Funded by the European Union. The information and views expressed herein are those of the author(s) and do not necessarily reflect the official opinion of the European Union or the Tempus Public Foundation. Neither the European Union nor the funding authority can be held responsible for them.

WP2: Development of an Open Educational Resource

User Guide:
DigityRoma Learning Platform

Prepared by E-square

version 1.0 of May 2025

Contents

1. Introduction to DigityRoma 2
2. Technical requirements 2
3. Platform structure 3
   3.1. Module structure 3
   3.2. Interactivity and evaluation 3
   3.3. Visual identity and accessibility 4
4. Learning modules overview 5
5. Registration and access 7
   5.1 How to register 8
   5.2 How to navigate the platform 8
   5.3 Accessing modules 9
   5.4 User actions 10
6. Account management 11
   6.1 Password recovery 11
   6.2 Account deletion 11
   6.3 Privacy and data protection 11
7. User support 12
8. Glossary of terms for open online courses 13

1. Introduction to DigityRoma

Welcome to the DigityRoma Open Educational Resource (OER) platform – a free, interactive learning environment dedicated to empowering Roma adults with the knowledge and skills needed for civic engagement, democratic participation, and digital literacy.

The DigityRoma platform is an integral part of the broader **DigityRoma project** (2023-1-HU01-KA220-ADU-000156736), an innovative initiative supported by an Erasmus+ consortium (IRMI, Germany, Macedonia; Symplexis, Greece; HEEDA, Hungary; E-square, France; Lendava, Slovenia, lead and coordinated by Romaversitas, Hungary). Its core mission is to create inclusive, accessible educational pathways for Roma communities, focusing particularly on:

- Upskilling Roma adults in areas related to political awareness, civic rights, and social responsibility.
- Supporting adult educators and trainers by offering methods and tools — such as digital storytelling — to better address the unique needs of Roma learners.
- Encouraging ICT adoption, which is essential for full participation in democratic societies in the digital age.

This guide provides a step-by-step explanation of how to register, navigate, and successfully complete courses on the DigityRoma platform.

2. Technical requirements

To ensure the best learning experience, users should have access to the following:

- A stable internet connection (download speed of at least 5 – 10 Mbps for basic e-learning tasks, and higher for streaming videos)
- An up-to-date web browser (e.g., Chrome, Firefox, Safari, Edge)
- Speakers or headphones for multimedia content
- A valid email address for registration and communication.

3. Platform structure

The platform is divided into **6 learning modules**, each targeting a specific civic and digital competence:

1. Digital Participation
2. Civic Education
3. European Citizenship and European Values
4. Critical Thinking and Participation
5. Political System
6. Digital Storytelling

3.1. Module structure

- Short introduction: Each module begins with the introduction of the team who developed the content, and a concise overview of the module and learning goals.
- Chapters: Modules are divided into three to five chapters, each tackling a sub-topic in detail.
- Assessment: After completing the module, learners are invited to take a final test to evaluate their understanding of the material.

Note: *The content is structured to support both independent, self-paced learning and instructor-guided instruction. Depending on the selected mode of engagement, the completion time for each module is approximately 1 to 3 hours.*

3.2. Interactivity and evaluation

The DigityRoma platform has been developed with a strong emphasis on **adult learning methodologies** and **learner engagement**, ensuring that the educational experience is both effective and motivating.

- The platform integrates a variety of interactive elements designed to sustain learners' attention and encourage active participation throughout each module.
- Gamification features, such as evaluation and step-by-step module assessments, offer continuous feedback and help learners be aware of their progress.
- Upon successful completion of all modules and assessments, users receive a personalized certificate. This certificate not only verifies the learner's participation but also includes an evaluation of their performance and provides a tangible validation of their learning experience.

