Inspiring innovation in language education: changing contexts, evolving competences
Inspirer l'innovation dans l'éducation aux langues : contextes changeants, compétences en évolution
Innovationsimpulse in der Sprachenbildung: Kontexte und Kompetenzen im Wandel

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Participant's report
to the National Nominating Authority and
the National Contact Point

Meeting report

In the three weeks after the event, please complete this report. It contains two sections:

1. **Reporting**: this is intended as a feedback on the event, on what was learnt, on how the event will affect your work and on how it will be disseminated. In addition to the ECML National Nominating Authority and the National Contact Point in your country the ECML will use the report[1] in the "Experts involved in ECML activities" section of each ECML member state website (please see http://contactpoints.ecml.at).

   This section should be written in one of the project's working languages.

2. **Public information**: this is intended as an information on the ECML project and its expected value for your country. The content should be of interest for a larger audience. Thus it should link up to interesting publications, websites, events etc. which were discussed on the occasion of the workshop or which are relevant in your country. The public information should be a short, promotional text of about 200 words.

   This section should be written in (one of) your national language(s).

The completed file should be sent to

- the ECML National Nominating Authority and the National Contact Point in your country (contact details can be found at http://www.ecml.at/aboutus/members.asp)

- and in copy to ECML Secretariat (Erika.komon@ecml.at)

within the given deadline.

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[1] Only if you authorised the ECML to publish your contact details.

Name of the workshop participant	Stephanie Wössner
Institution	Landesmedienzentrum Baden-Württemberg
E-mail address	woessner@lmz-bw.de
Title of ECML project	Digital citizenship through language education
ECML project website	https://www.ecml.at/ECML-Programme/Programme2020-2023/Digitalcitizenshipthroughlanguageeducation/tabid/4302/Default.aspx
Date of the event	Nov 4-5, 2021
Brief summary of the content of the workshop	During the workshop we learned about the project "Digital citizenship through language education", had a look at and discussed several examples of how to implement activities leading to digital citizenship through language education and created our own learning activities in small groups.
What did you find particularly useful?	It was interesting to learn about the perspectives of different countries in relation to the overall topic of the workshop. It was particularly intriguing to see the different stances on privacy in the European Union, with Germany being one of the more restrictive countries in this respect. Personally, I realized that during the past 15 years, I have included similar frameworks and activities in my work.
How will you use what you learnt / developed in the event in your professional context?	I will - make references to the workshop in meetings where "new" methods of learning are discussed in order to make my peers understand that my belief in authentic communicative situations is not just something I came up with one day but that it is an approach that is used in many countries. - find ways to continue integrating these concepts into my projects in a way that lets me respect privacy regulations in education in Germany - think about how to integrate these concepts with my focus on Extended Reality, Game-based Learning and Artificial Intelligence because I believe that certain problems relating to privacy could be solved that way. I also believe that particularly Extended Reality and Game-based Learning have a huge potential in making digital citizenship in a European context and including language learning more accessible.

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	- have a closer look at the Reference Framework of Competences for Democratic Culture because I believe it to be a great addition to the theoretical background of my activities.
How will you further contribute to the project?	I will think about how to apply the Reference Framework of Competences for Democratic Culture to my fields of expertise and contact the ECML to see how we could integrate Extended Reality and Game-based Learning into future projects.
How do you plan to disseminate the project? - to colleagues - to a professional association - in a professional journal/website - in a newspaper - other	I will, of course, speak to my colleagues at the Landesmedienzentrum Baden-Württemberg about the event and refer to it in my professional activities whenever I can. I might also publish a blogpost on my blog (www.petiteprof79.eu) and/or write a short article about the event in one of the magazines I am working for as a co-editor.

2. Public information

Short text (about 200 words) for the promotion of the ECML event, the project and the envisaged publication with a focus on the benefits for target groups. This text should be provided in your national language(s) to be used for dissemination (on websites, for journals etc.).

Der Workshop zum Thema "Digital citizenship through language education" ermöglichte einen interessanten Austausch mit Kolleginnen und Kollegen aus ganze Europa. Das vorgestellte Konzept birgt ein großes Potenzial für das Sprachenlernen in der von der Digitalen Transformation geprägten und vernetzten Welt des 21. Jahrhunderts. Es bietet Ansatzpunkte für das zukunftsorientierte Lernen, welche jedoch im jeweiligen nationalen Kontext aufgrund von Datenschutzvorschriften unterschiedlich umgesetzt werden müssen. So können wir gemeinsam eine Grundlage dafür schaffen, dass die heutigen Lernenden die Kompetenzen erwerben, die sie angesichts einer unberechenbaren exponentiellen Zukunft dringend benötigen, um aktuelle und zukünftige Herausforderungen gemeinschaftlich über Ländergrenzen hinweg zu bewältigen und die Welt von morgen aktiv mitzugestalten.

Ein großes Potenzial sehe ich v.a. darin, authentische Kommunikationssituation in (DSGVO-konformen) virtuellen Welten zu schaffen und so die digitale Teilhabe mit innovativen Ansätzen wie Game-based Learning und Extended Reality zu verbinden. Dazu ist es jedoch nötig, das traditionell eher hierarchische Verhältnis von Lernenden und Lehrkräften aufzubrechen und eine authentische Lernsituation zu schaffen, die beide als Lernpartner auf einer Reise des lebenslangen Lernens versteht.