



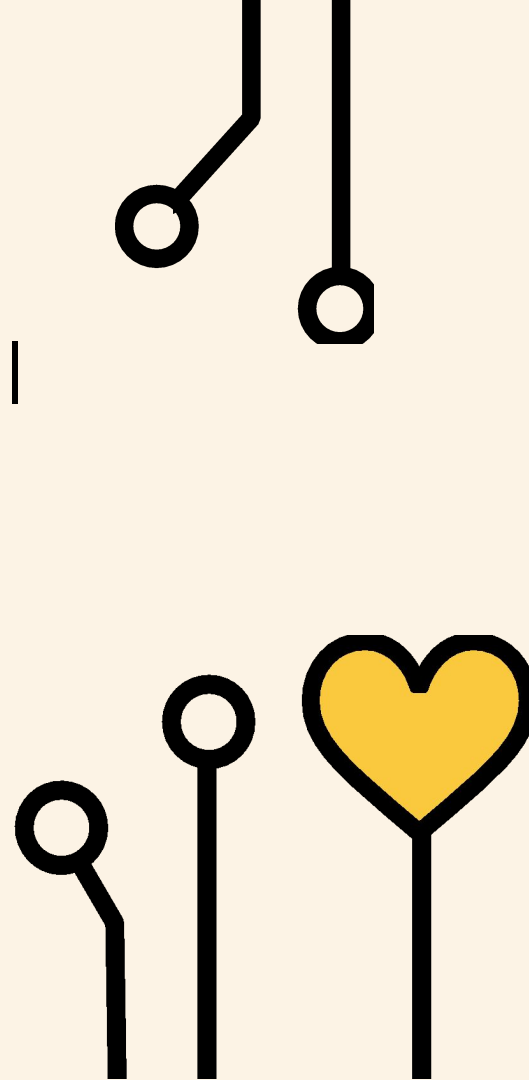
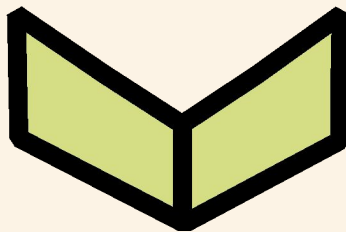
ERASMUS-EDU-2024-POL-EXP-DIGITAL
Well-being in Digital Education Ecosystem
<https://windee.eu/>

Defining Well-being in Digital Education Ecosystem

Prof. dr. Airina Volungevičienė
Vytautas Magnus University, Lithuania



Co-funded by
the European Union





WINDEE ARGUMENTS

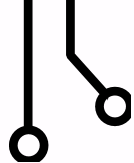
we prioritize **Well-being**, offer **Evidence-Based Innovation**, promote **Empowerment**, ensure **Inclusivity**, drive **Collaboration**, and foster **Sustainability**

WINDEE aims to enhance digital well-being in education by equipping students and educators with tools, training, and environments that **support healthy, focused, and engaging use of digital technologies**

WINDEE envisions a future where **digital education empowers learning while safeguarding mental, emotional, and physical well-being**—integrated into policy and practice through collaboration, innovation, and evidence-based strategies across Europe

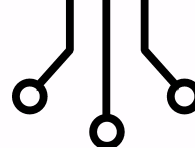
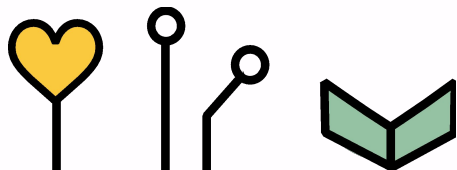


<https://windee.eu/>



Target groups

School students
Teachers
University students striving to become teachers
Educational staff
Schools
HEIs
Policy makers
Communities and parents
EdTech providers
Employers



Objectives

- Enhance digital skills and competences for educators and students to support effective teaching and learning.
- Design and implement a Digital Well-being Framework, integrating principles into curricula and teacher training.
- Develop tools, training materials, and conduct policy experimentation to validate the framework in real educational settings.
- Engage stakeholders, produce policy recommendations, and promote systemic impact through dissemination and cross-border cooperation.



WINDEE OUTCOMES



Digital Well-being Framework promoting responsible tech use, balanced digital environments, and data privacy by addressing personal, contextual, and device-related factors.



Evidence Base for Policy including research, tool assessments, and case studies to highlight effective strategies for improving digital well-being in education across Europe.



Educator Training and Resources which will include a self-paced course and materials on digital well-being, reaching 100+ educators and integrated into programs.



Stakeholder Community that will consists of 200+ members, including educators, policymakers, and EdTech experts, fostering collaboration and dialogue.