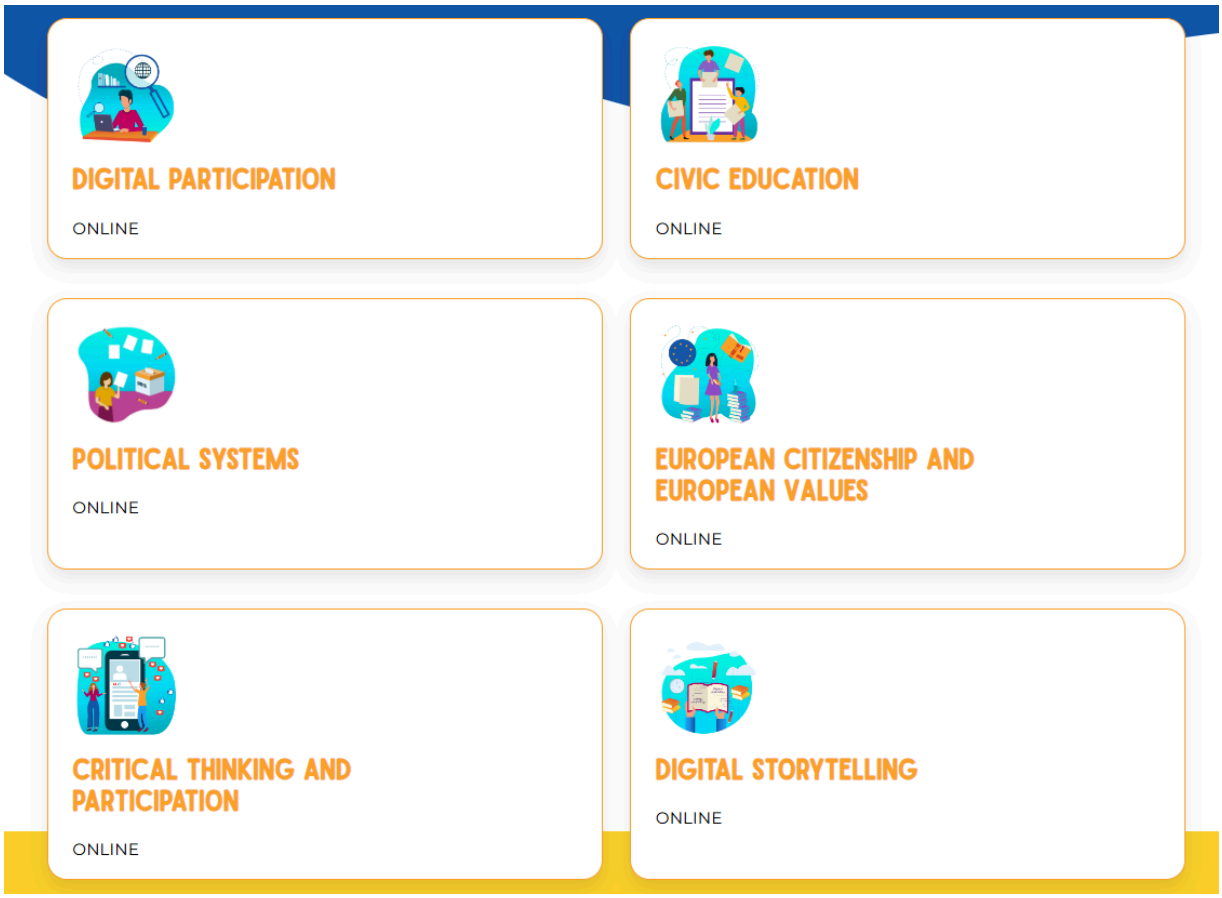
3.3. Visual identity and accessibility

The platform's design is based on the DigityRoma project itself, ensuring a cohesive and accessible user experience.

- The visual design — including colour schemes and logo usage — adheres to the project's established identity, fostering consistency across all project outputs.
- The platform is fully responsive and mobile-friendly, allowing users to engage with the content seamlessly across desktops, tablets, and smartphones.
- Particular attention has been given to usability and user-friendliness, making the platform intuitive and suitable even for individuals with limited digital skills.
- Free-of-charge: Platform is 100% free of charge, making life-long learning accessible to a wide range of audiences.

