

Dear all,

we are pleased to inform you that we have reached the end of Output 2 of DInSAd Project.

As you know, the project aims to strengthen the ability of adults to efficiently use digital tools as a precondition for improving their personal and professional life, significantly reducing the trend towards the intergenerational digital divide, by creating a board game which will be followed by a virtual game.



In July 2021 we reached the project's output 2: DInSAd board game was printed and each partner delivered it to mentors and participants, who tested it to evaluate its usefulness and effectiveness.

The results for each partner are encouraging and positive.

For more information please consult the [Game presentation](#) and the [Summary of the European validation report](#).

Thanks for your attention!