European Projects

JO Group

JO Group
/ Companies

DVE PMF RESEARCH

Research and Development ICT

VITECO elearning solutions

eLearning and Serious Games

ippocrate

eHealth and Smart Healthcare

ht

Agritech and App Development

IPPO engineering

Environmental Technologies and Energy Efficiency

JO Consulting
EU PROJECTS

European Funds

Moka Adv

Digital Marketing

NON PROFIT

e-Medine

EU Citizenship

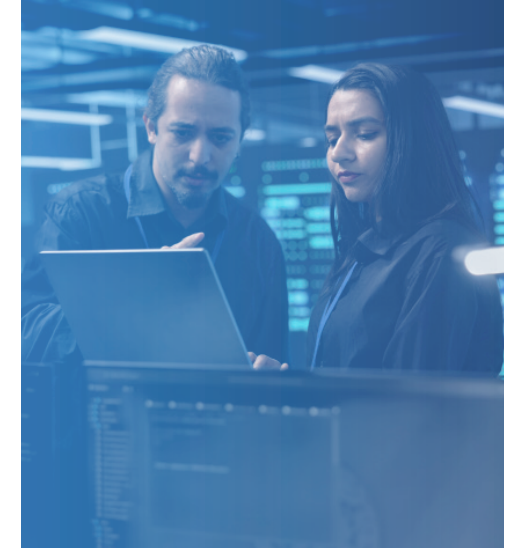**JO** Education
Innovation Hub

Innovation Hub

OSCRAT

Open-Source Cyber Resilience Act Tools

The OSCRAT project aims to significantly contribute to long-term policy objectives, policies, and strategies in the domain of cybersecurity and digital resilience, especially focusing on the needs of European SMEs. OSCRAT is aligned with various European policies and strategies, including the Digital Single Market Strategy, the European Cybersecurity Strategy, the Cybersecurity Act, the Radio Equipment Directive (RED), the AI Act, NIS2, and the European Green Deal. It addresses the critical challenge of enhancing cybersecurity among SMEs.OSCRAT targets the imperative for improved cyber resilience among European SMEs, given the increasing frequency and complexity of cyber threats. SMEs often lack the resources and expertise to effectively manage cybersecurity risks, which makes them vulnerable to cyber attacks. This challenge not only poses significant economic and reputational risks to SMEs, but it also undermines the overall resilience of the digital ecosystem in Europe.

To address this challenge, OSCRAT has established specific objectives that are specific, measurable, achievable, relevant, and time-bound:

►Increase Cyber Resilience: The goal of OSCRAT is to provide European SMEs with accessible and user-friendly tools and resources for cybersecurity compliance and risk management. It will be measured by the percentage increase in SMEs adopting OSCRAT tools and reporting enhancements in their cybersecurity posture.

►Facilitate Compliance with the CRA: OSCRAT will help SMEs comply with the CRA through automated procedures and documentation. The measure of progress will be determined by the number of SMEs that utilize OSCRAT tools to attain CRA compliance within the duration of the project.

►Foster Cross-Border Collaboration: OSCRAT aims to foster collaboration and knowledge- sharing among SMEs, cybersecurity experts, regulatory bodies, and other stakeholders across borders. Effectiveness will be assessed by cross-border partnerships and the level of participation in OSCRAT-led workshops and events.

►Support Environmental Sustainability: OSCRAT will contribute to the long-term policy objective of environmental sustainability by providing a hosted solution on EU data centers prioritizing environmental responsibility.

P.M.F. is the project coordinator and the leader of the dissemination, thus ensuring the development of the project's visual identity, website and the dissemination of the results throughout Europe.

OSCRAT

PMF Research

Digital Europe Programme

CODE 101190180

Dec 2024 - May 2026

Italy, Romania, Bulgaria, Poland, Estonia

STEM-IT

Immersive Technology in STEM Education

The main objective of the project is to contribute to Europe's digital transformation by equipping teachers and students with transformative digital skills, to promote STEM subjects and to develop VR/AR content for secondary school STEM courses that will ultimately support teachers and encourage a more diverse and inclusive future STEM workforce.

The main result is the increased capability of participating organisations for international collaboration and enhanced essential AR/VR skills among both teachers and students in STEM education. Additional results include analysis and research paper(s) on digital skills, immersive educational materials, an educational handbook, teacher training sessions and measurable enhancements in digital competencies among students and teachers, as well as increased interest in STEM subjects among students.

VITECO is the project's technology partner and is the co- responsible for the development of the AR/VR scenarios and e-learning platform. In addition, VITECO is the dissemination leader and is responsible for the development of the website, the project visual identity and the social media campaigns launched to disseminate the project results.

STEM-IT

VITECO

Erasmus+

CODE 2024-1-EL01-KA220-SCH000246643

Oct 2024 - Oct 2026

Greece, Italy, Cyprus, Malta

Block.Ed

BlockEd: Empowering Adult Learners through Microcredentials Blockchain Integration

Block.Ed project addresses the skills gap in developing e-learning courses with the use of micro credentials resulting in flexible and on demand learning pathways. The project aims to upskill adult trainers in terms of instructional design for the development of micro credentials, thus, improving the quality of offered courses awarding micro credentials. The project promotes the use of ESCO and integrates blockchain technology, in order to increase trust in micro credentials.

The basis of the project is the development of the framework for the design and validation of microcredentials. Based on that, an e-course for adult learners will be developed. Adult trainers that will follow the course will use the methodology for the development of use cases – short e-learning courses leading to microcredentials in the themes of green transition and inclusion. Blockchain technology will be integrated to support transparency and validity of the microcredentials.

The project produces a framework for the introduction of micro-credentials as an enabling mechanism for high-quality and recognizable adult education, a validation framework for professionals involved in the design and delivering of elearning courses, a training course on how to efficiently integrate micro-credentials in educational offerings and a blockchain-enabled micro-credential provisioning platform seamlessly integrated to a state-of-the-art LMS.

HT is the project's technology partner and is responsible for the development of the e-learning platform that integrates blockchain technology. In addition, HT is the dissemination leader and is responsible for the development of the website, the project visual identity and the social media campaigns launched to disseminate the project results.
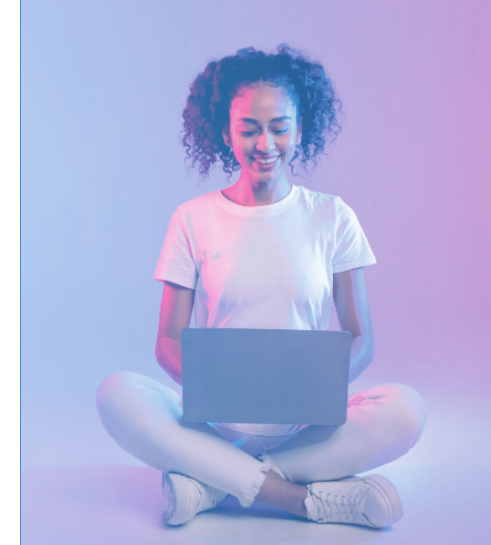
HT Apps

Erasmus+

CODE 2024-1-SK01-KA220-ADU-000253202

Oct 2024 - Sep 2026

Slovakia, Greece, Portugal, Germany, Italy

ACT 4 LOVE

Promote ACTions to FOsteR healthy LOVing rElationships among teenagers

The general aim of the project is to tackle Teen Dating Violence (TDV) through the design and the piloting of a gamified education program on healthy loving relationships to raise awareness and prevent TDV among 14-18 teenagers.

ACT 4 LOVE develops:
►a capacity building program for teachers and educators on Teen dating violence, including a toolbox of tools that aim to improve social and emotional competence;
►a gamified education program for youth with a focus on healthy relationship skills, including peer education modules.

ACT 4 LOVE programs innovation rely on the use of AI and gamified approaches to encourage learning. Gamified simulations and learning scenarios will be part of the gamified education program for youth, offering players the chance to simulate real-life situations, to make informed decisions and navigate ethical dilemmas. Teenagers are active protagonists of the training: they help to design gamified scenarios, providing inputs from personal stories on TDV and they are provided with specific resources to become peer mentors. Finally, ACT 4 LOVE resources are uploaded in an e-Platform that will serve as a hub to help students and teachers to access information related to TDV prevention and support.

P.M.F. is the project coordinator. Furthermore, P.M.F. is responsible for the technical development of the gamified simulations and learning scenarios for youth. Finally, P.M.F. contributes to the dissemination of the project's results and outputs throughout Europe.

ACT 4 LOVE

PMF Research

Erasmus+

CODE 2024-1-IT02-KA220-SCH-000247370

Dec 2024 - Dec 2027

Italy, Cyprus, Spain, Greece, Germany

WBL CHAMPION

Work Based Learning Champion

The project seek to undertake a project championing Work-Based Learning as the ideal educative system to prepare students to succeed in the labour market. Furthermore, it wants to improve HEI's workers digital competencies and provide free, innovative and easy-to-use tools to be used directly by final users.

The project is structured around three main objectives:

►Objective 1: Enhance the digital competencies of HEI professionals, to integrate digital tools into WBL practice, which will, in turn, support the digital transformation in Education. This will empower educators to effectively incorporate technology within WBL programmes, aligning with EU priorities for digital readiness.

►Objective 2: Provide accessible, innovative tools for HEI staff, students, companies and industry mentors. By developing user-friendly resources, this project will ensure that all participants in WBL programmes can confidently engage with digital tools, fostering a streamlined approach to WBL across institutions.

►Objective 3: Redesign six existing HEI courses to incorporate WBL within the curricula, directly addressing the labour market's demand for graduates with practical experience. By embedding WBL in partner HEIs, the project will facilitate transitions for students into the workforce and strengthen the alignment between HE and VET programmes.

VITECO is the project coordinator. Furthermore, VITECO is the WP3 leader and will develop the e-learning platform where the courses developed within the project will be contained. Finally, VITECO is co-leader of the dissemination and will therefore contribute in ensuring European visibility of the results achieved.

wblchampion

VITECO

Erasmus+

CODE 2024-1-IT02-KA220-HED-000245540

Sep 2024 - Aug 2026

Italy, Malta, Portugal, Ireland

Leftover Challenge

Aim of the project is to increase awareness of food waste and its impact through the consumers of the future: children in primary education. We focused on defining the core reasons why households with young children currently waste food and suggest achievable improvements.

In addition, Leftover Challenge developed a serious game for elementary schools, stimulating an open, non-judgemental conversation about how food is handled in different homes.

Finally, we intend to facilitate primary school teachers in embedding the game in their classroom and extend its impact.

IPPOCRATE AS is the lead for Quality Assurance and Dissemination. During the course of the project, they coordinate and monitor all QA and dissemination efforts. Finally, IPPOCRATE AS ensures hosting and continued availability of materials after completion of the project.

LEFTOVER CHALLENGE

IPPOCRATE AS

Erasmus+

**CODE** 2023-1-NL01-KA220-SCH-000157905

Dec 2023 - Nov 2025

Netherlands, Greece, Italy, Romania and Slovenia

CYBER

Conscious Youth Behaviours in Emerging Realities

CYBER goal is to develop the cyber resilience of European schools by creating tailored EU quality procedures for the school system, and by equipping the professors and students with the tools and knowledge to discuss conscious and unconscious online behaviours of adolescents, cyberpsychology and the downsides of the Internet overuse, to enhance the classrooms understanding of the dangerous emerging behaviours a young user may incur.

The main contribution of VITECO is the development of an educational website, five new educational games, and links to external games/activities to raise users' understanding of cyber threats and psychological downfalls of Internet misuse, how to avoid them or to deal with them.

VITECO
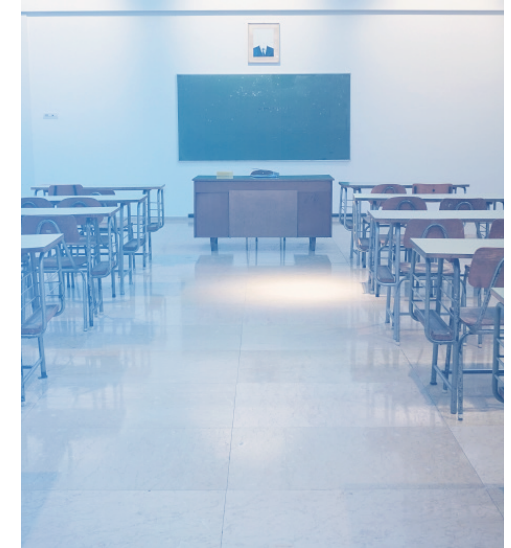
Erasmus+

CODE 2023-1-EL01-KA220-SCH-000156982

Nov 2023 - Nov 2026

Italy, Romania, Slovakia, Portugal, Greece

fuTOURiSME

fostering digital & sustainable transition of TOURism SMEs for FUture innovation and resilience

The proposal fuTOURiSME aims at satisfying the needs of tourism SMEs in the aftermath of COVID-19 pandemics and emerging from the new socio-economic environment. In particular, the activities of the project are designed to foster twin transitions (digital and sustainable) of tourism SMEs.

►fostering and promoting digital solutions for the SMEs operating in the field of experiential tourism, which can provide SMEs and destinations with new business models, innovative services to meet with changing tourism demand, with the purpose of an increased sustainability;

►to provide tourism sector SMEs with the skills needed to effectively take advantage of the opportunities provided by digitalisation and green transition (twin transition), via ad hoc training resources and support by experts;

►to search, analyse and collect best practices and strategies as guidance and source of inspiration for the SMEs in the tourism sectors which are willing to uptake the path of twin transition;

►tackling the topics of the Transition Pathway for Tourism relevant for the project's scope.

Leader of WP4: Open Call for tourism SMEs to plan and carry out improvements through the development/implementation/scaling-up of products, processes, services and/or business models that enhance sustainable, digital and inclusive tourism (i.e. product development; market studies; development and analysis of business plans; intellectual property development; promotion and communication activities; training for staff; software licences; entry fees/travel to business meetings/trade fairs/trainings.
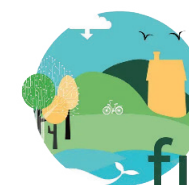
JO Consulting

Single Market Programme (COSME)

CODE 101121578

Sep 2023 - Sep 2026

Italy, Greece, Spain, France, Cyprus, Germany

FEM-Up

Level Up female entrepreneurship and STEM skills to foster women empowerment

FEM-Up goal is supporting women's innovation and economic empowerment both through work-based educational pathways, and by providing women with real entrepreneurial support, facilitating the development of their entrepreneurial skills, and promoting gender equity via actions that push for the employment of women in innovative business areas and tackle unconscious biases regarding female entrepreneurship and leadership. FEM-Up wants to inspire and encourage young women to overcome social and cultural barriers showing and making them apply their creative and innovative side via a training pathway and a contest that will bring them to concretely develop their own innovative ideas. In the long run the objective is to contribute to the increase of female innovators/entrepreneurs in Europe.

