## Methodology for Creating Inclusive Training

The methodology behind DIGITABLE is focused on developing inclusive training systems that cater to learners with sensory disabilities. This process is grounded in a few key elements:

- **Needs Analysis:** The project conducted a thorough needs analysis through surveys and interviews of individuals with sensory disabilities. This analysis provided crucial insights into the challenges faced by people with visual and hearing impairments when accessing digital learning environments.
- **Feedback-Driven Improvements:** The methodology includes gathering feedback from trainers and learners through focus groups, questionnaires, and interviews. These insights were used to refine the digital tools and teaching methods to make them more effective and accessible.
- **Inclusive Design Principles:** The toolkit integrates accessible teaching practices that address the diverse needs of learners with disabilities. It includes guidelines for using assistive technologies like screen readers, text-to-speech software, and sign language interpretations, ensuring that learning environments are adaptable and inclusive.





## Technologies for Inclusive Training

- **Assistive Technologies**
  - **Screen Readers:** Convert text to speech for visually impaired learners.
  - **Text-to-Speech Software:** Helps learners with visual impairments or reading difficulties.
  - **Sign Language Integration:** Videos and presentations incorporate sign language for deaf learners.
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- **Interactive Tools for Collaboration:**
  - **Mentimeter:** Creates real-time interactive polls, quizzes, and word clouds.
  - **Trello:** A visual project management tool that organizes tasks into boards.
  - **Miro:** A digital whiteboard tool for brainstorming and interactive learning.
- **Learning Assessment Tools**
  - **Kahoot & Socrative:** Fun and engaging platforms that allow trainers to assess learning in real-time through quizzes and games.
  - **Google Forms:** Used to create accessible quizzes and surveys, with options for text-to-speech and extended response time.
- **Accessibility Features**
  - **Subtitles and Captions:** Ensure that all video content is accompanied by captions.
  - **Audio Descriptions:** Narrate key visual elements for learners with visual impairments.
  - **Customizable Interface:** Platforms allow adjustment of font sizes, colors, and contrasts to meet the needs of learners with disabilities.



# Best Practices for Trainers

Creating inclusive learning environments requires special attention to the needs of learners with disabilities. Here are some best practices for trainers:

- **Before Training:**
  - **Prepare Materials:** Ensure all content (slides, videos, quizzes) is available in accessible formats (e.g., with captions, transcripts, and descriptions).
  - **Test Technology:** Verify that tools like screen readers and video conferencing platforms are fully functional and accessible for all participants.
- **During Training:**
  - **Accessible Content Delivery:** Use high-contrast visuals, clear fonts, and plain language. Avoid multitasking so learners can focus on one form of input at a time.
  - **Incorporate Breaks:** Schedule regular breaks to prevent fatigue, especially for learners who rely on sign language interpretation or screen reading software.
  - **Engage with All Learners:** Ensure that all participants can ask questions or engage in discussions using accessible methods (chat, captions, or sign language).
- **After Training:**
  - **Share Accessible Recordings:** Provide session recordings with captions, transcripts, and audio descriptions. Allow learners to review the material at their own pace.
  - **Feedback:** Collect feedback in multiple accessible formats (text, audio, or video) to ensure continuous improvement in future sessions.



# Certification and Mobility of Trainers

The *DIGITABLE* project offers a clear path to certification for trainers, ensuring they meet the highest standards of inclusivity in digital training. Here's how it works:

- **Competency Requirements:** Trainers must demonstrate proficiency in both inclusive teaching methods and digital tools. Key areas of focus include:
  - Accessibility in digital platforms.
  - Adaptation of training materials for learners with sensory disabilities.
- **Certification Standards:**
  - **European Qualifications Framework (EQF):** Certification is aligned with this European standard to ensure recognition across different countries and educational systems.
  - **ECVET (European Credit System for Vocational Education and Training):** Trainers' skills are certified and transferable across various EU member states, making their qualifications portable.
- **Assessment:**
  - Trainers undergo competency assessments through practical exercises, role-plays, and digital evaluations.
  - Feedback from both learners and external assessors is used to validate their ability to deliver inclusive training.

By earning this certification, trainers not only enhance their professional skills but also contribute to building a more inclusive and accessible education system across Europe.



