

IMPACT · EDUCATION · DIGITAL COMPETENCES

ANNUAL REPORT

2025

Digital skills for a society in which everyone can participate.



REPORT MAP

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A streamlined narrative designed for partners, funders, educators and community stakeholders.

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Message from the Director



**“Digital participation is
no longer optional.
It shapes access
to education, work,
public services and
democratic life.”**

In 2025, EOS Foundation continued to turn digital transformation into practical opportunity. We worked with educators, learners, libraries, community organisations and public institutions to make technology more accessible, useful and responsible.

Our work increasingly connected digital competence with the questions shaping society now: artificial intelligence, cybersecurity, inclusive education and the capacity of communities to participate confidently in a rapidly changing digital environment. At the same time, we remained anchored in a principle that has guided EOS for more than 25 years: innovation matters only when people can benefit from it.

The year also marked a new phase in our European cooperation. Through initiatives in education, libraries, active citizenship and employability, we strengthened the bridge between European competence frameworks and practical local delivery in Romania.

This report is a thank-you to our team, partners, funders, educators and beneficiaries. Their commitment makes lasting impact possible. Together, we are building a more inclusive, capable and future-ready society.

GABRIELA FORD

Director, EOS Foundation

A handwritten signature in blue ink that reads 'Gabriela Ford'.

2025 at a glance

A compact dashboard for the year's most important, verified results.



03 · IDENTITY

About EOS Foundation

Fundația EOS pentru Educație Digitală is a Romanian non-profit organisation established in 1999 to reduce the digital divide and help people benefit from technology.

Technology becomes valuable when it is accessible to everyone.

EOS designs and implements national and European programmes in digital skills, digital education, social inclusion, artificial intelligence, online safety and civic participation. Its work supports teachers, students, young people, adults, librarians, trainers and organisations that contribute to community development.

Our approach

- 🌐 Translate European frameworks such as DigComp and DigCompEdu into practical learning pathways.
- 🌐 Combine assessment, training, certification and community support.
- 🌐 Work through trusted local organisations to reach people who face barriers to participation.
- 🌐 Connect local experience with European cooperation, research and policy dialogue.

Long-term footprint

25+ years of experience in digital inclusion	100+ projects implemented
200,000+ beneficiaries supported over time	30+ European partnerships

Strategy for inclusive digital participation

EOS connects learning, inclusion and innovation so that people and communities can navigate digital change with confidence.

	Strategic area	Strategic goal	2025 achievement	Evidence
1	Digital competence	Develop relevant skills for citizens, educators and the workforce.	Strengthened teachers' digital skills through PRODiGY.	913 teachers successfully completed the training programme, delivered across 37 groups by 22 accredited trainers.
2	Education and innovation	Help learning organisations integrate technology and AI responsibly.	Promoted creative, practical learning through Minecraft Education.	Launched the 2025–2026 national competition, challenging students to build virtual survival shelters with functional automation.
3	Digital inclusion	Reduce barriers for people and communities at risk of exclusion.	Helped establish the evidence base for libraries as community digital learning hubs through DigLib.	34 Romanian librarians participated in the project's digital skills survey.
4	Safety and agency	Strengthen cybersecurity awareness, critical thinking and active citizenship.	Joined EnactAI to connect critical AI literacy with democratic participation.	EOS became the Romanian partner in a five-organisation European consortium.
5	Partnerships and policy	Build coalitions that turn evidence into sustainable practice.	Connected Romanian library needs with European research and educational development through DigLib.	EOS contributed to the cross-national research report and leads the project's methodology and curriculum work package.

Strategic progress and projects in 2025

National digital inclusion and education

In 2025, EOS contributed evidence on digital inclusion through its involvement in DigLib, including research into the capacity of Romanian public libraries to support digital learning. This work provides a basis for dialogue on libraries' role in community education.

European competence frameworks

EOS's programmes addressed digital skills for teaching, learning and participation. In the final report, alignment with DigComp and DigCompEdu should be demonstrated through specific curriculum references, assessment criteria or learning outcomes.

Local delivery network

EOS worked with schools, libraries, trainers and European partners to deliver digital education initiatives. PRODiGY involved 22 accredited trainers delivering training across 37 groups, while 34 Romanian librarians participated in the DigLib research survey.

End-to-end learning pathways

EOS connected learning with recognised assessment and opportunities to demonstrate skills. The Microsoft Office Specialist Championship linked certification with national competition and qualification for the world championship. PRODiGY supported teachers through structured training and successful programme completion.