JO Consulting is the leader for the "Establishment of the FEM-Up Academy, training contents & e-platform", thanks to its expertise on business consultancy, training programmes & curriculum and call for proposals targeted to SMEs. Specifically JO Consulting will lead activities to establish the FEM-Up Academy (Establishment of the FEM-Up Advisory Board, Drafting of the FEM-Up Academy Agenda with P1-DOBA & P5-IU, Selection of the FEM-Up Trainers, Selection of FEM-Up Learners, Planning and Preparing the "FEM-Up your Idea" Contest).

JO Consulting

Erasmus+

**CODE** 2023-1-SI01-KA220-HED-000158578

Oct 2023 - Sep 2025

Slovenia, Italy, Spain, Greece, Türkiye, Malta

Echoes

ExChange Of ExpertiSe in healthcare professionals' education

The Echoes project aims to develop a digital platform to facilitate the exchange of expertise between healthcare universities across Europe. The platform allows healthcare professionals and healthcare educators to register their expertise and allow universities to find the experts they need. In addition, the platform has a video-conferencing tool that they can use to exchange expertise. Additionally, the project will upskill educators' digital skills and contribute to the "Internet of things" policy of the EU.

PMF Research's goal is to design and implement ECHOES networking e-platform with a built-in video-conferencing tool. The platform allows the experts to be contacted by healthcare universities and invite them to exchange their expertise across Europe. The algorithm allowing the match-making of profiles is AI based.
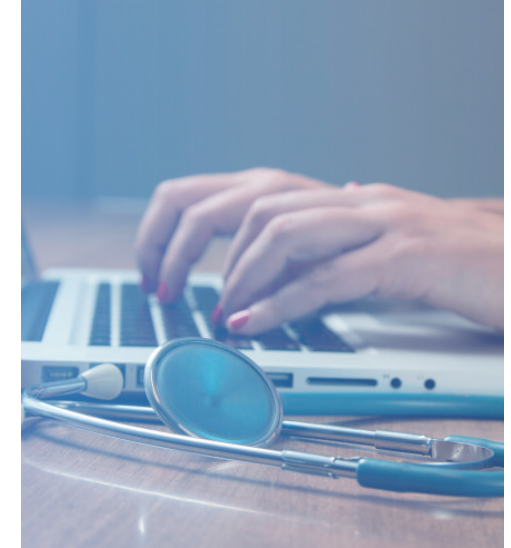
PMF Research

Erasmus+

CODE 2023-1-MT01-KA220-HED-000156744

Dec 2023 - Nov 2026

Malta, Ireland, Cyprus, Finland and Italy

Stronger Youth

Empowering young people social competences and soft skills through peer mentoring

Goal of the project is to support organisations in the peer mentoring process by providing methods for prospecting volunteers among resilient youngsters and offer them tools for working with, and support their peers that are at risk of depression or social exclusion.

Project aims to develop a methodology along with the complete set of tools to conduct the process of peer mentoring in order to prevent depressive behaviours and social exclusion among young people. This includes:
►on-line skill assessment tool that examines social and communication skills and gives the feedback in order to become a mentor or to improve;
►guide for educators on how to supervise the mentoring process;
►set of activities for mentors and mentees for common doing that will develop social and psychical resilience.

The main contribution of VITECO is the development of an Online Social Skills Assessment Tool (platform) that allows young people to assess their strengths and weaknesses in terms of social competences. In more details, this on-line tool is available as a self-test that will result in diagnosis based on points gained for answers for specific questions. The scale will tell if the candidate is ready to work as a peer mentor, or some skills should be improved to do so.

VITECO

Erasmus+

CODE 2023-2-KA220-YOU-3BAF79FF

Dec 2023 - Nov 2025

Italy, Portugal, Romania, Spain, Poland and Czech Republic

DIGI4MSK

Innovation Alliance for Musculoskeletal Health Literacy in the Digital Era

The project DIGI4MSK gathers HEIs, research institutions, VET providers, professional associations, and enterprises from different activity sectors to optimise and generate new innovative educational methods and content (curriculum) to boost the link among scientific knowledge and health professionals and non-health professionals' communities, by improving their digital skills.

VITECO is responsible for Content creation and for Quality Assurance evaluation:
► set-up a wide range of multimodal contents, materials, and activities related to musculoskeletal health;
► identify, together with other partners, quality criteria and standards to be achieved;
► describe the quality assurance and control techniques;
► elaborate quality assessment.

VITECO

Erasmus+

CODE 101111708

Oct 2023 – Sep 2026

Spain, Denmark, Ireland, Belgium, ItalyAustria

WE

WE: Real-World Education to foster environmental awareness

WE project aims to foster environmental awareness and to produce a series of tools to support the introduction of the skills of ESD and Environmental Awareness in Adult Education, contributing to the creation of a learning path for both a) the adult educators and b) adults NEETs and especially those coming from socially or economically vulnerable communities.

This will be done through capacity-building activities for adult educators and the creation of innovative open education resources and tools to bring about a shift in people's values, attitudes, and skills, towards a green transition citizen and participatory action, awareness-raising, and reflection for a sustainable future. Our project is based on a real needs analysis both at the EU and local/regional level from each partner country is innovative, and if funded will contribute to the improvement of adult learning opportunities for adult NEETs and the rise of environmental awareness.

Specifically, the project aims to:
►to identify the adult learning needs (and especially those of Adult NEETs), as well as opportunities and good practices on Environmental Awareness;
►to develop an innovative, inclusive and flexible pedagogical approach for promoting the skills of Environmental Awareness and Sustainable Development and SDGs in Adult Education;
►to create an innovative online knowledge HUB acting as an online learning space for the development of transversal skills in the Environmental Awareness;
►to equip Adult NEETs with soft green skills and information on how to make sustainable choices in their lives through an innovative educational gamified app.

World Education

IPPO Engineering

Erasmus+

CODE KA220-ADU

Dic 2022 - Dic 2024

Latvia, Cyprus, Spain, Italy, Greece, Denmark

HEAT

Heatwaves Awareness Education through Online Learning

HEAT project aims to create a new comprehensive climate education framework by analysing and building upon existing climate education frameworks and online instructional design models. The key competencies, skills and knowledge of this new framework are addressed through a scientific article. This framework is used to design heatwave awareness materials for secondary school students, in a way to ensure that the course can be facilitated both online and face-to-face.

An online learning environment as well as an interactive play that incorporate the new framework and scientific data on heatwaves are designed to stimulate interest and demonstrate the consequences of human decisions on the climate in an engaging way.

The main objectives of the project is to contribute to climate change education; to strengthen teacher education and to foster creation and dissemination of knowledge through online education to create better practices for the adaptation of climate.

Specifically, the project aims to:
► change at European and global level. Build a new climate education framework for online learning environments;
► create digital learning resource for secondary school students on heatwave awareness;
► create digital learning resources for teachers on heatwave awareness;
► develop an online platform that supports teacher training and school teaching;
► design simulations and educational games to ensure immersive and effective learning;
► report key developments, findings and experiences through scientific articles.

IPPO Engineering branch of IPPOCRATE AS is responsible for the e-learning platform development in which users are able to choose the materials that best fit their learning needs and it participates in the design process of the Educational Game.

HEATWAVES
AWARENESS EDUCATION

IPPO Engineering

Erasmus+

CODE 2022-1-EL01-KA220-SCH-000088530

Oct 2022 – Sep 2024

Greece, Italy, Romania, Belgium

NEBULA

## New European Bauhaus in Urban and ruraL Areas

NEBULA is based on the ideas promoted by the New European Bauhaus (NEB) that aims to redesign Europe, led by 3 concepts that will reshape and give new life to the environment we live in: accessibility, inclusion and sustainability.

The project focuses mainly on urban and rural restoration in a NEB perspective, the involvement of young people (going from theoretical learning to hands-on activities) and the non-formal approach of resources like the knowledge-sharing platform, together with the strong stress on networking as a learning and problem-solving tool.

The project's main objectives are:
► discover and promote alternative models of urban and rural regeneration, leveraging on and inspired by the New European Bauhaus;
► promote young people's sense of initiative and youth entrepreneurship, creativity and technique, in order to teach entrepreneurship through non-formal approach;
► support youth creative potential, stimulate innovation and support their entrepreneurial training;
► promoting green business models around social and young entrepreneurship based on urban and rural regeneration;
► making up a multilateral and multidisciplinary approach more sustainable by connecting young entrepreneurs, urban and rural stakeholders and local NGOs;
► give the right tools to young people to be more proactive, energetic and bubbly in their community, to promote new local regenerating initiatives, to open a discussion table with change makers;
► create a network of social entrepreneurs and stakeholders to share best practises about the topic all around Europe;
► increase quality and recognition of youth innovative work in rural and urban areas to be regenerated.

e-Medine leads the NEBULA Training Programme and sharing platform, due to its experience in the management and participation to EU projects and its mission in fostering a greater engagement in society by European Youth.
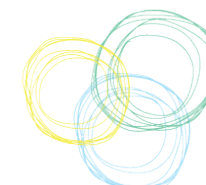
NEBULA

e-Medine

Erasmus+

CODE ------------------

Apr 2023 – Apr 2025

France, Poland, Ukraine, Italy, Romania

SHE FOUNDER

Entrepreneurship is a woman 4

SheFounder_EIW4 focuses on specific needs based on female entrepreneurship in the EU and in third countries, in order to strengthen the competitiveness and the sustainability of enterprises led by women and to promote a female entrepreneurial culture, the creation and growth of women's enterprises at the local level and all over Europe.

The project's main objectives are:
► to provide on-the-job-training for new entrepreneurs, in order to facilitate a successful start-up, and the development of business;
► to foster sharing of information and experience between entrepreneurs on obstacles and challenges of starting up and developing their businesses;
► to enhance market access and identification of potential partners for new and established entrepreneurs;
► to support networking between entrepreneurs from different SMP participating countries by building on knowledge and experience;
► to foster matching of entrepreneurs from "underrepresented" countries;
► to contribute to the EU's strategies in relation to the triple transition: sustainable transition, digital transition and stronger resilience.

JO Consulting is leader of WP3, dedicated to relationship building.

Specifically, it takes care of:
► assessing applications from NEs and HEs to evaluate their level of commitment;
► building relationships by overlooking the matching process between NEs and HEs.

JO Consulting

Single Market Programme (COSME – Erasmus for Young Entrepreneurs)

CODE 101101685

Feb 2023 - Jan 2027

Lithuania, Portugal, Ukraine, Kosovo, Bosnia and Herzegovina, Spain, Italy

FINPOWER

Empowering women in sustainable finance through micro learning

FINPOWER aims to strengthen women's sustainable financial literacy to empower their optimal decision making, especially in countries where the available training in the field of financial education for women is limited.

With knowledge gained women increase their financial management services and strengthen their self-esteem and confidence in their financial skills to equally participate in modern society. Adult trainer providers get the training materials to train women in the field of sustainable financial literacy, in addition microlearning units are developed for women directly.

Among the activities to be implemented:
► identification of best practice on financial education teaching and gaps in the field of financial literacy trainings;
► development of women skills competence matrix and training curriculum based on the real life situations women are facing with;
► training materials for increasing sustainable financial literacy development for trainers and women;
► development Recommendations to further spread the training after the project ends.

VITECO's main responsibility is the technical creation of the innovative training tools (learning scenario games, videos, interactive case studies) developed within the project. It also offers technical support during the pilot training.

FinPower

VITECO

Erasmus+ KA220-ADU - Cooperation partnerships in adult education

CODE 2022-1-AT01-KA220-ADU-000087985

Nov 2022 – Oct 2024

Austria, Italy, Romania, Portugal, Lithuania, Slovenia

INCLUJOBS

Holistic Learning for Job Inclusion of People with Intellectual Disabilities

INCLUJOBS aims to tackle the great labour gap that exists in people with intellectual disabilities by promoting the employability of this group through the development of training material for the three main actors involved: special educators, the business sector and people with intellectual disabilities.

The specific objectives of this projects are:
►provide the necessary knowledge to special educators to guide and accompany people with disabilities in their search for employment;
►raise awareness of the importance of inclusive employment in the business sector, through informative material that informs them about the capacities of people with intellectual disabilities and the benefits of their employability;
►give people with intellectual disabilities the tools and conceptual and technical knowledge to seek and get a job in the economic sectors of Tourism, Manufacturing and New Technologies, as these are the ones that best suit their abilities;
►create a digital space (platform) of connection between the three actors involved that facilitates communication and networking, resulting in an increase in the employability opportunities of people with intellectual disabilities.

VITECO is in charge of the technical development of the INCLUJOBS platform, suitable for independent use by people with intellectual disabilities. It also represents the labour sector of the IT companies and provides knowledge about the needs and opportunities of this sector for the employability of people with intellectual disabilities.

VITECO

Erasmus+ KA220-ADU - Cooperation partnerships in adult education

CODE 2022-1-ES01-KA220-ADU-000086612

Nov 2022 – Oct 2024

Spain, Italy, Austria, Greece

SHIFT HUB

Smart Health Innovation & Future Technologies Hub

SHIFT-HUB aims to establish a pan-European Smart Health Innovation Hub bringing together a rich network of multidisciplinary stakeholders across the dimensions of the quadruple helix, with the mission to facilitate the development, ensure the promotion and foster the uptake of Smart Health technologies and services. SHIFT-HUB develops and tests with the community a complete service offer, integrating networking and match- making, identifying partners and supporting for procurement, guiding users in getting access to funding, research infra- structures and scientific expertise.

SHIFT-HUB identifies a pool of 100 high potential Smart Health apps that are assessed by at least 300 patients and citizens during 5 Living Lab events, 1500 users on-line and are connected to at least 50 Healthcare organi- sations for further uptake.

IPPOCRATE AS is the dissemination and communication leader, develops an efficient strategy to successfully reach the target groups and guarantee the highest impact of the PRs. The company develops a gamified user journey for the adoption of digitally-enabled Smart Health solutions.

SHIFT-HUB

IPPOCRATE AS

HORIZON-HLTH-2022-IND-13

CODE 101095720

Jan 2023 - Dec 2025

France, Greece, Belgium, Italy, Romania, Ireland, Germany, Portugal

RATIONALIZATION

The Rationalization project is implemented by a group of 7 institutions, Konya Food and Agriculture University (coordinating institution) from Turkey, ASAJ from Spain, DEULA from Germany, DTC from the Netherlands and VI-TECO from Italy. Instructors, researchers, academics, experts and technicians from the project partner institutions participate.