<https://windee.eu/>



WINDEE

Partners



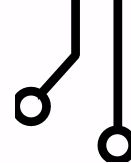
VYTAUTAS MAGNUS
UNIVERSITY
MCMXXII



TALLINN UNIVERSITY



Universitat
Oberta
de Catalunya



Nacionalinė
švietimo
agentūra



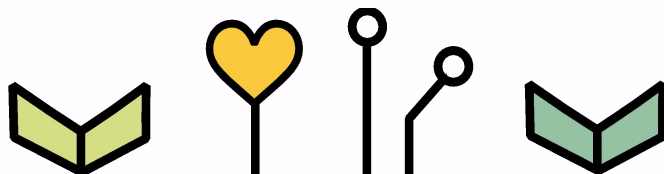
LIETUVOS KURČIŲJŲ IR
NEPRIGIRDINČIŲJŲ
UGDYMO CENTRAS



STIFTERVERBAND
Associate partner



Knowledge
INNOVATION
Centre



<https://windee.eu/>



WINDEE

Action Lab **aims**

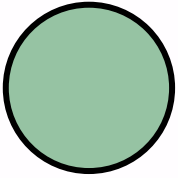
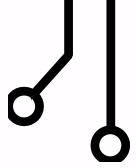
- Well-being in digital education ecosystem defined
- The factors affecting the well-being described
 - Person specific factors
 - Context specific factors
 - Device specific factors
- The „picture“ of a student and the educator working in the state of well-being in digital education area is collaboratively created



Co-funded by
the European Union

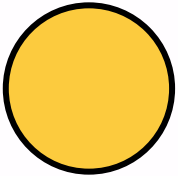


Action in groups



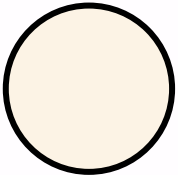
Envelop 1 – task 1

- Each group works on task 1 for 15 minutes



Envelop 2 – task 2

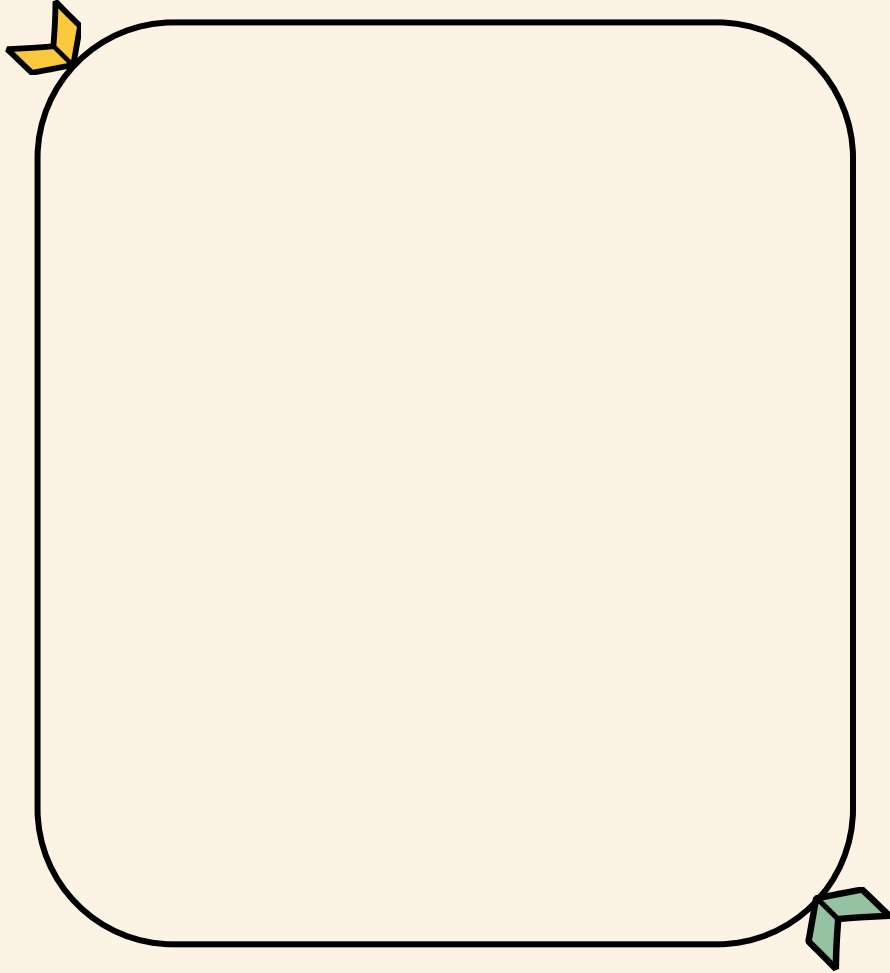
- Each group works on task 2 for 15 min



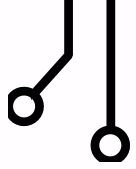
Collaborative picture drawing integrating results from tasks 1 & 2

- All groups put their results into the joint picture!