Reach and communication

EOS used its website, social media and partner channels to promote learning opportunities, share resources and recognise participants' achievements. Overall, EOS reached a total of more than 350,000 people through its communications efforts.

The 2025 portfolio of projects are grouped into four themes.

AI & active citizenship

EnactAI and responsible participation in the age of artificial intelligence.

Libraries & communities

DigLib and the transformation of public libraries into digital learning hubs.

Education & innovation

PRODIGY, Microsoft Partner Schools, competitions and educator development.

Skills, safety & work

SHIFT4IT, cybersecurity and employability pathways.

EnactAI

EnactAI is an Erasmus+ cooperation partnership bringing together five organisations from four European countries. It addresses active citizenship and democratic participation in an era increasingly shaped by artificial intelligence.

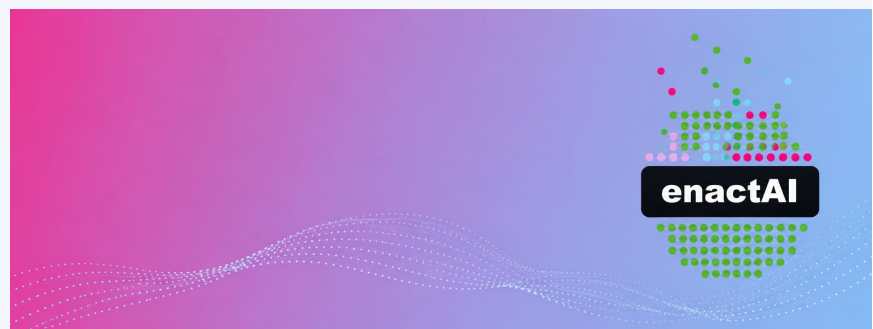
2025 FOCUS

AI literacy

Critical thinking

Active citizenship

European cooperation



Description

In 2025, Foundation EOS joined EnactAI - Empowering Youth: Navigating Democracy and Active Citizenship in Times of AI, an Erasmus+ cooperation project running until 2028. The partnership brings together five organisations from Germany, Austria, Croatia and Romania to connect AI literacy with democratic participation.

As the Romanian partner, EOS brings its experience in digital education, youth empowerment and inclusion. Its involvement connects the project's European approach with Romanian communities, supporting the ambition to help young people understand and critically assess how AI influences information, opinions and civic life.

The project's framework combines critical thinking, responsible AI use and non-formal education. Planned outputs include an [AI and Democracy Toolbox](#), training for youth workers and educators, and participatory activities that help young people explore misinformation, algorithmic bias and digital responsibility.

Launched in 2025, EnactAI established a shared direction for cooperation over the following years. Through open educational resources and international exchange, EOS aims to strengthen educators' capacity in Romania and support young people in participating confidently and responsibly in an increasingly AI-shaped society.

SEE MORE AT <https://enact-ai.eu/>

DigLib – Digital Libraries

DigLib is an Erasmus+ project running from 2025 to 2027. It supports public libraries as accessible community spaces for digital learning and helps librarians strengthen their role as facilitators for adults.



Description

In 2025, Foundation EOS began implementing DigLib - Digital Libraries, an Erasmus+ project running until 2027. Bringing together five partners from four European countries, the project supports public libraries in becoming inclusive digital hubs for lifelong learning. The partnership formally launched its activities in Milan in March 2025.

EOS contributed to the project's research by collecting and analysing evidence on digital education in Romanian libraries. In Romania, 34 librarians participated in the digital skills survey, helping identify staff development needs and opportunities to strengthen libraries' role in supporting adult learners.

This work informed the project's cross-national research report and collection of 15 good practices, published in 2025. These resources highlighted innovative library services and the need for practical digital training, stronger teaching skills and support for adults at risk of digital exclusion.

As the partner leading methodology and curriculum development, EOS has a central role in translating research findings into practical learning approaches. The work undertaken in 2025 laid the foundations for training and community activities that will equip librarians to support digital inclusion in Romania and across the partnership.

SEE MORE AT <https://dig-lib.eu/>

PRODIGY

The Pro Digitalisation in Education – PRODIGY initiative supports digital transformation in education. The 2025 report should explain EOS’s role, the delivery model and the concrete value created for participating institutions and educators.

2025 FOCUS

Institutional capacity

Teacher development

Digital practice

Sustainable change



Description

The EOS Foundation completed the training activities delivered through PRODiGY - Pro Digitalizare în Educație, an initiative dedicated to developing digital skills and effectively integrating technology into education. Throughout its implementation, the project aimed to support teachers in using digital tools for teaching, promote modern teaching and assessment methods, and build confidence in using technology in the classroom.