The project seeks to help farmers and farmer organisations, who engage in livestock and animal feed cultivation to prepare feed ration, and to make sure that the farmers utilise digital systems in this field.

Rationalization has two outputs, the training curriculum and online training platform, a tool for feeding dairy cows, calves-heifers, dry cows and male cattle, ration preparation , nutritional diseases, forage crop farming and storage, and animal welfare.

The target audience of the project are veterinarians and agricultural engineers at national and international level, the stakeholders are NGOs dealing with animal husbandry, feed companies, feed operators and farmers.

VITECO is responsible for the technical implementation and design of the online training platform according to the highest quality standards, a dynamic learning environment, innovative in terms of animal feed. VITECO is also responsible for language settings, gamification and IT security.

CODE 2020-1-TR01-KA226-VET-097944

Jun 2021 – May 2024

Turkey, Italy Germany, Netherlands, Spain

VITECO

Erasmus + KA2

YOUTHFUL

The project aims to support youth workers and equip them with the necessary knowledge and practices regarding Mindfulness, in order to be able to support youth to cope with work-related stress, improve their well-being and their quality of life.

The relevance of the project is given by the fact that despite work-related stress is not a new concept, in recent years the imbalance between work life and personal life is getting worse, making the implications of work-related stress more visible to the workforce. Mindfulness can help young workers to reduce stress, given that Mindfulness is both a process and an outcome which helps people focus in every moment and cultivate the skill to "be present".

Youthful purposes are achieved through:
►the development of a curriculum for youth workers;
►a Web App.

The Curriculum aims to equip Youth Workers with all the theories and knowledge on the Mindfulness approach, to help young people to overcome stress at their workplaces, while the Web App aims to share the knowledge on Mindfulness from youth workers to young people through modern methods and motivational content.

HT Apps is responsible for the development of the innovative Mindfulness Web App, optimised also for mobiles, constituting the main entertaining digital tool based on interactivity. It will contain theories on Mindfulness, a 21-day programme of meditation, motivational videos and the chance to join a community!

HT Apps

Erasmus + KA220-YOU - Cooperation partnerships in youth

CODE 2021-2-SE02-KA220-YOU-000049064

Apr 2022 – Apr 2024

Sweden, Italy, Austria, Greece, Portugal, Cyprus, France.

AccelerAction

A pan-European Networked Acceleration Programme to expand acceleration ecosystems and foster the scalability potential of European business

The main objective of AccelerAction is to create more connected and efficient innovation ecosystems to support the scaling of companies, encourage innovation and stimulate cooperation among national, regional and local innovation actors, starting from the sector of advanced technologies, through a pan- European Networked Acceleration Programme and improved business acceleration services.

The AccelerAction objectives are:

i) improve the quality and outreach of business acceleration services in developing innovation ecosystems;
ii) co-design programmes of activities proposed jointly by business acceleration entities located in less connected ecosystems and innovation hubs;
iii) strengthening less connected ecosystems to increase their competitiveness & connectivity, and to keep more balanced the business activity across Europe;
iv) accelerate gender equality in the innovation ecosystems.

Project results:

►AccelerAction assessment methodology to investigate gaps & challenges of business acceleration entities located in less-connected countries;
►Pan-EU Networked Acceleration Programme jointly designed by strong and moderate innovators;
►Matchmaking algorithm & Virtual map development to build an accessible database of key stakeholders at regional, national & EU level and support a coordinated network to foster expansion;
►peer-to-peer mentoring gatherings among experts where at least 27 experts will be involved in the online peer-to-peer sessions;
►exchange of promising start-ups and SMEs where at least 10 promising start-ups will be involved in the acceleration programme for scaleup abroad.

JO Consulting is responsible for Project Coordination. It is also leader of WP3, the establishment of the AccelerAction Virtual Ecosystem. JO Consulting contributes to all WPs and is the Quality assurance leader.

JO Consulting

HORIZON-EIE-2021-SCALEUP-01

CODE 101072073

Sep 2022 - Feb 2025

Italy, France, Portugal, Austria, Greece, Romania, Ireland

GREEN FACTOR

Eco and entrepreneurial pathways to boost young people's factor of change

GREEN Factor aims at raising awareness about environmental and climate-change challenges through the development of sustainability competencies to prepare learners, staff and youth workers to become true agents of change. Specifically, the project's objectives are:
1. to encourage young citizens' engagement and participation;
2. to boost youth entrepreneurship and sense of initiative.

Project results:
►The GREEN FACTOR pathway for behavioural changes and environmental challenges - a Good Practice Catalogue based on the collection of good practices from Europe and partner countries about greener behaviours a Green Challenge Report that analyses current trends of Green Entrepreneurship in partner Countries will be made;
►My GREEN FACTOR video tutorials to boost citizens' behavioural changes - video tutorials developed to fulfil youth behavioural gaps and to maximise the replicability of practical behaviours;
►My GREEN FACTOR gamified e-course for aspiring green entrepreneurs - a gamified e-course developed to train and test the knowledge acquired by aspiring green entrepreneurs;
►The GREEN FACTOR replicability guide for youth workers – to provide youth workers with guidelines on how to work directly with young people for the creation of their own business idea.

JO Consulting, as technical partner of the project, is responsible for the design of the Green Factor Pathway, taking care of the graphic layouts of the manual and scenarios, uploading materials to the GREEN Factor platform and developing the e-course and related gamified solutions.

JO Consulting

Erasmus+ KA220-YOU - Cooperation partnerships in youth

CODE 2021-2-FR02-KA220-YOU-000048638

May 2022 - Oct 2024

France, Italy, Spain, Czech Republic, Greece, Spain

EUROPE DIRECT CATANIA

From October 2022, e-Medine is a EUROPE DIRECT centre for Catania Municipality, aiming to engage with citizens and to enable them to make informed choices about the future of the EU by fully participating in the European democratic process. By cultivating a better understanding of how the EU and its democracy work and which issues fall under the EU competences, e-Medine raises citizens' awareness of how they benefit from the EU on a daily basis. These are the main scopes pursued by e-Medine as EUROPE DIRECT centre:

►to help identify the aspects of EU policies that are important at local level and to frame messages and activities to match local needs;
►to help prepare the ground for the strategic political priorities of the Commission and of the Parliament through outreach and citizen engagement activities;
►to listen to citizens' expectations and enable feedback to the EU institutions.

EUROPE DIRECT Catania works closely with the Commission Representations and with the European Parliament Liaison Offices (hereafter 'the EPLOs') in the respective Member States. It also seeks cooperation with other EU outreach networks and local contact points, including relevant local networks, and promotes exchanges and coordination between them.

To reach these goals, EUROPE DIRECT CATANIA organises and manages several raising awareness communication actions targeted to citizenship, such as:

►Information and Engagement with Citizens
►Relations with Local Media and Multipliers
►Awareness about Sensitive EU Topics at the Local Level
►Promotion of EU In Schools
►Promotion of A Regional Network of Networks

EUROPE DIRECT Catania

e-Medine

CODE 101034514

Oct 2022 – Oct 2027

Italy

e-Medine

EUROPE DIRECT

RemoteNET

European Digital Skills Hub for Remote Workers

RemoteNET has been prepared in partnership with important actors in the labour market of the partner countries. Workers and new entities come together at this digital-based Workstation, to build an EU-level digital adult education provider network. Employees in the digital-based workstation are able to experience the virtual office. Within this platform, they are able to access all digital skill resources they may need during their remote working processes.

They learn digital skills in different topics such as cyber security awareness and first measures, remote working software, digital communication tools and digital literacy. They also increase adaptation to this transformation process in working life, as the contents address the topics that may be needed in the remote working process. The RemoteNET project aims to fully support the well-being of individuals, in the remote working process, by developing an online guide that improves time management, stress management, work-life balance and ergonomics practices related to other problems.

Intellectual outputs:
►IO1: Digital Workstation for Remote Work;
►IO2: Massive Open Online Course for Remote Skills;
►IO3: Interactive Guideline for Work Wellbeing.

VITECO is the leading organisation of IO1: Digital WorkStation.
VITECO develops a learning environment in which users are able to create their personal profile and choose the materials that best fit their learning needs. Workers can increase and test their knowledge thanks to several kinds of resources, while the interactive element is provided by partners using online didactic materials. Each learning object is interactive, with high quality standards, in order to engage users during the learning process.

VITECO

**Erasmus+ KA220
- Cooperation partner-
ships in adult education**

CODE 2021-1-TR01-KA220-ADU-000028318

Dec 2021 - Dec 2023

Italy, France, Cyprus, Greece, Germany

STAGE

SupporTing migrAnt inteGration and combating racism at local level through digital servicEs

The ultimate objective of the project is to foster social inclusion of migrants (including refugees, asylum seekers, TCNs, and people under subsidiary protection) in the partner countries, irrespective of racial and ethnic identity, gender, age, and sexual orientation. The project's goal is to create a framework where migrants feel welcome and embraced in the host country and at the same time to fight racism, xenophobia, and discrimination against them.

Project results:

►PR1: Identification of local and national social inclusion needs;

►PR2. Development of a Web app for migrant inclusion;

►PR3. Development of a Capacity-building Programme for Mentors and Adult TCN Trainers.

HT is the technical partner in the project. As a software house with core businesses in app development, HT develops the Web App optimised for mobile devices . HT also designs and develops a logo and website for the project and starts designing the dissemination campaign and creates the poster, opens the Facebook page, press release template, and creates a Newsletter template.

CODE 2021-1-FR01-KA220-A-DU-000033473

Jan 2022 - Dec 2023

Italy, France, Cyprus, Greece, Germany

HT Apps

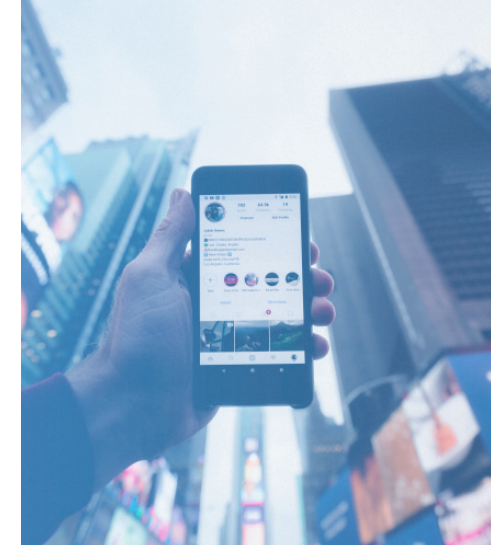**Erasmus + KA220 - Cooperation partnerships in adult education**

RISE

Action-based approach in addressing and mitigating risks of young people in online social networks

RISE has a primary objective to create a framework where young people feel safe in the online communities through developing and promoting the methodologies and services to prevent and combat the risks of digitalisation, and especially of social media exposure.

RISE establishes a three-way approach, which includes:

► a methodology designed to address the needs of young people in the framework of digitalisation and especially of social media in the age of COVID-19 pandemic;
► a game (mobile and online version) for young people aiming to reach young people and prevent and mitigate risks of social networks (PR2);
► a capacity building programme (OER/PR3) for youth workers and youth trainers, and a joint staff training (C1) for NGO volunteers, education staff, and organisation staff, aiming to help them to build capacity when dealing with risks of young people in social networks, especially in the COVID-19 age.

VITECO is the leading partner in PR2. As a technical partner, VITECO designs and develops the game, and its online version, tests the game, and publishes the game to end-users. The objective is to develop a modern and innovative smartphone game (and an online version) for young people, that improves the digital skills of young people and supports them to identify, prevent, and mitigate risks of online social networks.

VITECO

Erasmus + KA220 – Cooperation partnerships in youth

CODE 101038173

Jan 2022 - Dec 2023

Romania, Cyprus, Italy, Germany, Finland, Greece

CREAM
CREAtive writing labs to foster STEAM learning

The CREAM project aims at creating creative writing workshops to promote the learning of scientific subjects and raise awareness among high school students about scientific professions, using an artistic and not only technical approach.

The project activities through which the partnership aims at achieving this goal are divided into several phases that lead at specific results:

▶ teach science, technology, engineering, art and mathematics through creative writing workshops;
▶ stimulate interest in science and science careers;
▶ show how everyday problems can be solved with a creative approach and STEAM notions;
▶ generate new educational models based on the experiences of the partners and all stakeholders involved in the project, mainly schools and formal, informal and non-formal education providers;
▶ create a narrative behind each workshop, telling the story of all the realities that have touched the project, in order to generate a video documentary to be used as a manual for the future.

VITECO is partner of the project dealing with Project Results 4, story-telling. VITECO develops manuals for schools and STEAM centres, both of them playing a major role in the project as they are the main actors. On top of that result, a policy brief is delivered to policy makers, on local and European levels, so that the Creative Writing Laboratories can be shared among all EU Countries.

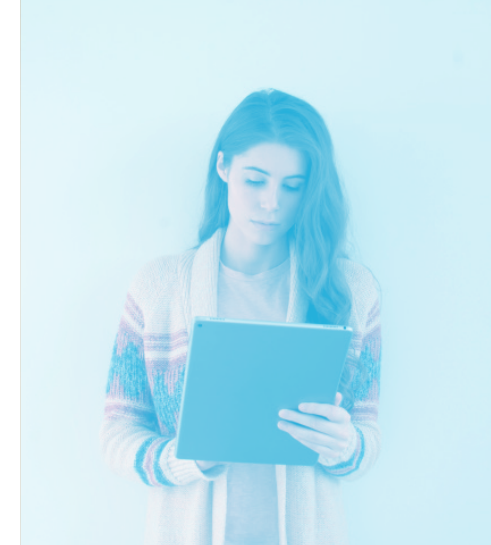**CODE** 2021-1-IT02-KA220-SCH-000032666

Dec 2021 - Nov 2024

Italy, Slovenia, Greece, Poland, Netherlands

VITECO

Erasmus + KA220 - Cooperation partnerships in school education

REFERENCE

REFERENCE, REgional Funds for EuRopEaN CohEsion - "A set of personalised Information Measures to raise citizens' awareness about EU Cohesion policy and successful results to turn citizens into active players"

REFERENCE project aims at giving its contribution for the production and dissemination of information related to EU Cohesion Policy, the Just Transition Fund and the Recovery Plan for Europe, through targeted online and offline Information Measures, in order to benefit both general public and stakeholders in the regional/local communities of the involved Countries of the consortium: Italy, Romania, Greece and Lithuania.