4. Learning modules overview

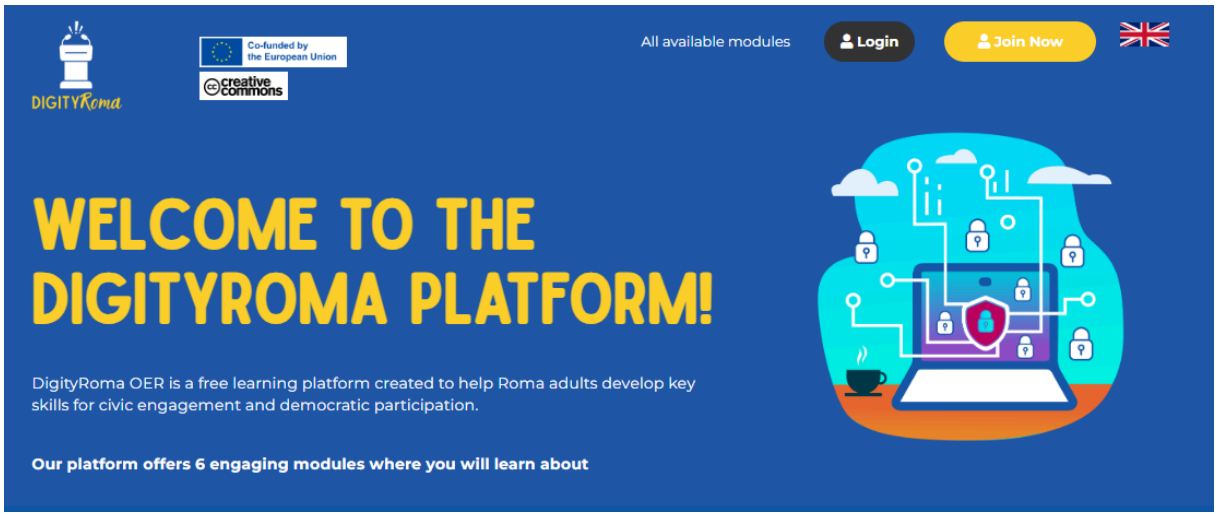
The DigityRoma platform offers **six structured learning modules**, each focused on a vital area related to civic participation, European citizenship, and digital skills. The curriculum has been carefully crafted by the project consortium to provide both knowledge and practical tools that Roma adults can use in their civic lives.



Available modules:

MODULE TITLE	DESCRIPTION
1. DIGITAL PARTICIPATION	Understand how to use digital tools for expressing opinions, accessing information, and engaging in community decisions.
2. CIVIC EDUCATION	Learn the basics of civic rights and responsibilities, the functioning of democratic institutions, and how citizens can actively participate in society.
3. EUROPEAN CITIZENSHIP AND EUROPEAN VALUES	Explore the values of the European Union, including human rights, freedom, and equality, and understand how these values impact everyday life.
4. CRITICAL THINKING AND PARTICIPATION	Develop critical thinking skills, including how to evaluate media, recognize misinformation, and make informed decisions in a democratic context.
5. POLITICAL SYSTEM	Gain insight into how political systems function at local, national, and EU levels, and how individuals can influence political processes.
6. DIGITAL STORYTELLING	Learn how to use personal narratives and digital media to share stories, advocate for community needs, and drive social change.

5. Registration and access



To access the learning materials, users need to **create a free account** on the DigityRoma platform. The registration process is straightforward and designed with user-friendliness in mind.

🔗 Access the platform directly: https://digityroma-oer.eu/

🔗 Access the platform via the project website: https://digityroma.com/about-the-project/ (see the Learning Platform section)