The training activities delivered through the PRODiGY project achieved significant results:

- 🕒 1,206 teachers enrolled
- 🕒 913 teachers successfully completed the training programme
- 🕒 22 accredited trainers involved in delivery
- 🕒 37 training groups organised

These figures reflect the scale of the initiative and teachers’ growing interest in developing their digital skills and integrating technology into education. The completion of the training activities marks an important step towards the digital transformation of education. Teachers trained through PRODiGY are already contributing to:

- 🕒 improving the quality of teaching and learning;
- 🕒 using technology responsibly and creatively;
- 🕒 strengthening a digital culture within their institutions.

The project’s impact continues as teachers apply their newly acquired skills in their everyday work and share good practices within their school communities.

SEE MORE AT <https://www.projectprodigy.ro/>

Microsoft education ecosystem

EOS's long-standing education partnerships connect school transformation, teacher development and internationally recognised digital skills competitions. In 2025, this story can bring together Microsoft Partner Schools, the Romanian MOS Championship and Minecraft Education activities.

2025 FOCUS

School networks

Teacher learning

Student excellence

Responsible use of AI



Description

In 2025, Foundation EOS continued its collaboration with Microsoft Romania, promoting digital skills through student competitions and the Microsoft Partner School programme. These initiatives connected practical learning, creativity and internationally recognised certification, encouraging students and teachers to explore technology's educational potential.

The Microsoft Office Specialist Championship marked its tenth edition in Romania. Organised with Microsoft Romania and Certipro Education, the national final took place on 11 April at Microsoft's Bucharest headquarters. All three champions – Denisa Gavrilescu, Cristian Năsoi and Alina Timiș – came from “Petru Rareș” National College in Piatra Neamț, qualifying for the world championship in the United States.

In November, EOS and Microsoft Romania launched the seventh National Minecraft Education Competition, for the 2025-2026 school year. Students were challenged to design underground survival shelters incorporating functional automation and AI elements, applying creative coding and problem-solving skills in a practical virtual environment.

The Microsoft Partner School programme provided the wider framework for the Minecraft competition, linking classroom learning with opportunities for students to develop and showcase digital projects. Together, these activities reflected EOS's commitment to making technology an engaging tool for learning and recognising young people's digital achievements.

SEE MORE AT <https://eos.ro/surpriza-cei-trei-campioni-nationali-microsoft-office-specialist-sunt-elevi-la-acelasi-liceu/>

Skills, cybersecurity and employability

EOS initiatives such as SHIFT4IT and related digital career or cybersecurity programmes connect inclusive training with labour-market opportunity, confidence and safer participation online.

2025 FOCUS

Women in digital roles

Career pathways

Cybersecurity awareness

Applied learning

The logo for SHIFT4IT, featuring the word 'shift' in a lowercase sans-serif font, followed by a stylized '4' composed of four parallel diagonal lines in teal, orange, yellow, and blue, and ending with 'IT' in a bold uppercase sans-serif font.

Description

In 2025, Foundation EOS continued its participation as the Romanian partner in SHIFT4IT - Shifting the Paradigm for Women in the IT Sector, an Erasmus+ project involving six organisations from four European countries. The initiative supports young women with humanities and social sciences backgrounds in accessing careers in IT project management.

The project built on an employer-informed curriculum combining programming fundamentals, UX/UI design, project management and Agile methodologies. Communication, leadership and teamwork are central to its approach, helping women connect their existing strengths with the requirements of technology roles.

During 2025, EOS also promoted the project's objectives through awareness-raising, including publicising the SHIFT4IT panel at the ALL DIGITAL Summit in Malta. The event highlighted skills development, mentoring and practical experience as pathways for women transitioning into IT careers.

This development phase laid the foundations for the training programme launched by the partnership in January 2026. Through SHIFT4IT, EOS supports a more inclusive technology sector in Romania, promoting career opportunities that recognise the value of both technical knowledge and transferable skills.

SEE MORE AT <https://www.egina.eu/en/projects/shift4it-shifting-the-paradigm-for-women-in-it-sector/>

08 · NEXT CHAPTER

Looking ahead to 2026

EOS enters the next year with a clear opportunity: to make digital transformation more human, inclusive and useful at community level.

Scale what works

Strengthen delivery networks and turn tested methods into reusable models.

Put responsible AI into practice

Help educators, young people and citizens use AI critically, creatively and safely.

Invest in trusted local institutions

Support schools, libraries and community organisations as places of accessible learning.

Measure deeper outcomes

Move from participation counts towards evidence of confidence, progression and sustained change.



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