REFERENCE Information Measures are four, each one with a specific scope:
► IM.1 – Taking stock of what regions are already doing - a "Dos and don'ts catalogue" is produced to describe all the successful and unsuccessful practices to promote a better understanding of the Cohesion Policy fund among the regions and all the concrete offers to citizens;
► IM.2 - MyFunds App - a web application is produced as an intuitive and user-friendly tool for citizens and stakeholders to be informed on the last opportunities deriving from the Cohesion Policy funds;
► IM.3 - Information and involvement of citizens & relation with the media - it includes both online and offline informative outcomes that reach several target audiences through different formats such as promotional videos, communication campaigns, webinars, events and media show;
► IM.4 – Listen to citizens' voices - a final paper with citizens' proposals and suggestions be delivered to the European Commission and local policy makers.

JO Consulting is the official coordinator of REFERENCE, as well as the leader of the development of the Innovation Measure 2 - MyFunds App - a web application for citizens and stakeholders to be informed on the last opportunities deriving from the Cohesion Policy funds, and a tool to support the whole consortium in the dissemination and communication actions foreseen in the project.

CODE 2020CE16BAT205   ⧗ Dec 2021 - Nov 2022   ⚲ Italy, Romania, Greece, Lithuania

JO Consulting

Support for information measures relating to the EU Cohesion policy

TourINN-act

Tourism Innovation Actions and cross-sectoral cooperation in SMEs

TourINN-act investigates how digital innovation and sustainable practices can help tourism enterprises address and overcome the Covid-19 crisis, starting from cross-sectoral cooperation between SMEs, technology partners and other stakeholders. The aim is to stimulate the uptake of digitisation and innovation by tourism SMEs through transnational cooperation and capacity building, to implement new organisational models and innovative solutions for the modernisation of the tourism experience, improving the fruition of the tourism offer and making SMEs more sustainable and profitable in the medium to long term.

In order to create an integrated tourism ecosystem, 60 tourism SMEs benefit from financial support to adopt innovative, sustainable and digital practices through the presentation of cross-sectoral experimental projects. Thanks to the Roadmap on innovative and sustainable practices and the Online Catalogue of digital solutions, beneficiaries are guided in choosing the best actions for their business environment. Furthermore, the matchmaking system helps them to find suitable suppliers and the Step-by-Step Guide guides them in the practical implementation of the actions, also training their staff through dedicated e-learning modules.

JOC provides tutoring services for start-ups and helps the matching between research and enterprises to create research-applied solutions to the SMEs technological innovation. It supplies technical assistance in business planning implementing the employment of research and entrepreneurial initiatives in industrial and commercial sectors. For this reason JOC entered the consortium as a Business Support Organisation and WP4-TourINN-Match & WP5-TourINN-Open Call & piloting.

CODE 101038173

Nov 2021 - Nov 2024

Romania, Greece, Spain, Italy Cyprus

TOURINN-ACT

JO Consulting

COSME COS-TOURINN-2020-3-04

WINnovators

"Boosting entrepreneurial and STEM/STEAM capacity of young Women in higher education institutions for sustainable development and INnovation"

The WINnovators project stems from the belief that Higher Education Institutions can play as catalysts of change within the territories where they are located, contributing proactively to shaping socioeconomic development processes. Starting from this conviction, WINnovators develops tailored capacity-building actions between the Higher Education Institutions (HEIs) from the WINnovators consortium and the other non-academic partners (business incubators, tech companies, NGOs), to strengthen the links with society and business. It is indeed necessary that HEIs act as change agents to foster sustainability and innovation goals and educate their students to guide and support other disadvantaged people - such as young women from rural communities - in the transformative innovation paths encouraged by peer-to-peer learning.

Project results:
► PR1 - WINnovators Training Practices Collection
► PR2 - Gamified Interaction for WINnovators learning
► PR3 - WINnovators Interactive Working Space
► PR4 - WINnovators eTraining and Policies

VITECO leads the development of the WINnovators Online Working Space, which mediates collaboration between HEIs, OIEs and community learners (mainly young women at risk of marginalisation coming from rural neighbourhoods/outskirts), enables to keep up learners' motivation and provides easy access to targeted learning nuggets about STEM/STEAM, digital innovation, sustainability and entrepreneurship.

WINNOVATORS
Boosting entrepreneurial
and STEAM capacity
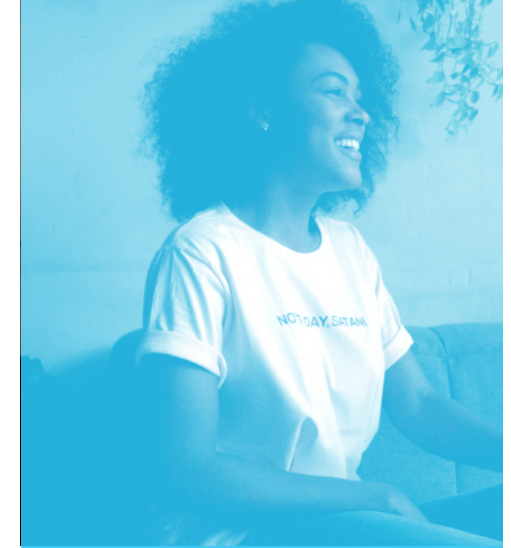
VITECO

KA220-HED - Cooperation partnerships in higher education

CODE 2021-1-EE01-KA220-HED-000032081

Dec 2021 - Nov 2024

Estonia, Slovenia, Serbia, Italy, Romania

CREAction 4 EU

The primary objective of the project is to promote youth participation in European civic life through digital means. The aim is to foster young people's attitude about social entrepreneurship in the creativity field and to provide them with knowledge and insights to develop creative outcomes and manage them (i.e. creative/social entrepreneurship, business models in the cultural and creative industries, creative industries with ICT solutions, crisis management).

To this end are being realised:
► a Handbook for youth workers;
► an E-learning training programme;
► a Learning Scenarios environment;
► a Step-by-step guide to developing a creative venture.

In order to meet the needs of the market and prepare at best the aspiring entrepreneurs an in-depth preliminary analysis shed light on the consequences that the COVID-19 pandemics brought along on the culture industry.

JO Education the development of the Learning Scenarios for Youth by realising gamified simulations and quizzes which represent a digital transposition of other project's results. The aim of these resources foster learners' active behaviour and interest towards the topic of cultural entrepreneurship.
Moreover, its contribution in realising the handbook lending also its knowledge to the development of the e-learning programme.

JO Education

Erasmus + KA227 - Partnerships for Creativity

CODE 2020-1-FR02-KA227-OU-018692

Mar 2021 - Feb 2023

France, Romania, Italy, Hungary

SKILL

Soft sKills dIgitaL Learning for the ICT workforce

The project SKILL aims to address the soft skills gap and increase the competitiveness of ICT SMEs and micro-firms.
The activities of the project through which the partnership aims to reach this goal are divided in several steps that lead each to a specific result:
►identify soft skills shortages and knowledge gaps in the ICT sector through a needs analysis that is conducted in all the partner countries;
►design and develop a soft skills curriculum for ICT employees and entrepreneurs that incorporates open pedagogies and desired participant soft skill competencies, such as critical thinking, collaboration, and problem-solving;
►design, develop, and deliver online digital soft skill learning resources for educators along with training on the most effective methodology to approach the theme with their students;
►design and develop digital soft skills learning scenarios, based on the proposed curriculum: this to enhance engage-ment and involvement of the learners. Learners are required to apply their subject knowledge, critical thinking, and prob-lem solving skills in real-world scenarios;
►design and develop simulations and mini games used for the development of soft skills in the ICT sector based upon the proposed learning curriculum. These processes are particularly important in soft skills training, as they enable the employee to make decisions, act upon them, and witness the outcomes in a virtual environment rather than in real life, where a wrong decision or miscommunication can have an adverse effect;
►develop an interactive learning area with user-friendly resources using an interface containing all the other resources developed by the project;
►develop a handbook to guide educators and learners on how to use the products generated from this project and on boosting education digitally.

VITECO is responsible for the development of the interactive e-learning area and provides its experience in the field of gam-ification during the development of the other resources of the project.
Moreover, VITECO leads the dissemination and communication of the project taking care also of the visual identity of the project and its website.

skill

VITECO

Erasmus + KA226 - Partnerships for Digital Education Readiness

CODE 2020-MT01-1-KA226-092418

Mar 2021 - Feb 2023

Malta, Netherland, Cyprus, Italy, Greece, Slovenia

MYSS

MY Smart School - distance learning educational methodologies and tools for teachers, students and school environments

In the complex scenario determined by the Covid-19 pandemic, MY Smart School wants to support teachers of both primary and secondary schools to keep up with the need of reshaping traditional curricula and learning environments towards Distance Learning, providing them with e-Courses on how to approach teaching and communication through online video sessions, plus other flexible and concrete digital solutions based on the students' age, with the final aim to solve the main issues and limits they experienced during the lockdown. Also, a blended training session is organised to provide teachers with more insights concerning educational methodologies and suggestions, as well as Multipliers Events in all the countries involved, aimed to transfer the methodology, resources and best practices to all the potential beneficiaries, including schools, policy makers and public institutions.

The MAIN RESULTS of the project are related to the development of innovative resources and digital tools which contributes in the medium-long run to decrease the loss of educational opportunities and to effectively face the adoption of Distance Learning. This is possible thanks to:

► a new model of education for primary and secondary school teachers based on open online educational resources and a digital learning platform;

► tailored and flexible digital tools and assessment instruments to be exploited by teachers during their online classes in the short and long term;

► a set of recommendations defined and validated by teachers to be practically used during online classes also after the project lifetime.

VITECO is coordinator of the MYSS project, so it leads all the administrative aspects, the whole implementation process and the organisation of the Multiplier Events. In addition, VITECO leads the IO2 "MYSS e-platform for teachers and students" which includes the realization of the video tutorials for teachers and the development of the platform and digital tools. Moreover, it is VITECO is responsible for setting-up the website and strongly supports the dissemination and communication activities.

CODE 2020-1-IT02-KA226-SCH-095487

Apr 2021 - Mar 2023

Italy, Greece, Romania

VITECO

Erasmus + KA226 - Partnerships for Digital Education Readiness

CO-M-E

CO-M-E and play for health! Gamification in senior health education

The main goal of the project CO-M-E and play for health! is to create a toolbox for senior educators and carers for the elderly, enabling work in the field of health education based on the process of self-diagnosis, self-reflection and modular content selection depending on the needs of the group and the moment of the learning process. The tool box consists of:
► a packet of games in stationary education (CO-M-E and sit to play!);
► on-line games (CO-M-E ON and play!);
► a handbook presenting the methodology of working with these tools (CO-M-E - how to play?).
Educators, volunteers and caregivers working with seniors have innovative tools to better interact and comprehend elderlies and their difficulties. Through the online games and the cards, together with the tool box that gives practical tips to better use them, educators are able to diagnose the cognitive capabilities and mental condition of learners. This gives them the opportunity to better define the educational path for seniors.

The project boosts the creation of a collaborative learning interaction environment between educators and seniors. By raising the awareness and training on sensitive issues such as Cognitive, Mental or Emotional health, it is possible to spread good practices to use innovative tools such as games to support and educate the elderly.

VITECO is the leader of the IO3 concerning the development of online games; it is also responsible for the Logo of the project and its visual identity. Moreover, given its strong experience in graphic design and web development, it is responsible for the creation of the multilingual and user-friendly website of the project.

CO-M-E

VITECO

Erasmus+ KA204 - Strategic Partnerships for adult education

CODE 020-1-PL01-KA204-082026

Dec 2020 - Jul 2022

Italy, Spain, Slovenia

37

BENDIT-EU

Burnout education, normatives and digital tools for European Universities

The BENDiT-EU strategic partnership believes that burnout prevention, in order to be efficient, needs to start as early as possible, during university studies. The process involves the extensive acquisition of skills and the use of tools designed to recognize burnout symptoms and monitor their evolution. The project addresses the burnout at all levels, respectively organizational, collective and individual. At the organizational level, universities need policies that may help in promoting a positive quality of life. On the collective level, professors, tutors and counselling staff in universities should be responsible for monitoring the wellbeing of medical and health allied students by offering solutions to work overload. At the individual level, students need to be able to recognize the symptoms of burnout and take advantage of the available support materials and instruments provided by their universities. The main objectives of the project are, therefore:

► raising awareness about burnout and providing on a wide scale up-to-date, evidence- based information for the identification, the prevention and the interventions for academic burnout;
► improving the wellbeing of medical and health allied professionals who are at risk of developing burnout and developing on-line tools to self-assess burnout;
► improving the skills of medical students and staff working in university support services who directly address or refer to cases of academic burnout;
► drive policy changes: providing recommendations for developing normatives and regulations designed to address and prevent academic burnout.

Within the framework of the project's activities a set of useful tools is produced, newly developed training materials and targeted policy recommendations for addressing academic burnout in medical and health universities.
More specifically, these results include:
a) a booklet with state-of-the-art information on the identification, prevention and effective developed interventions for managing academic burnout;
b) a self-screening and self-help web-based application for students;
c) experiential burnout prevention for students and academic/ administrative staff;
d) a set of recommendations for addressing the issue of academic burnout at university level, with a methodology for the adaptation of these recommendations.

VITECO takes care of the realization of the web-based application, coordinating its technical development. Moreover it supports partners in the piloting phase of the project's results and contributes to the definition of the policy recommendations for addressing academic burnout.

BENDiT-EU
FOR EUROPEAN UNIVERSITIES

VITECO

Erasmus+ KA203 - Strategic Partnerships for higher education

CODE 2020-MT01-1-KA226-092418

Nov 2020 - Apr 2023

Romania, Italy, Bulgaria, Portugal, Spain, Cyprus

EUROTHON

European Hackathon: shaping youth ideas on the future of Europe

Starting from the concept of "hackathon" as exploratory programming and marathon and as a tool for networking, knowledge sharing, and inspiring moments, the general scope of this project is the organisation of a "Eurothon", a European event focused on Europe as a great motherland of the future with debates on roots, threats and ideal horizons, to explore and discuss the values and history of Europe. Final aim is to broaden and strengthen youngsters' civic engagement and participation in democratic processes at the international, national and local level, through their active participation in this innovative training programme which follow an integrative, student-centred and action-oriented approach, aimed to develop a culture of innovation within communities and amongst educators.

EUROTHON project aims to:

► enhance young people's civic participation, providing them with the right information, tools and channels to make their voices heard by policy makers and relevant organisations and stand up as tomorrow's change makers and new EU ambassadors;

► increase social inclusion of young people on European values, while promoting intercultural dialogue and acceptance of diversity and tolerance;

► strengthen young people's sense of initiative, notably in the social field to support their communities;

► promote equal learning, collaborative work and self-learning, through the involvement of young people in the EUROTHON training programme and event.

