DigComp 2.2 public online validation

Welcome to the webpage for the DigComp 2.2 public online validation!

The validation surveys will be online until 30 November 2021.
You can find more information about the update in [this video](#).

The validation surveys can be accessed in the links below by clicking on the name of the competence. Estimated time for a survey is some 7-15 min. No log-in or personal data are collected!

If you have a question, please send an email to the contact address on the right bar of this page.

Download the entire file using the links below. Each questionnaire can also be downloaded as a separate pdf file when accessing it.

[List_all_DigComp_20211119.docx](#)
[List_all_DigComp_20211119.odt](#)

Validation surveys related to Information and data literacy:

- [1.1 Browsing, searching and filtering data, information and digital content (20 examples)](#)
- [1.2 Evaluating data, information and digital content (23 examples)](#)
- [1.3 Managing data, information and digital content (19 examples)](#)

Validation surveys related to citizenship, well-being and environmental sustainability:

- [2.3 Engaging in citizenship through digital technologies (26 examples)](#)
- [4.3 Protecting health and well-being (21)](#)
- [4.4 Protecting the environment (17 examples)](#)
- [5.4 Identifying digital competence gaps (19 examples)](#)

Validation surveys related to creating digital content, non-digital artefacts and creatively using technologies:

- 3.1 Developing digital content (20 examples)
- 3.2 Integrating and re-elaborating digital content (9 examples)

- 5.2 Identifying needs and technological responses (15 examples)
- 5.3 Creatively using digital technologies (16 examples)
- 3.3 Copyright and licences (14 examples)

Validation surveys related to digital identity and personal data:

- 2.6 Managing digital identity (17 examples)
- 4.2 Protecting personal data and privacy (19 examples)
- 4.1 Protecting devices (20 examples)
- 5.1 Solving technical problems (15 examples)

Validation surveys related to communication and collaboration through technologies:

- 2.1 Interacting through digital technologies (15 examples)
- 2.2 Sharing through digital technologies (10 examples)
- 2.4 Collaborating through digital technologies (14 examples)
- 2.5 Netiquette (20 examples)

- To be completed: 3.4 Programming & Citizens interacting with AI systems