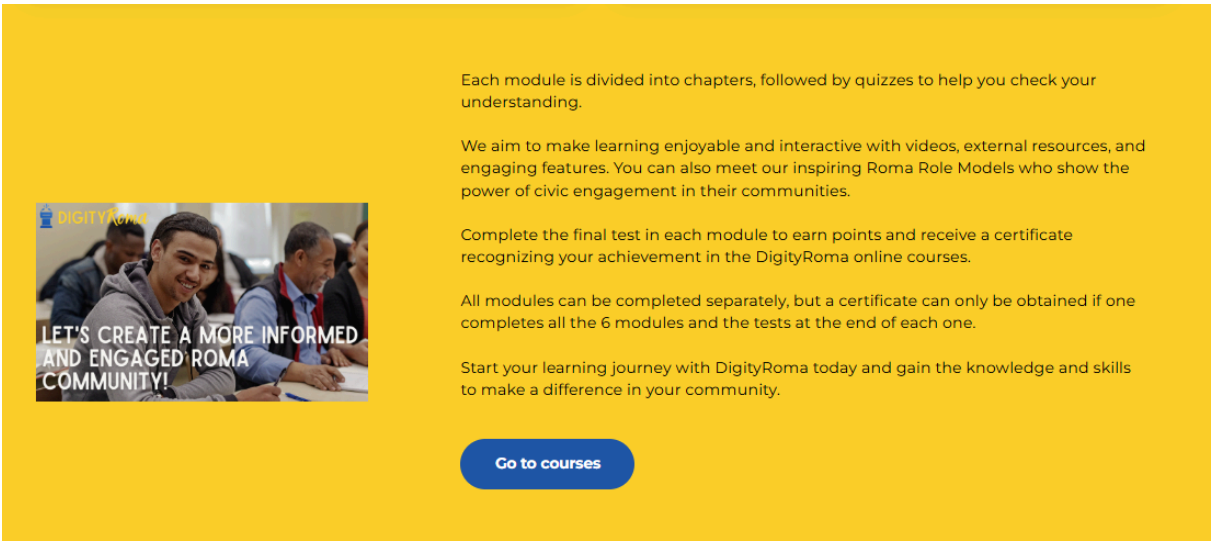
5.1 How to register

1. Open the DigityRoma platform in your browser at https://digityroma-oer.eu/
2. On the home page, locate the registration section and click on the "**Register**" button.
3. Complete the registration form with the following information:
    - Email address (mandatory)
    - Password (mandatory)
    - Repeat password (mandatory for confirmation)
    - Full name (optional, but recommended)
    - Phone contact (optional)
4. Read and agree to the platform's Terms of Use by ticking the checkbox.
5. Click the "Create Free Account" button to submit your registration.
6. Check your email inbox for a confirmation email. Click on the link provided to activate your account.
7. After activation, return to the homepage and use the "Login" button to access the platform.

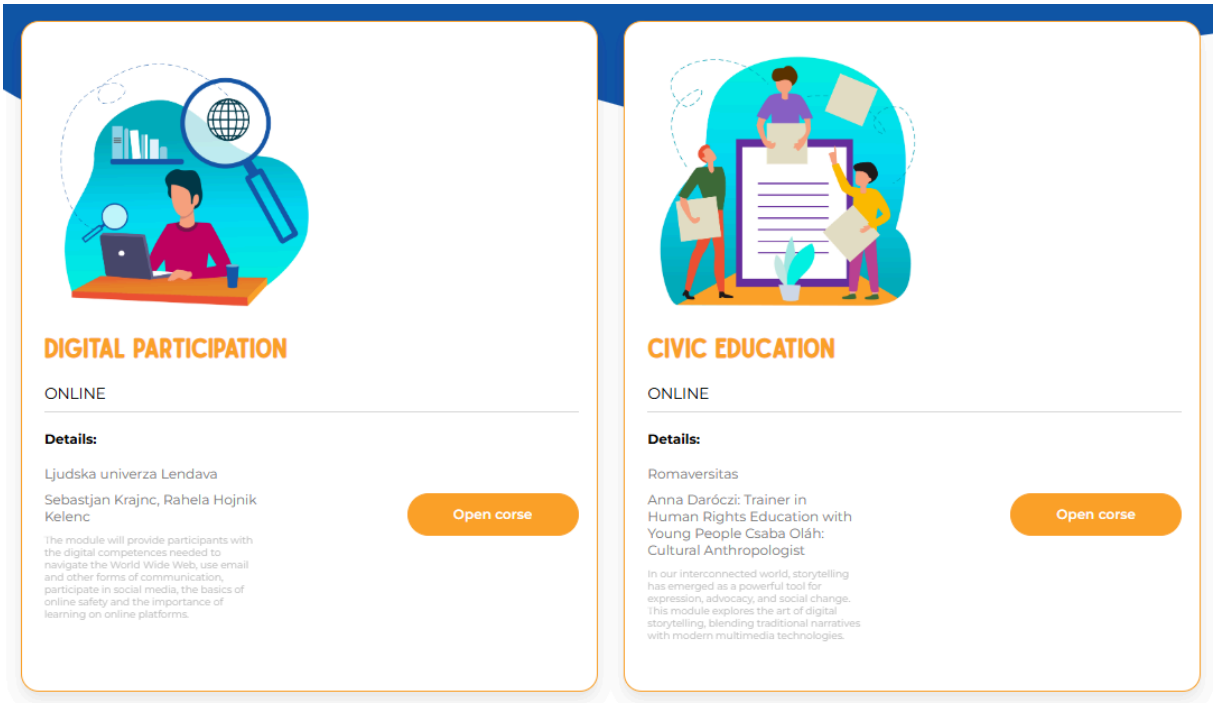
Note*: If you don't receive a confirmation email, check your spam/junk folder or check that you have entered the correct email address.*