The target groups are young people and activists who are active in and for NGOs, youth organizations or wider civil society organizations, but also young people willing to play a more active role as EU Influencer/Ambassador.

e-Medine is coordinator of the EUROTHON project, so it leads all the administrative aspects, the whole implementation process and the organisation of the Learning, Teaching, Training Activities and the Multiplier Events. In addition, e-Medine leads the development of the website and strongly supports the dissemination and communication activities.

shaping youth ideas on the future of Europe

e-Medine

Erasmus + KA205 - Strategic Partnerships for youth

CODE 2020-2-IT03-KA205-019469

Dec 2020 - Nov 2022

Italy, Turkey, Spain, Greece, Cyprus, Romania, Belgium

ARphymedes Plus

AR Physics made for students with special education needs

The COVID-19 pandemic and its impact on learners with disabilities raised the urgent need for adaptation of individualized learning plans, methods and tools. New ICTs potential for customisation of the teaching and learning materials to the individual needs of the SEN students is not fully recognised and adapted.

Project ARphymedes Plus is an extension of the project ARphymedes, which focuses on developing an educational toolkit for physics education enhanced with Augmented Reality (AR) in order to make them available and easily accessible for SEN students. It integrates new technologies such as AR, computer games, text to speech, user environment adjustment and machine learning to the education toolkits for the physics education of SEN students at the secondary school. The project is particularly careful at the attractiveness of the content, based on a multimodal approach in education using Science, Technology and History as access points for guiding student inquiry, dialogue, and critical thinking, fostering creativity, imagination and interest in physics and STEM, and removing barriers leading to the social exclusion.

These important and ambitious objectives are reached developing a series of resources as:
► a digital version of the handbook for students for physics education, accessible also for people with disabilities thanks to text to speech, caption, braille printing, adjusted contents, etc.;
► an handbook for teachers providing indications about how to take advantage of the resources provided by partnership;
► an adapted version of the AR application, made suitable to be used also by SEN students to enable a full and immersive experience;
► a training programme for teachers to provide them the skills and the knowledge needed to best take advantage of the project's results.

VITECO, thanks to its technical capabilities, is responsible for the development of the digital version of the handbook for students. It takes care of the external communication of the project, leading the various dissemination activities that are undertaken to spread its results as effectively as possible.

VITECO

Erasmus + KA226 - Partnership for Digital Education Readiness

CODE 2020-1-SK01-KA226-SCH-094415

Apr 2021 - Mar 2023

Slovakia, Slovenia, Italy, Greece

ARPHYMEDES

AR Physics Made for Students

The project ARphymedes has the objective to popularize physics among young people, who, instead, often find it as unattractive, excessively complex and in general unappealing. Such perception has led to a general lack in scientific knowledge by European students which can cause a further skill gap in the future.

In order to avoid this, the project aims to:

1. increase the engagement of all students in physics education, by providing hands-on opportunities for all students, especially those that are currently under-represented in physics, that on average perform relatively poorly in STEM;
2. lift the size and average achievements of the group of students using the developed educational book;
3. eliminate the problems related to material shortage of teachers, to facilitate the preparation of interactive classes.

These objective are obtained by realising several useful resources, namely:

► a student book telling the story of the most important milestones in physics through a highly interactive approach;

► a teacher's book that contain extensive teaching support materials, instructions, demonstrations, visuals (AR), problems with solutions, challenges for critical thinking, assessment tools, and specialised support;

► an augmented reality enabled application for Android and iOS mobile devices, freely Google Play and App Store consist of a number of modules, milestone of the evolution and the history of physics;

► an online training programme, in line with the actual needs and challenges and for supporting the actual implementation of the student book with the AR application and teachers book developed by the partnership.

VITECO takes care of the graphic layout of all the resources developed by the project, even including the project's visual identity. VITECO also takes advantage of its expertise in the gamification field to provide precious feedback and support to the partnership in the realisation of the student book and mobile application.

ARPHYMEDES

VITECO

Erasmus+ KA201 Strategic Partnership for School Education

CODE 2020-1-SK01-KA201-078391

Sep 2020 - Aug 2023

Slovakia, Estonia, Slovenia, Italy, Greece, Romania

RISKREAL

Training low qualified workers to reduce RISKs and increase resilience in demanding industry using virtual REALity

RISKREAL aims to provide specific tools for the evaluation and acquisition of psychosocial skills and competences needed in low qualification jobs of some industry sectors such as wind power energy, metallic manufacturing or moulding fabrication, and other similar positions in which psychosocial occupational hazards related with emergency management occur.

The provided training complements the current certified technical training to contribute to the employability, health and quality of life of the workers as well as the competitiveness of the companies.

The main intellectual outputs are:

► a gamified app to evaluate the attitudes and skills of workers, able to adapt the training to the specific characteristics of the individuals;

► theoretical training modules, to be available in digital platforms oriented to psychosocial capacitation and coaching;

► a virtual reality simulator to prepare potential workers in specific situations or to reproduce work conditions to better train and reinforce the contents defined in the curriculum.

The main target groups of the project are individuals in vulnerable groups due to their social, economic, or educational background; workers with low qualification profiles, interested in improving their skills with regards to psychosocial management; private companies looking for workforce, in particular for low qualified profiles, as well as companies providing training for the referred sectors.

IPPO Engineering coordinates the technical development of the gamified app which evaluates the attitudes and skills of the workers and, based on the different profiles, allows for the adaptation of the training to the specific characteristics of the individuals.

IPPO Engineering

Erasmus + KA204 - Strategic Partnerships for Adult Education

CODE 2020-1-ES01-KA204-081847

Sep 2020 - Aug 2023

Spain, Italy, Malta, Greece

STEM

Improving STEM Education Across European Schools

The general objective of the STEM project is to develop a methodology for teachers/educators and to develop and implement innovative pedagogies and methods for teaching and assessing STEM in the classroom, making it more attractive in the eyes of young people and students.

The specific objectives are the following:

► boost a Europe-wide collaboration among STEM teachers as well as education researchers, policymakers and other STEM education professionals, exchanging inquiry-based and other innovative, effective and engaging approaches to science and maths education;

► transfer of innovative STEM teaching methods to a large number of teachers, an e-Learning Area that developed in order to help individuals exploring and sharing innovative tools and techniques to make STEM subjects attractive in the eyes of the students;

► explore the use of ICT in STEM education, to enhance its introduction in traditional teaching methods and create technology-rich learning environments for students;

► helping students to develop important transversal skills such as creative thinking, problem solving, etc., that can be utilised by young people in the labour market.

VITECO is responsible for the development of the e-learning area and of the e-courses. The innovativeness of the e-courses - in addition to the content - is given by the fact that they follow the traditional school curricula rules and layout. In fact, since teachers need to use such material in classes with young students, the courses are highly interactive and include practical exercises, quizzes, mini games, videos, rather than just text and theoretical descriptions. Due to these materials, teachers are able to increase their skills and competences in STEM.

VITECO

Erasmus + KA201 - Strategic Partnerships for school education

CODE 2020-1-UK01-KA201-078810-05

Oct 2020 - Oct 2022

UK, Turkey, Italy, Greece, Romania, Belgium

MGM

MYgrant METAMORPHOSIS - Professionalization Of Youth Workers - Integration Of Migrants Through Multi-Medial & Art-Based Learning

MGM – MYgrant METAMORPHOSIS Professionalisation of Youth Workers – is an ERASMUS+ project funded by the European Union. It supports the social inclusion of young people with migrant backgrounds and reinforces their role as active citizens through developing a common understanding of multiculturalism and coping with language barriers. Furthermore it provides a set of methods and tools supporting youth workers in their professional activities by using art as a driver for education. The main goal of MGM is to create a supportive environment for youth workers in favour of social inclusion of young people with migrant background and reinforce their role as European citizens through the following project outcomes:

► an Handbook for youth workers which provides youth workers with methodology as well as media and art workshop scenarios while working with young people;

► a Board Game, a tool for intercultural education, that ensures interactions, builds common understanding and enables us to observe emotions as well as reactions;

► an e-Learning Platform that offers a digital library of various multimedia content (videos, graphics, animations, soundcasts, etc.) which support and extend the content of the e-book;

► an Event Management Guide that provides support in organising artistic events with a low budget. It gives simple instructions on how to put young peoples' ideas into practice.

The main target group are youth organizations and youth workers dealing with young people with migrant background. The project focuses on shaping their competencies in work with migrant youth.

VITECO is the leader of IO4 - MYgrant EVENT - How to organise My own Event? Guides for Event Management.

VITECO

Erasmus+ KA205 - Strategic Partnerships for Youth

CODE 2018-2-DE04-KA205-016979

Sep 2018 - Aug 2021

Germany, Italy, Greece, Poland

PEACH

Preserving and promoting Europe's cultural and linguistic heritage through empowerment of bilingual children and families

The general objective of PEaCH is to create step-by-step guidance for parents and educators on how to support, maintain and develop a child's home language(s) after a family moves to a different language environment within the EU. PEaCH also wants to raise educator's awareness of the benefits of bilingualism and home languages.

Therefore, PEaCH reaches two types of main target users: parents in multilingual families and educators in nurseries, kindergartens and primary schools across the EU.

The project produces four intellectual outputs:
► O1 Handbook for Parents on bilingual upbringing;
► O2 Set of Educational Videos;
► O3 Language-specific materials to enhance language skill development of children;
► O4 Toolkit for PEaCH Ambassadors and Educators.

PEaCH project aims to create an universal method of upbringing of bilingual children explained in educational videos in all 24 EU official languages. Online databases of materials are developed for all 24 EU official languages as support resources for parents, teachers and educators. The project offers training for teachers and educators through series of webinars regarding bilingualism, support to families, etc. Moreover, a European network of PEaCH Ambassadors is created among teachers and educators interested in bilingual upbringing.

PMF is the leader of the dissemination of the project, therefore it develops the communication strategy of the project and establishes and manages the social media channels and the website that are used to disseminate the results. PMF is also the leader of the Intellectual Output 2 consisting of the realization of a set of educational videos.

PEaCH
for bilingual children

PMF Research

Erasmus+ KA201 - Strategic Partnership for school education

CODE 2019-1-BE02-KA201-060323

Oct 2019 - Sep 2021

Belgium, Italy, Romania, United Kingdom

PRECOBIAS

Prevention of Youth Radicalisation Through Self-Awareness on Cognitive Biases

PRECOBIAS is a user-centred counter-narrative campaign project that centres around the mental processes and cognitive biases at stake when youngsters, especially the ones either vulnerable to radicalisation or already radicalized, are faced with extremist/terrorist discourses on social media.
The project aims to counter radicalisation in the long term by enhancing digital resilience and critical thinking of the target audience. PRECOBIAS helps them get to know themselves better by revealing the mental processes and cognitive biases that underlie their interpretations and analyses.
PRECOBIAS aims to bring about behaviour change, dissuading target youngsters from promoting extremist content online.

The resources produced by PRECOBIAS are:
►a preliminary Scientific Research with the objective of gathering empirical results on the nature and effects of extremist narratives in order to guide the development of the other project's resources;
►an Online Campaign addressed at young people at risk of radicalisation conducted through gamified interactive contents, animated videos and a contest;
►an Online Course and two Toolkits addressed at teachers and social workers who are actively involved in the activities of prevention and countering of the radicalisation process by young people.

PMF Research is coordinator of the PRECOBIAS project, so it leads all the administrative aspects of the project and the whole implementation of the Online Campaign for youngsters at risk of radicalization.

PRECOBIAS
#thinkaboutit

PMF Research

Internal Security Fund-Police
ISFP-2018-AG-CT-CSEP

CODE ISFP-2018-AG-CT-CSEP

Dec 2019 - Nov 2021

Italy, Belgium, Slovakia, Germany, Hungary, Poland

WAAWT

We Are at Work, Too

The aim of We are at Work too project is to enable students with mild intellectual disabilities to receive better social and self-care skills at home (in the family) with a holistic approach, while at the same time they receive better quality vocational education at the standards demanded by the labour market to increase employability in their fields after graduation.

In many studies, it has been observed that mentally retarded children's learning capacity increases in the short term with their parent's participation of education programs, as well as the child's sense of trust and language skills. For this reason, a comprehensive and planned family education program is prepared, according to the concrete needs and addressing the target audience. In particular, the following intellectual outputs are developed:
► 01 International Research on Family Education and Student Professional Competences;
► 02 Family Education Programme Training modules;
► 03 Supportive Vocational Education Modules for Students;
► 04 Implementation Guide for Trainers.

VITECO is the technical partner of the project. It is in charge of the project website and development of the e-learning platform.

VITECO

Erasmus+ KA202-Strategic Partnerships for vocational education and training

CODE 2019-1-TR01-KA202-074775

Oct 2019 - Apr 2022

Italy, Turkey, Portugal, Slovenia, Romania, Poland, United Kingdom

FG4AG
Food Gaming For Active aGeing

Food Gaming For Active Ageing (FG4AG) aims to promote good eating habits among seniors through the use of innovative games. Nutrition is an essential aspect of people's health and well-being that cannot be neglected.
It is necessary to emphasize the importance of good nutrition and better daily habits, which allow to improve the quality of life at all ages, especially for the elderly, also having positive effects in the prevention of cognitive decline.

Moreover, the project aims to promote social inclusion through the acquisition of ICT skills, for this reason an online platform is developed containing good nutritional practices and more.
FG4AG creates innovative serious games to support the learning of good nutrition and lifestyle habits.
This educational program provides information and advices on good eating habits that older and older people should adopt in order to have a healthy life and live independently as long as possible.
The project has a double positive impact on the participants: on the one hand the educational program teaches them how to have good eating habits, with benefits on their physical health and on the other hand the project's serious games allows the participants to train their cognitive skills and ward off the risks of cognitive dementia.

While traditional motivation strategies usually fail to involve learners in the training courses, FG4AG creates innovative serious games to support seniors' learning of good nutrition habits. In fact, it has been demonstrated that Serious Games are a good motivating tool with beneficial effects in improving cognitive functions in healthy older adults.

VITECO is responsible for hosting the project website and the platform for the nutrition games. Moreover, VITECO develops serious games for the project.

CODE 2019-1-FR01-KA204-062101

Dec 2019 - Dec 2021

Italy, France, Spain, United Kingdom

VITECO

Erasmus+ KA204 - Strategic Partnerships for adult education

NET
New Approach In Educational Technology

The E+ project NET promotes innovative teaching methods and didactical approaches that support the effective use of ICT (Information and Communications Technology) in education. In fact, ICT learning materials, tools and actions are able to foster creativity, critical thinking and project-based learning, and promote the use of interactive methods for students' diversity.