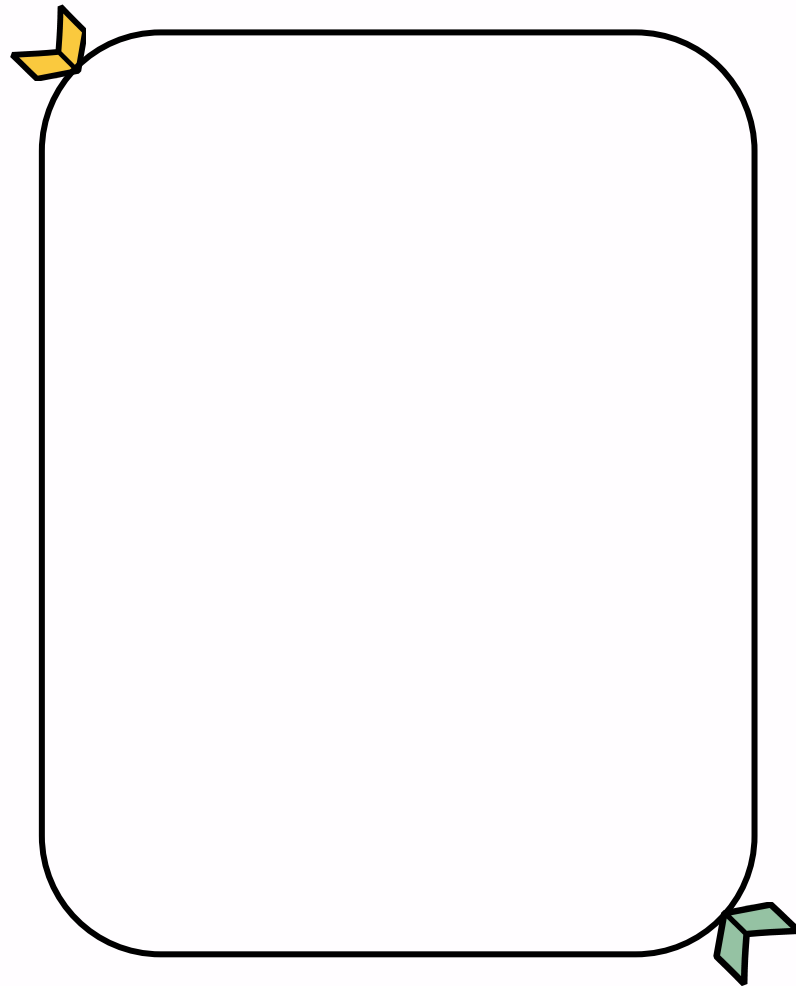




Group work results

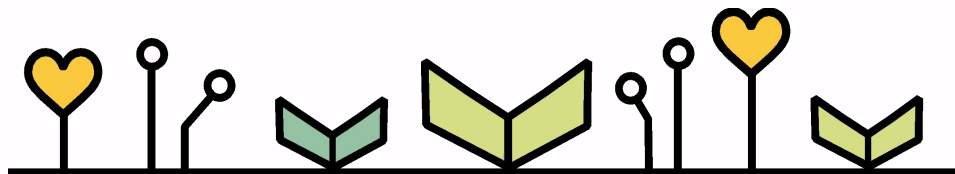
An empty rounded rectangle box with a black outline, intended for group work results.An empty rounded rectangle box with a black outline, intended for group work results.An empty rounded rectangle box with a black outline, intended for group work results.

Final picture!





**THANK YOU FOR
YOUR ATTENTION!**





Short description of WINDEE

WINDEE is a policy experimentation project aimed at improving the digital well-being of students and educators in educational settings across Europe. It addresses the lack of understanding, strategic approaches, and coherent policies concerning the mental, emotional, physical, and cognitive impact of digital education. The project will develop, test, and refine a comprehensive Digital Well-being Framework, incorporating personal, contextual, and device-specific factors. This evidence-based initiative will influence regional, national, and EU education policies and promote systemic change through collaboration among universities, schools, policymakers, EdTech experts, and educational networks.



WINDEE





WINDEE

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.

This work is licensed under a Creative Commons Attribution ShareAlike 4.0 International License.

You are free to:

Share — copy and redistribute the material in any medium or format

Adapt — remix, transform, and build upon the material
for any purpose, even commercially.

The licensor cannot revoke these freedoms as long as you follow the license terms.

Under the following conditions:

Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made.

You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.

ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.

No additional restrictions — You may not apply legal terms or technological



**Co-funded by
the European Union**