5.2 How to navigate the platform

The DigityRoma learning platform has been designed to ensure intuitive navigation and ease of use for all learners, regardless of prior experience with online tools. Once logged in, users can access and move through the learning content in a logical, step-by-step manner.



5.3 Accessing modules



- Upon logging in, users are redirected to the homepage, which provides an overview of the available modules. However, this part of the page does not serve as the direct access point to the module content.
- To access and enroll in any of the available modules, users should click the blue "**Go to courses**" button located at the bottom of the homepage. This action will direct them to the course catalogue, where they can select and begin their desired modules.
- Users can start a course by clicking on "**Open course**"
- Modules are structured into multiple chapters and subsections. To begin, users click on "**Let's get down to it**".
- Users then use the **"Next"** or **"Continue"** buttons at the bottom of each chapter to move sequentially through the content.
- At any time, users can return to the module overview or previous chapters using the **navigation menu** on the side or top of the page.

5.4 User actions

Throughout the chapters, learners will be prompted to engage with various interactive activities designed to reinforce learning:

- **Quizzes and self-assessment tasks**: Answer questions or complete exercises to check your understanding of the material. Submit your responses to receive immediate feedback.
- **Videos and media content**: Watch embedded video lessons or storytelling clips by pressing the play button. These videos often illustrate key concepts or share personal narratives to enhance engagement.
- **Downloadable resources**: Where applicable, you may download supplementary materials such as reference documents.

6. Account management

6.1 Password recovery

If you are unable to access your account due to a forgotten password, you can initiate a reset by clicking the “Forgot your password?” link on the login page. You will receive an email with instructions for creating a new password. For security reasons, password reset links are time-limited and should be used promptly.

6.2 Account deletion

If at any point a user wishes to permanently delete their account and associated data, a request can be submitted through the platform’s contact form or support email. Account deletion will be handled in accordance with GDPR guidelines.

6.3 Privacy and data protection

The DigityRoma platform strictly adheres to the principles of the General Data Protection Regulation (GDPR). All user data is handled confidentially and is stored on secure servers. Personal information is collected solely for purposes related to course delivery, evaluation, and certification. Users have the right to access, correct, or request deletion of their data at any time. Detailed information is available in the platform’s Privacy Policy, accessible via the homepage or account settings menu.

7. User support

If users encounter any difficulties with registration, navigation, or learning content, they are encouraged to reach out using the email address info@digityroma-oer.eu or reaching out to the project partner in their respective country.

Note: *As of the publication date of this guide, the DigityRoma platform remains under active development. Modifications and enhancements may be introduced as part of the ongoing testing and piloting phase to ensure optimal functionality, usability, and alignment with user needs.*

8. Glossary of terms for open online courses

TERM	DEFINITION
MODULE	A structured unit of learning that covers a specific topic. The DigityRoma platform includes six modules, each focused on civic and digital skills.
CHAPTER	A subsection within a module. Each chapter explores part of the topic and often includes interactive activities or media.
DASHBOARD	The main screen after logging in, where users can view their courses, progress, and certificates.
ASSESSMENT	A quiz or test at the end of a module to check understanding of the material.
CERTIFICATE	An official document automatically generated by the platform after completing a module and passing its assessment.
INTERACTIVE CONTENT	Learning material that requires user participation, such as answering questions, watching videos, or downloading files.
SELF-PACED LEARNING	A learning method where users study at their own speed, without needing to follow a fixed schedule.
MOBILE-FRIENDLY	The platform is designed to work well on smartphones and tablets, in addition to desktop computers.
RESPONSIVE DESIGN	A web design approach that ensures the platform displays properly across all screen sizes and devices.
GAMIFICATION	The use of game-like features such as points or progress tracking to make learning more engaging and motivating.