The aims of the project are:
► developing cooperation between the community, school, teachers and students through the use of advanced information technology tools;
► supporting learning environments with educational software, electronic references, application software and educational games;
► integrating information technology tools into any learning environment;
► providing access to all sorts of advanced information technology tools throughout the life of each student;
► providing all students with the ability to use the right information technology tool at the right time and in the right place;
► ensuring that computer teachers use lesson plans, improve assessment tools, prepare educational materials and improve themselves.

VITECO, as technology partner of the project, is responsible for the development of the e-learning platform and the project website. Moreover, VITECO contributes to the development of serious games.

VITECO

Erasmus+ KA201 - Strategic Partnerships for school education

CODE 2019-1-SK01-KA201-060658

Dec 2019 -Dec 2021

Slovakia, Greece, Italy, Turkey, Czech Republic, Poland

DEFINE

Digitalized Financial Education for Seniors - Interactive Scenario Gaming Solutions for Increasing Online Financial Literacy of Seniors

The DEFINE project aims to help seniors (female and male above the age of 60 years) to increase the online financial literacy skills and competences on a horizontal level. This is connected with the main aim of the project which is to upgrade seniors' skills in handling online financial management services. More specifically, it aims to:
► increase their active participation at financial markets again;
► decrease their costs of participation due to upgraded online IT skills;
► enhance their investment possibilities and understanding which leads to a minimization of disadvantages and fraud of this target group.

Objective of the project is to increase the skills on IT and technological developments in finances connected to money management, budgeting and investments. In order to achieve this goal learning scenario games in these areas are developed for all of the participating countries to give seniors to learn to navigate. In addition to these scenarios offline training materials, trainer guides and a handbook with additional material for offline trainings are developed.

VITECO provides technological consultation and it is responsible for the development of the learning scenario games.
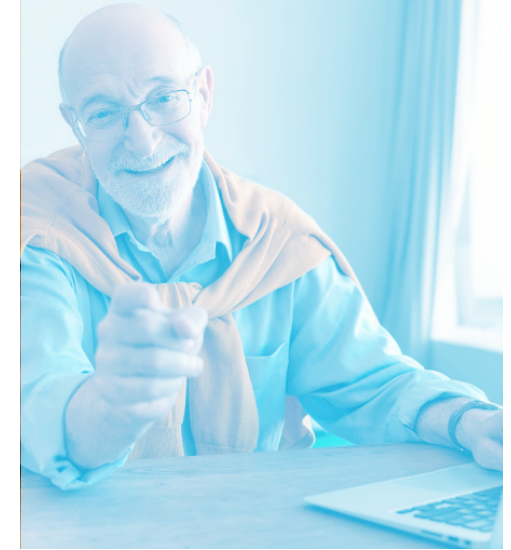
VITECO

Erasmus+ KA204 - Strategic Partnerships for adult education

CODE 2019-1-AT01-KA204-051249

Oct 2019 - Sep 2021

Austria, Italy, France, Spain, Germany

INNovaSouth

Implementation of workplace innovation scheme in Southern European SMEs

The aim of INNovaSouth project is to provide dedicated SME instruments able to stimulate Southern European SMEs to implement new organizational models for the management of human resources and innovative solutions for the modernization of the workplace.

The INNovaSouth innovative model for Workplace Innovation allows Italian and Greek SMEs to find simple, immediate and innovative solutions to increase employee's motivation and productivity, which is translated into added value for the business and more benefits for the entrepreneurs.

The piloting scheme has been initially implemented in Sicily and Thessaly regions, giving rise to a multiplier effect boosted by a targeted dissemination strategy conceived and implemented by partners.

JO Consulting is coo inator of the INNovaSouth project, so it leads all the administrative aspects of the project and the whole implementation of the innovation programme in the selected SMEs.

CODE 861874   Jun 2019 - Jun 2021   Italy, Greece

INNovaSouth

JO Consulting

H2020-INNOSUP-2019-04

FAVILLE

FAcilitators of VIrtual LEarning

The project aims to intervene in a constantly growing e-learning and virtual learning industry.

Despite the increasing number of virtual courses, good quality standards are not often met. This inverse proportion between offer and quality is due to many factors, but the key to change it is in the hands of instructors and, even more, of facilitators.

The term virtual learning facilitator refers to a relatively new figure in the teaching world - distinguished by the teacher - who facilitates learning in an online/ virtual training programme.

The skills and competences required by the facilitation activity are the most diverse and complex, and nevertheless often overlooked. It is no coincidence if many e-learning and virtual learning facilitators lack the required abilities to properly fulfil their role, thus undermining a potentially better learning experience.

Aware of that, the project aims to enhance the quality standards of facilitating in virtual learning environments and to provide to the facilitators of virtual learning, the skills and competences that they need to develop or improve their techniques.

To reach these goals FAVILLE provides users with three resources:

► FAVILLE e-Learning Programme for Virtual Facilitators: a course that aims to provide the technical and pedagogical knowledge, skills, and competences necessary for effective support and facilitation of learning processes;

► FAVILLE Web Application: a collection of facilitation tools, techniques and methods curated from various sources made available with a user-friendly interface;

► FAVILLE Competence Validation for Virtual Learning Facilitators: a process guiding users to systematically reflect on, document and demonstrate their professional competences in the field of Virtual Learning Facilitation and getting them validated.

HT Apps provides technical support, being in charge of the realization of the app where the didactical contents produced by partners during the project are uploaded and made available for users.

HT Apps

Erasmus+ KA204 - Strategic Partnerships for adult education

CODE **2019-1-SK01-KA204-060711**

Oct 2019 - Sep 2021

Slovakia, Greece, Italy, Germany, Portugal

POMELO

Power of Voice, Melody and Diversity

The main focus of POMELO is to improve the effective integration practices for migrant youth and between migrant and local youths in the EU community, in order to foster a multicultural enhancement path through the implementation of innovative educational methodology, tools and practices able to afford equal voice and the opportunity to grow together within the community.

The project objectives are:
► improve the educational methodology and tools for the target groups (youth and social workers/youth organizations/volunteers/instructors working with local and migrant young people), through specific and detailed materials able to explore the effects of music on social cohesion and language learning, especially through creating lyrics and singing;
► enhance and to spread knowledge on the project core subject of the youth organizations and of theirs staff working with migrant and local youth and dealing with migrant integration, involved in the project and at global level.

In this project, PMF is dissemination leader and technical partner for the development of the Infogame and Competence Map on Music as Social Inclusion enhancer and on Foreign Language Learning through singing (O1).
Through this Infogame, partners want to provide social workers and all interested in the subject, with informative materials presented in a form different from typical manuals with theoretical background. The Infogame is interactive and contains the essential results of the research on the effects of singing in group dynamics and on music used in second language learning.

CODE 2019-2-IT03-KA205-013960

Jan 2019 - Dec 2020

Italy, Czech Republic, Greece, Cyprus, Poland

PMF Research

Erasmus+ KA2 - Strategic Partnerships for Youth

SELF-REGENERATE

Self-Employment and English for Peripheral Regions

SELF-REGENERATE aims at creating a coaching methodology for VET, based on the Bridge Model, that combines entrepreneurship coaching and business English with an expected impact on peripheral regions. The project has two objectives: to increase the capacity of VET students to create more successful enterprises and to increase the capacity of VET Institutions to provide practical and real enterprise support.
During the project, it designs a SELF-REGENERATE online platform with practical exercises in "English and Enterprise" and an e-learning community with multimedia contents on business English courses.

JO CONSULTING, as the technical partner, provides an Open Education Resource (OER), which is a digital portal with the e-learning community where visitors can download, adapt and upload individual and training activities and support each other. The idea is to create an interactive learning area containing a set of exercises, videos and useful training material that encourages the involvement of the target group and active participation of our target users.

CODE 2018-1-NL01-KA202-038947

Oct 2018 - Sep 2020

Netherlands, United Kingdom, Lithuania, Greece, Spain, Italy

SELF REGENERATE

JO Consulting

Erasmus+ KA202 - Strategic Partnerships for vocational education and training

e-RD

Design, Development, Implementation and Assessment of Skill Formation Process in the Frame of VET for R&D Staff

The project e-RD supports the personnel working within R&D studies and international collaborations focusing on work-oriented learning. It aims at implementing transnational activities and collaboration, which are focusing on supporting and developing R&D and innovation VET of the engineers in both EU and Turkey. These include the creation of an international joint VET curriculum, the development of ICT-based innovative and effective e-learning tools and skill-formation certification at international level. The project shall strengthen key competences in VET (common methodologies as well as for outcomes in those curricula) and enhance access to training and qualifications for all.
This represents a benefit for civil society, public and private sectors.

VITECO, as the technical partner, provides an e-learning software with a set of e-learning tools to support both Turkish and European engineers focusing on work-oriented learning. The idea is to create an interactive learning area that enhances access to training and qualifications for people working within R&D studies by increasing the quality, supply and accessibility of continuous VET.

CODE 2018-1-TR01-KA202-059252

Sep 2018 - Aug 2020

Turkey, Italy, Spain

e-RD
E-Learning Platform for R&D Staff

VITECO

Erasmus+ KA202 - Strategic Partnerships for vocational education and training

BLOCKS

Blockchain for Entrepreneurs – a non-traditional Industry 4.0 curriculum for Higher Education

The project BLOCKS creates a networked platform of collaboration on curriculum development for universities and companies in Romania, Italy, Estonia, Latvia and Greece to develop non-traditional, blended-learning courses, tailored for an Industry 4.0 world, focused on providing teachers, students and entrepreneurs with knowledge and skills on the blockchain. The approach is non-technologically intensive, as the purpose is to provide a business-oriented type of knowledge applicable for all types of students and entrepreneurs. The project shall identify critical skills and knowledge packs needed in blockchain-powered economy and implement them in the curriculum of universities, in a gamified, user-design oriented manner, tailored for various types of users.

VITECO provides technological consultation and support for the definition, creation and distribution of toolkits or study materials to be used.
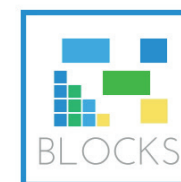
CODE 2018-1-RO01-KA203-049510

Sep 2018 - Aug 2021

Romania, Estonia, Greece, Latvia, Italy

VITECO

Erasmus+ KA203 - Strategic Partnership for Higher Education

YES

Youth Empowerment by Entrepreneurial Skills

YES project helps Youth Workers to understand what entrepreneurship is and to put it into practice through a series of modern and digital tools within the Venture Program Project (VPP), that is their business project idea/plan. This makes their professional profile much stronger and improves their survival rate as entrepreneurs. In their turn, Youth Workers can pass on their new trained skills and use our methodology to contribute to fight youth unemployment via entrepreneurship.

JO Consulting, as the technical partner, provides the e-learning area with the e-course as real valuable learning resources for young learners and trainers. The idea is to create an interactive learning area containing a set of quizzes, exercises, videos and useful training material that encourages the involvement and the active participation of our target users.

CODE 2018-2-NL02-KA205-002202

Sep 2018 - Aug 2020

Netherlands, Cyprus, Lithuania, United Kingdom, Italy

JO Consulting

Erasmus+ KA205 - Strategic Partnership for Youth

GE&iN

Generations in Interaction: Intergenerational Learning as a Constructor of Identity and Culture

The main idea of the project GE&iN is to create concrete and versatile models for enhancing intergenerational learning.

During the project partners conduct intergenerational learning courses for companies, universities and individuals, a teacher training guide based on creative methods to support intergenerational learning and a model for the development of intergenerational centres. All outputs are collected on a platform and made available to all stakeholders.

The project includes the idea of bidirectional intergenerational learning, not only from older to younger. In fact, nowadays, there are many sectors of life where younger people can transfer their knowledge and skills to older people, for example ICT.

VITECO provides the platform as innovative and interactive online space for teachers and facilitators to develop a wide European network in which universities, teachers of formal schools, NGOs organizations and facilitators of non formal sector, parents and business representatives share and exchange information, experiences, suggestions and examples of good practices about intergenerational learning.

CODE 2018-1-FI01-KA204-047290

Sep 2018 - Aug 2020

Finland, Italy, Poland, Romania, Slovenia

VITECO

Erasmus+ KA204 - Strategic Partnership for Adult Education

PREVENT4WORK

Knowledge Alliance for Innovative Measures in Prevention of Work-Related Musculoskeletal Disorders. Prevent4Work

The project Prevent4Work aims to develop high quality evidence-based measures, identified as a need by EU-OSHA, in order to prevent and manage Work-Related Musculoskeletal Disorders (hereinafter WMSDs), since WMSDs are one of the most common work-related ailments, affecting millions of workers and cost employers billions of euros throughout Europe.

During the project health tools are designed, educational programmes and actions, all accessible online and adapted to the different actors involved in WMSDs: workers and enterprises from different sectors of activity, trainers, health professionals, HEIs and stakeholders.

VITECO is leader of dissemination and exploitation and develops and sets up a wider range of multidisciplinary contents, materials and activities related to WMSD and collaborates in designing the mhealth training platform, online courses and MOOC.

VITECO

Erasmus+ KA2 - Knowledge Alliances for Higher Education

CODE 600920-EPP-1-2018-1-ES-EPPKA2-KA

Nov 2018 - Oct 2021

Spain, Denmark, Italy

NATIFLIFE

A Network of Assistive Technology for an Independent and Functional Life

In 2018 VITECO is part of the NATIFLife project funded by the European Programme Interreg Europe Italy-Malta. The common challenge of the two Regions, Sicily and Malta, tackled by this project is to provide effective technological solutions to the growing needs of independence and autonomy of elderly and people with impairments.

The main project objective is the development of an innovative framework of assistive technology by a joint action between research, industrial, institutional and social sectors. The project intends to provide end-users with autonomy, thus enabling dehospitalization, staying in places of origin and avoiding breaking the bonds with families. This reduces costs to the National Health System. The NATIFLife project produces the following main outputs:

►the strengthening of two research centres, one in Malta and one in Catania-Italy, equipped with innovative facilities to perform joint disruptive research in the field of assistive technology. Research centres provide support to enterprises willing to tackle the field of assistive technology;

►the development of timely research and an integrated platform of assistive technology compliant with innovative and traditional solutions;

►the realization of two pilot demo sites, one in Malta and one in Catania, Italy, where innovative and traditional solutions can be validated by end-users, by a strong joint efforts between enterprises, institutions and research centres. This is the first example of a joint cross-border action to bring technology close to end-users.

The following approach are implemented:

►the two research centres are complementarity reinforced to exploit KETs, such as electronics, micro systems and mechatronics;

►new research are developed to build an integrated platform of assistive technology, to be installed in the Pilot Demo Sites;

►joint advanced research and industrial efforts are strategic cross-border activities to tackle the common challenge of active ageing and well being, also exploiting the contamination between stakeholders with high competences and complementary skills.

