

# STAKEHOLDER PERSPECTIVE

ON THE **MEASUREMENT OF DIGITAL COMPETENCIES** IN  
BULGARIA, CROATIA, ITALY, IRELAND, AND SLOVENIA

**104 STAKEHOLDERS**

**5 COUNTRIES**

**78%** PERCEIVE **CHALLENGES** IN ASSESSING  
STUDENTS' DIGITAL COMPETENCIES.

## **ASSESSMENT IS FRAGMENTED**

Often driven by the motivation of individual teachers or participation in projects.

## **MAIN CHALLENGE**

Limited teacher time and training make consistent assessment difficult.

**46%** ARE **UNAWARE** OF ANY TOOLS FOR  
MEASURING DIGITAL COMPETENCES.

## **TOOLS USED BY TEACHERS**

Mostly self-assessment tools or general learning platforms.

# STAKEHOLDER PERSPECTIVE

## ON THE POTENTIAL OF THE DIGPLAY PROJECT

**67 %** see DigPlay as **useful** for students.

**53 %** think it could make **teachers' work easier**.

**33 %** see a challenge in its **adoption**.

*Source: DigPlay stakeholder survey, n = 104. Respondents could select more than one opinion; percentages therefore do not add up to 100%.*

## WHAT DIGPLAY NEEDS TO GET RIGHT?



**Measure competence, not gaming experience.**



**Make participation accessible and fair.**



**Keep it practical for teachers.**



**Protect data and explain results clearly.**