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# Steps to Replicate DIGITABLE Success

## 1. Adapting Existing Tools

- **Use of Digital Platforms:** Modify popular tools like Trello, Miro, and Google Meet to be more accessible (e.g., captions, high-contrast interfaces).
- **Assistive Technologies:** Integrate screen readers, sign language, and text-to-speech features into learning environments.

## 2. Creating Inclusive Curriculum

- **Customize for Local Contexts:** Translate the curriculum and adjust content for different languages and cultures.
- **Feedback Integration:** Use feedback from both trainers and learners to continuously refine the content and ensure it meets diverse needs.

## 3. Building Accessible Digital Classrooms

- **Design for All:** Follow accessibility guidelines for all content, including visual, auditory, and interactive elements.
- **Use Flexible Learning Paths:** Offer synchronous (live) and asynchronous (recorded) sessions to cater to various learning preferences



# Case Studies and Practical Examples

- **Case Study 1: Adapting Training for Visual Impairments**
  - **Challenge:** A group of blind participants needed access to visual content during an online training session.
  - **Solution:** Screen readers, audio descriptions, and clear verbal instructions were used to make all materials accessible.
  - **Outcome:** The learners successfully completed the course and reported a high level of engagement.
- **Case Study 2: Incorporating Sign Language**
  - **Challenge:** Deaf participants required live translation during video conferencing sessions.
  - **Solution:** A sign language interpreter was pinned on-screen during live sessions, and all videos were captioned for better understanding.
  - **Outcome:** Learners actively participated and were able to fully engage with the material.
- **Case Study 3: Interactive Learning for All**
  - **Challenge:** Ensuring that collaborative activities, such as brainstorming on digital whiteboards, were accessible for all learners.
  - **Solution:** Tools like Miro and Trello were adapted with captions, audio guides, and alternative text to ensure inclusivity.
  - **Outcome:** The training sessions were inclusive and collaborative, leading to better learning outcomes for all participants.



# Future Directions

## 1. Expanding Across Europe

- **Goal:** To replicate the success of *DIGITABLE* in various European countries by adapting the toolkit to different languages and cultures.

## 2. Developing New Technologies

- **Next Steps:** Continue to integrate emerging assistive technologies, such as AI-driven tools for real-time translation, to further improve accessibility.

## 3. Bridging the Employment Gap

- **Focus:** Increase collaboration with employers to ensure individuals with disabilities can access job opportunities after completing vocational training.

# Recommendations for Trainers

- **Ensure Accessibility:** Make all digital content accessible (e.g., captions, transcripts, screen readers).
- **Adapt Tools to Learners:** Use technologies suited to the specific needs of learners with disabilities (e.g., sign language interpretation, audio descriptions).
- **Plan and Prepare:** Ensure that all learning materials are ready and accessible before training begins.
- **Engage Continuously:** Foster interaction during training through accessible activities and clear communication.
- **Use Clear Language:** Opt for plain language in all instructions and materials.
- **Offer Flexible Learning:** Provide both live and recorded sessions to cater to different learning preferences.
- **Collect Feedback:** Regularly ask for learner feedback to make continuous improvements.
- **Promote Collaboration:** Use accessible digital tools to encourage group work and discussion.
- **Allow for Extra Time:** Ensure learners with disabilities have the time they need to complete tasks and assessments.
- **Follow-Up After Training:** Provide post-training materials (e.g., recordings, notes) in accessible formats.





## Conclusion

The *DIGITABLE* project has pioneered a new approach to vocational education by focusing on inclusivity and accessibility. Through the development of adaptable tools, accessible digital platforms, and inclusive teaching methodologies, it has provided a blueprint for organizations across Europe to replicate and implement inclusive training.

This guide summarizes the key components of the project, offering clear steps and recommendations for trainers and institutions aiming to make their learning environments more accessible. By following these guidelines, educators can ensure that individuals with sensory disabilities are fully included in the learning process, opening up new pathways for professional growth and employment.

The future of inclusive education is bright, and *DIGITABLE* is paving the way for a more equitable digital learning landscape across Europe.

## More info

For more information on how to implement inclusive digital training in your organization and to access additional resources, visit the *Digitable* project's official website. Stay connected with the latest updates, success stories, and upcoming events by following us on social media. Join us in building a more accessible and inclusive future for digital education!

Visit us at: [Click here to visit the DIGITABLE Project's website](#)

Do you need more information on the project? [Click here to access the full DIGITABLE Replicability Toolkit](#)

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