VITECO develops an informative portal to inform citizens about the activities carried out by the project and about the main objectives pursued. VITECO develops a software suitable for assistive and innovative technologies.

CODE C1-1.1-90   May 2018 - May 2020   Italy, Malta

Interreg Italia-Malta

NATIFLife

VITECO

INTERREG V-A Italia Malta

HH
HERITAGE HUBS

The purpose of the "Heritage Hubs" project is to enhance intercultural interaction by encouraging young people to explore and share their own heritage and to get to know and practice the heritage of others. The project enables school classes with students approx. ages 11–15 in different European countries to share a part of their own culture and practice the culture of others, digitally and face-to-face. The choice of the heritage presented is made by the students. The technique of presenting and sharing the heritage is via audio-visual material (eg. video or other). During the project different methods are tested and shared and research activities are carried out in order to develop practical methods and tools (best practices) that professionals can use in order to integrate culture, heritage and intercultural dialogue into their daily work with young people. The project is carried out by the project leader and partners (5 countries) in cooperation with the associates (such as schools involved in the project).

VITECO provides technological consultation and support: planning the digital solutions for the project together with the applicant and the other partners. VITECO supports the partners and participants during the project and creates an online digital platform where young people can get to know each other and their heritage through sharing the audio-visual they have made. VITECO also leads all the aspects related to the dissemination of the project.

CODE 2018-1257/001-001

May 2018 - Jan 2020

Spain, Serbia, Italy, Finland

VITECO

Creative Europe EACEA-35-2017

NORADICA

Inter-Religious Dialogue Against Radicalization of Youth through Innovative Learning Practices at School

The project aims to launch a dialogue focused on a better understanding between religions to prevent radicalization. It designs and implements an integrated set of activities and OER to promote inter-religious dialogue at school in cooperation with relevant stakeholders and religious communities in the partner Countries. The project consists of several steps; it provides a mixed strategy of advancing knowledge on youth radicalization risk factors and implementation of experimental educational activities and workshops carried out in some leading-schools. This offers teachers useful tools for their classroom work.

NORADICA Project wants to connect youths with the heterogeneous religious groups interacting with their daily-life contexts. The aim is to foster the process of understanding the structural diversity of EU society as a value instead of a barrier to reach a peaceful coexistence.

NORADICA implements this approach into the main socializing institution, the school, with the upbuilding of a network based upon sharing information, good practices and research-based knowledge. All these elements work as a social-constructed antidote to exclusion and radicalization dynamics among youth, empowering teachers and schools with tools and practices related to religious issues.

PMF is the technical partner and the dissemination leader of the project

CODE 2017-1-IT02-KA201 -037002

Nov 2017 - Oct 2019

Italy, Poland, France, Belgium, Romania

PMF Research

Erasmus+ KA201 - Strategic Partnership for School Education

T3QM

The Three Question Model Of Developing Social Entrepreneurs

The 3 Question Model (T3QM) develops, tests, evaluates and valorizes the 3QM EU Model. T3QM is an innovative way for adult educators to offer high quality and needs focused coaching to (social) start-up founders. Adult learners (entrepreneurs) are able, through this approach, to develop a fledgling start-up into an impactful and income generating enterprise. T3QM is focused on practical business experience and the methodology comes from BTF (a UK enterprise incubator) blended methodology of (social) business support comprising micro-investment, start-ups and incubation. T3QM EU enables a wide variety of aspirant entrepreneurs, from backgrounds of need and who fail to access traditional support, to practically develop their enterprise ideas. They approach business development not as a theoretical exercise, but from the perspective of the market and of the entrepreneur. In this way, they can also analyze all the steps needed to start a business and create employment.
Therefore, the rationale is to create an innovative adult education pathway that emphasizes entrepreneurship and self-employment as proven and successful ways of overcoming traditional barriers and persistent unemployment.

All aspects of digitisation and website creation are led by JO Consulting. It leads on the website design and updating due to their experiences in this field. The website and valorisation materials, where necessary, are available in all partner languages. JO Consulting also leads all the aspects connected to the dissemination and future exploitation of the project.

CODE 2017-1-UK01-KA204-036651

Oct 2017 – Sep 2019

UK, Italy, Greece, Netherlands, Lithuania, Malta

JO Consulting

Erasmus+ KA204 - Strategic Partnership for Adult Education

SSME ACADEMY
SOCIAL SME ACADEMY

The Social SME Academy project aims to promote social entrepreneurship among young people by fostering their creativity and giving them support in starting up their entrepreneurial ideas through a Business Incubator Coaching Programme.
It offers a strong impact towards youth willing to undertake entrepreneurial experience in the social field by empowering their skills and competences and supporting them in creation of new businesses.
The project targets people among 15-29 years old. It is addressed to those who want to learn how to strengthen soft skills that are particularly sought-after by employers, but also to would-be entrepreneurs. In both cases, they are supported through a methodology already tested with success in more than 5 European countries.

JO Consulting contributes to the development of the Youth Social Entrepreneurs Manual & Self-Assessment test for would-be entrepreneurs (O2), which aims to introduce the concept of social entrepreneurship with particular focus towards youth. It intends to indicate steps that young people have to follow in order to become social entrepreneurs, tips and useful suggestions. Furthermore, it defines characteristics for successful business ideas in the field of social entrepreneurship.
JO Consulting leads IO4 - SSME Academy Video Tutorials to be used to strengthen the relationship with our target group of young people and attract more potential users by approaching them in a direct and practical way. It is also leader of all the aspects connected to the dissemination and future exploitation of the project and it organises training addressed to young aspiring entrepreneurs.

CODE 2017-2-UK01 -KA205-037097

Oct 2017 - Sep 2019

UK, Italy, Poland, Spain, Portugal

JO Consulting

Erasmus+ KA205 - Strategic Partnership for Youth

IMMIMATH

Innovative Mathematics Learning Software for Migrant Students

The objective of this project is to develop, test and disseminate learning software for teaching mathematics in multicultural and multilingual classrooms. The software provides teachers training activities focused in particular on migrant students.

This is done by:

► performing a needs analysis amongst maths teachers and teacher trainers;

► analyzing existing ICT learning products that have a focus on migrant students;

►collecting data about immigrant students in the partner countries;

►developing learning software for "motivation and learning" as well as for "practice and assessment", piloting and testing this software with teachers and school students, and make this software available in all partner languages;

► teaming up with teacher training institutions in other countries to present the software there;

►organizing an international teacher training event with a workshop to introduce teachers to the learning software and show possible classroom uses;

► organizing an international conference as multiplier event to present the project results and to work with teachers and teacher trainers, using the materials;

►disseminating outputs using a wide variety of regional, national, and international dissemination channels.

VITECO is responsible for the development of mathematical simulations/games.

CODE 2017-1-AT01-KA201-035005

Oct 2017 - Nov 2019

Austria, Italy, Slovakia

VITECO

Erasmus+ KA201 - Strategic Partnership for School Education

E-DRIVERS
European Driver Education in Road Safety

Improving traffic safety and reducing crashes and resulting deaths and injuries were the fundamental objectives of the E-DRIVERS project. It aims to address the high levels of young driver risk by taking into account some of the highly complex root causes of the problem, which include inexperience, age, gender, physiological and emotional development, personality, social norms and individuals' socio-economic circumstances. The E-DRIVERS project addressed risky behaviours of young drivers and pre-drivers through needs analysis, peer-to-peer learning and training programmes.

VITECO is responsible for ICT technical support, development of the e-learning platform and e-courses.

CODE 2017-1-NL01-KA204-035240

Nov 2017 - Nov 2018

Netherlands, Italy, UK, Romania, Ireland, Turkey

VITECO

Erasmus+ KA204 - Stategic Partnership for Adult Education

EATI

European Adults: Training and Internationalization

The project is focused on a methodology to support the recognition, validation and certification of skills acquired informally or through adult personal and professional experience.

The methodology is largely focused on learning developed in another European country in informal learning contexts. It is organized and structured with the intention of identifying and / or developing learning (be it education/ training institutions or work contexts).

The aim is to identify and describe the learning outcomes leading to the acquisition of competence units. Recognition, validation and certification of these units are reciprocal among the countries involved. Learning outcomes, as described in a particular situation or context, are comparable to those expected in another situation or context, with reciprocal recognition being sought between the non-formal education systems of the various countries, regardless of the context / country in which they are taking place.

VITECO develops a European Digital Competency Recognition, Validation and Certification Platform, which allows adults in each partner country, after completion of certification in a given institution, to issue a European Certificate that recognizes the methodology implemented. VITECO also leads all the aspects connected to the Dissemination of the project.

CODE 2017-1-PT01-KA204-035967

Sep 2017 - Aug 2020

Portugal, Italy, France, Finland, Spain, Poland

VITECO

Erasmus+ KA204 - Strategic Partnership for Adult Education

#PLAYEUROPE

EduGames for Active Citizenship

The project #PlayEurope - EduGames for Active Citizenship aims to improve young people's participation in the social life of the community. The general objective of the project is to raise awareness about the importance of being "active citizens" among young people, in particular students at high schools and universities, using the cooperative enterprise model and social entrepreneurship education to enhance and promote some of the crucial competences that could educate them to become contributing, responsible and critical citizens.
The project develops Manual of Success Stories on Social Entrepreneurship to motivate and inspire young people to set up their own business and the Step-by-Step Guide "Become Social Entrepreneur in 7 days" which contains exercises for seven days after which target users can acquire the basics of the crucial soft and hard skills important to set up a social enterprise.

As leading partner, VITECO coordinates the project and leads the dissemination activities.

CODE 2017-1-IT03-KA205-010865

Sep 2017 - Aug 2019

Italy, Bulgaria, Macedonia, Cyprus, Spain, Greece, Romania, Estonia

VITECO

Erasmus+ KA205 - Strategic Partnership for Youth

MATH FORT
Constructivism in Mathematics Teaching - Open Educational Resources

Constructivism is a contemporary model of teaching in which the student acts as an investigator. Based on the teachers' competences, inspired by the teacher, using a variety of information sources, the learner gains new knowledge and skills independently. The "Constructivism in Mathematics Teaching - Open Educational Resources" project aims to develop solutions supporting the work of a mathematics teacher at a grammar school. These solutions inspire student interest in the subject, help to discover new materials and support group work.

Students interested in maths are attracted by interactive educational games "Make Interest", which support self-acquisition of new knowledge and skills.

Verifications of acquired knowledge and skills are simulated as "Practice". Teachers develop guides for using interactive educational games, including group work and duels between students.

The project involves the organization of short-term training courses using interactive training simulations and evaluations of their suitability in the teaching process. At the end of the project, a conference was held to disseminate the simulations, manuals and reports that have been used.

VITECO is responsible for the development of online simulations (games).

CODE 2015-1-PL01-KA201-017121

Sep 2015 - Oct 2017

Poland, Austria, Italy, Cyprus

VITECO

Erasmus+ KA201 - Strategic Partnership for School Education

DWYF
Don't Waste Your Future

Don't Waste Your Future project fought against Early School Leaving (ESL). It allows the exchange of ideas by sharing best practices and innovative approaches with the objective of improving the quality of training for students and for young people at risk of ESL (or even for those that had already left school).
DWYF project was a concrete support for teachers dealing with the problem of Early School Leaving in their classes and for those young people who would like to leave school and need a good reason to continue their education pathways. It offers to both teachers and students:
-a best practice guide on how to fight the problem of ESL;
-an online space for students, teachers and parents willing to share experiences and suggestions;
-online training materials through an e-learning zone for teachers dealing with ESL.

VITECO is responsible for the development of the Networking and Learning Platform where teachers, students and parents can share ideas, experiences and pedagogical material.

CODE 2015-1-TR01-KA202-022390

Oct 2015 - Sep 2017

Turkey, Italy, UK, Spain, Portugal

VITECO

Erasmus+ KA202 - Strategic Partnership for vocational education and training

MULTICULTURAL SCHOOLS

Multicultural Schools - Enhancing Cultural and Linguistic Treasure of Europe through Teachers

The main objective of this project is to address the lack of appropriate skills and competences of teachers on how to deal with multicultural classes. At the same time, the project wants to strengthen the profile of teachers by helping them in solving out difficult situations with children coming from different cultural backgrounds.

The project wants to be a valuable support for teachers dealing with the urgent need to foster integration among different cultures and languages within their classrooms. By joining this community, teachers, but also parents, have free access to innovative and helpful tools such as, useful pedagogical materials, a handbook addressed to teachers, an online community to share experiences, an online course for teachers and an e-learning zone with easily accessible courses.

PMF is in charge for the development of IO6: Online Networking & Learning Platform and Problem-Based-Learning (PBL) e-Course for Teachers.

PMF Research

Erasmus+ KA201 -Strategic Partnership for School Education

CODE 2015-1-PL01-KA201-016963

Sep 2015 - Mar 2018

Poland, Italy, Spain, Greece, Belgium

YFEJ

Your First EURES Job - a Tool for Mobility

The project bolsters the development of tailor-made job mobility support services combined with financial support, to help young people find a work placement in other EU countries than their country of residence. The action aims at playing a complementary role with other EU educational and vocational programmes fostering young people's employability such as Leonardo da Vinci/Erasmus+ or other similar actions.

Your first EURES Job is a "targeted mobility scheme", which aims to fill vacancies in a certain sector, occupation, country or group of countries, or support particular groups of workers with a propensity to be mobile, such as young people.

JO Consulting is co-applicant partner for all aspects of dissemination & exploitation of the project, developing a dissemination strategy to spread project's results by using different tools and aiming to reach the highest number of target groups and stakeholders.

CODE VP/2015/006/0054

Nov 2015 - Oct 2017

France, Italy, Belgium, Germany, Ireland, UK, Estonia, Spain

Your First EURES Job
A tool for mobility

JO Consulting

EaSI - EURES

ASK PARENTS

All Special Kids Parents

The project aims to raise the quality of life of parents of children with Special Educational Needs (SEN) thanks to guiding, counselling and training services for their active integration. Thanks to an e-guide and a mobile application, special kids' parents can improve their personal and ICT skills; they can find out and share best practices, exchange tips and suggestions with other parents.

ASK Parents project is developed expressly to respond to the information needs of parents-those who have just learned their child has special needs and those who have lived with this reality for some time but who have reached a transition point where they need new information or renewed support.

The main aim of ASK Parents project is the promotion of psycho-social adjustment and to raise the quality of life of the families with children who are at risk of development or disabled.

VITECO is the dissemination leader, being responsible for the Social Media Management, the implementation of a dissemination plan and all aspects related to the promotion of the project activities (logo, brochures, newsletters, etc.).

CODE
2015-1-TR01-KA204-022424

Nov 2015 - Oct 2017

Turkey, Spain, Italy, Malta, United Kingdom, Romania

VITECO

Erasmus+ KA204 - Strategic Partnership for Adult Education

STEP2SPORT

Step by Step Renovation Towards Nearly Zero Energy Sport Buildings

The project aims to support the refurbishment of the existing sport buildings through step by step renovation towards NZEB, contributing to the EU energy objectives. Energy audits and energy performance certification (EPC) are performed in 22 pilot sport facilities from 7 different countries (Sweden, Poland, Portugal, Spain, Italy, Greece and Bulgaria) in order to identify energy improvement opportunities as well as to determine their energy rating. Action Plans for renovation of pilots is developed, identifying what EE and RE measures should implement each pilot sport building over the next 10 years in order to be a NZEB.

IPPOCRATE AS undertakes energy audits and energy performance certification (EPC) in three Italian sport buildings in order to identify energy improvement opportunities as well as to determine their energy rating.

CODE EE/13/586/ SI2.675070

Mar 2014 - Feb 2017

Spain, Greece, Poland, Sweden, Italy, Bulgaria, Portugal

IPPOCRATE AS

CIP-IEE-2013

MENTEE

Mentoring, Networking and Training for European Entrepreneurs

The main aim of the project is to test a mentoring model developed by the successful EU co-funded project fe:male under the Lifelong Learning Programme. The project is newly adapted and transferred, addressing firstly new entrepreneurs who participate in the European Commission's 'Erasmus for Young Entrepreneurs' programme, but also other aspiring entrepreneurs.

Experienced entrepreneurs have been trained to become active mentors, while face-to-face mentoring has been offered to 100 aspiring and young entrepreneurs in Greece, Italy, Poland, and Portugal. MENTEE develops an online platform, reaching out to wider audiences for further learning and networking opportunities. The 'wanna-be' entrepreneur is the chance to benefit from a strong network of experienced mentors that have shared practical knowledge, as well as other start-up entrepreneurs. In addition, Mentee's e-learning tools helps to gradually and successfully build and maintain their business.

VITECO leads the ICT activities, being in charge for the development of a website and an online platform, a space to share learning and entrepreneurial skills, connecting Europe. VITECO is also responsible for the development of a collaborative e-Learning and Networking PLatform, created to support the Mentoring Circles programme. VITECO, in cooperation with all partners, also produces the e-learning modules, interactive contents to enhance self-reflection and self-development skills.

CODE 2014-1-PL01-KA202-003383

Sep 2014 - Aug 2016

Poland, Italy, Greece, United Kingdom, Portugal

VITECO

Erasmus+ KA202 - Strategic Partnership for vocational education and training

BYOB

Be Your Own Boss

This project aims at supporting, enabling, coaching, inspiring people to become self-employed and create their own job. The purpose is to encourage people not to wait for someone else to offer them a job and show them how they can take control and create their own job. Be Your own Boss (BYOB) is a flexible and practical incubation methodology. It combines entrepreneurship education, cross-sectoral business development and creative learning pathways to leave learners capable of successfully launching their own businesses. The BYOB methodology consists of practical experience, working in-group and one-to-one coaching sessions, instant access to relevant contemporary information and on-going, continuous support from a network of entrepreneurs alongside a designated incubator instructor. Be Your Own Boss could be utilized by business incubators, employment agencies and adult educators to coach, develop and support new and potential entrepreneurs from disadvantaged backgrounds who otherwise would not access a route to self-employment.

VITECO is the activity leader for all aspects of dissemination & exploitation of the project, developing a valorization plan covering all aspects of BYOB, its results and outputs.

CODE	2014-1-UK01-KA204-000036	Sep 2014 - Aug 2016	United Kingdom, Bulgaria, Italy, Netherlands, Spain, Poland

VITECO

Erasmus+ KA204 - Strategic Partnership for Adult Education

VAP

Value Adding Project

The aim of this project is to strengthen NGO's capacities to take influential actions in the frameworks of the Erasmus+ Programme. The introduction of the new Erasmus+ Programme in fact has not been an easy transition for NGO's within the European Union. It is substantially more complicated and longer than the previous programmes and it requires a high level of background knowledge to be fully understood.

Among the objectives, to enable organizations to satisfy the needs of all of their stakeholders and to provide organizations with efficient Project Management methods and standards that focus on efficiently aligning the EU Policies with local needs.

An user-friendly guide and a compendium of the Erasmus+ Programme is created after the researching of Project Management methods and after documenting best Project Management experiences as well as common mistakes. The project intends to organize and deliver training courses in each participating country.

VITECO is the dissemination leader and takes care of the development of the website and of the online video courses.

CODE 2014-1-NO02-KA200-000410

Sep 2014 - Oct 2016

Norway, Denmark, United Kingdom, Italy

VITECO

Erasmus+ KA200 - Strategic Partnership for Youth

GROWING-UP II

GROWING-UP II is the follow up of GROWING-UP I. It is a cross-border exchange programme that gives new or aspiring entrepreneurs the chance to learn from experienced entrepreneurs running small businesses in other Participating Countries. The exchange of experience takes place during a stay with the experienced entrepreneur, which helps the new entrepreneur acquire the skills needed to run a small firm.

JO Consulting is the local contact point for Southern Italy and we help people completing their application, establishing a successful relationship with a suitable entrepreneur.

CODE C6 – 621837

Feb 2014 - Jan 2016

Italy, Greece, Romania, Poland, Estonia, Spain

Erasmus for Young Entrepreneurs

JO Consulting

Erasmus for Young Entrepreneurs

School on the Cloud

School on the Cloud – Connecting Education to the Cloud for Digital Citizenship (SoC)

School on the Cloud is an ICT network. SoC explores new dynamic ways in education that align with the way we think, share, learn and collaborate, across various sectors, by exploiting the opportunities arising from the Cloud. The network reaches different objectives. It undertakes several researches and examines pedagogical approaches to produce guidance resources for teachers and teacher educators. It also establishes working groups to look at management, teaching, learning and Cloud-based digital futures. A School on Cloud Web site is developed with services offering access to materials, an online community, training opportunities and SoC products, research reports, resources etc.

PMF Research is responsible for networking Activities and desks research.

CODE 543221-LLP-1-2013-1-GR-KA3-KA3NW

Jan 2014 - Dec 2016

Greece, United Kingdom, Belgium, Italy, Germany, Austria, Poland, Bulgaria, Romania, Slovenia, Spain, Portugal, Cyprus, Lithuania, Czech Rep., Turkey, Switzerland

PMF Research

Lifelong Learning Programme
KA3 Multilateral networks

VETAAL

Development of a training path for European Furniture Experts in Designing and Manufacturing of AAL Integrated Furniture for the Care and Support of Elderly and disabled People

VETAAL develops a novel curriculum and innovative VET materials to train furniture sector professionals and students in design and manufacturing of AAL furniture for the elderly and disabled. The main outputs is the definition of a training path, common curriculum and learning contents; development of training materials and e-learning platform. A Pilot Test and Quality Assurance Plan is been implemented to ensure a high quality.

The background of this project is to allow in the future to Furniture Manufacturers to integrate AAL in their products making the daily life of Elderly and Disabled people easier.   These people have special needs that can be satisfied with the current technology and knowledge and the transfer of these sources of wisdom is the main aim of the VETAAL project.

VITECO, the only Italian partner, develops and leads platform and e-learning courses.

CODE 540016-LLP-1-2013-1 -ES-LEONARDO-LMP

Nov 2013 - Dec 2015

Austria, Spain, Poland, Italy, United Kingdom

VET AAL
VOCATIONAL **A**MBIENT
EDUCATION **A**SSISTED
TRAINING **L**IVING

VITECO

Lifelong Learning Programme Leonardo da Vinci Transfer of Innovation

#MISSIONEUROPE

#MissionEurope is the European project that aims at increasing curiosity and engagement of young people's interest towards the decisional process and role of the European Parliament with an edutainment approach. The project promotes and spreads information about EP's activities and achievements among young people, thanks to the helpful combination of the most common Social Networks and EP's official communication channels. Young people are invited to play funny quiz games and guess what are the main things that keep European Parliament Members busy every month.
The idea comes from the fact that young people seem not to be interested in EP and are less likely to vote than adults are. For these reasons, the project looks at a solution that combines information and entertainment to put young people, 15-25 years old especially, in contact with the European Parliament.

VITECO is the coordinator of the project and is responsible for all administrative and management aspects.

CODE COMM/SUBV/2015/03/0086   Jun 2015 - Apr 2016   Italy

VITECO

**European Parliament
Call for web-based activities**

SMEELEARN

SMEs & eLEARNING

The project aims to promote the transfer of innovative training practices from formal educational institutions to SMEs. Due to the fact that SMEs need tailored training, fit for their needs, it is important to offer alternative forms of training, such as e-learning. For this purpose, the increasing use of e-learning in education allows SMEs to organise their learning, in their own time and space at low cost.

The "SME e-Learning Portal" is developed to ensure that innovative training practices are shared and made accessible to SME employees and Managers throughout Europe. The aim is to emphasize the importance of e-learning and blended learning as accessible and economically viable alternatives to traditional and often costly training practices, and to ensure that e-learning training materials are accessible and fit for purpose.

VITECO is co-lead partner for the ICT field, being in charge for the development of a "SME eLearning Guide" and a "SME eLearning Portal". The first one assisted SMEs and their employees when considering including e-learning as part of their training portfolio. The second one is constituted by a collaborative platform, e-learning courses, online web-seminars and a dedicated social network.

CODE 2014-1-UK01-KA202-001610

Sep 2014 - Aug 2016

United Kingdom, Greece, Spain, Slovakia, Italy

VITECO

Erasmus+ KA202 - Strategic Partnership for vocational education and training

FEMALE

Fostering entrepreneurship through mentoring and learning in Europe

The project is led by the Directorate of Labour at national level, incluing other 5 partners. The project contributes to bridge the skills gap and to strengthen the competencies of women entrepreneurs to make them successful in business, contributing to growth and job creation in the EU and reducing unemployment. FEMALE implements a methodology, Business Accelerator Growth Program, that combines hard and soft skills; hard skills such as business strategy, finance, tax and accountancy, product development, marketing, exporting, social media. The soft skills module includes self efficacy training and goal setting, using action learning methods.

VITECO is engaged as ICT expert for distance education and build up of skills through interactive exercises and platform of e-Hub.

CODE 2010-1-GB2-LEO05-03495

Oct 2013 - Nov 2015

Iceland, United Kingdom, Spain, Lithuania, Italy

VITECO

Lifelong Learning Programme Leonardo da Vinci Transfer of Innovation

GROWING-UP I

GROWING-UP I is a cross-border exchange programme that gives new or aspiring entrepreneurs the chance to learn from experienced entrepreneurs running small businesses in other Participating Countries. The exchange of experience takes place during a stay with the experienced entrepreneur, which helps the new entrepreneur to acquire the skills needed to run a small firm.

JO Consulting represents the local contact point for Southern Italy and helps people completing their application, establishing a successful relationship with a suitable entrepreneur.

CODE C5-325088

Jul 2014 - Jan 2015

Italy, Romania, Poland, Estonia, Spain

Erasmus for Young
Entrepreneurs

JO Consulting

Erasmus for Young Entrepreneurs

Y2W

Youth2Work: Career Support for Unemployed Youth in Europe

The project aims at supporting socially disadvantaged people (disabled, gender, coming from an immigrant or migrant background or living in remote areas) to gain valuable skills & competencies to aid job-seeking & employability. The Y2W network supports the young unemployed people with their individual needs to access the labour market and helps VET trainers to better understand the needs of the target group.

VITECO is responsible for the e-learning platform, website and Social Networking/Learning Zone development – the online space for the young unemployed people, where they are able to chat and swap top tips about their journey to employment and share experiences in person and through the medium of blogs and online videos.

CODE 2012-1-CH1-LEO05-00391

Oct 2012 - Nov 2014

Italy, Austria, United Kingdom, Portugal, Greece

VITECO

Lifelong Learning Programme Leonardo da Vinci Transfer of Innovation

ODE

Open and Distance Education

ODE is a training workshop that was held in July 2015 in which VITECO staff trained a group of 10 teachers from Greek schools about e-Learning technologies and possibilities of implementation in education in schools.

CODE 2014-1-EL01-KA102-000598

July 2015

Catania, Sicily, Italy

Open and Distance Education

VITECO

**Erasmus+
KA1 VET learner and staff mobility**

SMILEY
Social Mindedness in Learning community

The aim of SMILEY is to implement awareness-raising programs in schools realizing the specific courses facing the most current social topics. The methodology developed within the project is implemented in all schools and educational institutes in EU and other Associated Countries and the direct benefit and impact focuses on educational staff and students.

Considering these elements, SMILEY improves the social mindedness and solidarity with a horizontal bottom-up approach improving students' competences in ICT and promoting a common European feeling upon these crucial issues. In fact, despite the fact that the EU incessantly promotes values as dignity, equality and solidarity, every day one of these rights is violated and this is clearly worrying.

Therefore, this bottom-up approach helps teachers to deal with social problem issues, such as bullying and to face possible students' violent attitudes through enjoyable online ERPG (Edu Role-playing Game) developed according to the pupils' social awareness. In this scenario students are entertained, while learning, through short animations and interactive games which aim to attract their interest. Moreover research and tools created are of great use for further studies and a help to work against social problems faced in many schools on a daily basis.

PMF Research supports the coordinator in the development of the project and, according to its experience in previous projects, is leader of Dissemination and Exploitation work packages. Further, it is involved in the set up of ICT tools from project management and also evaluation of questionnaires.

CODE 2010-4406/001-001

Jan 2011 - Dec 2012

Italy, Poland, Turkey, United Kingdom

PMF Research

Lifelong Learning Programme Comenius - Multilateral projects

DIGITALEARTH.EU

Geomedia in schools

The digital-earth.eu project examines the use of geographic media in schools and teacher education. Geomedia is the visualisation of information from different media sources and is concerned with digital content and its processing based on place, position and location.

Many geographic media are widely used for navigation and routing purposes. Cartographic communication has never been so easy to implement, therefore 21st century school education needs to include geomedia into daily work. There is a need for innovative approaches to teaching and learning to study environments from local to global scale.

The Digital-earth.eu network links innovative centres around Europe where geomedia use is well developed. The centres shares products, resources, experiences and ideas and open them to the public wherever possible.

The European Centre and an accredited network of national and regional Centres of Excellence develops an online catalogue of materials, courses, publications, links and good practice scenarios, and publishes a series of core publications.

PMF Research is member of the regional Centres of Excellence.

CODE 510010-2010-LLP-AT -Comenius-CNW

Oct 2010 - Sep 2013

Austria, Italy, France, Greece, Netherlands, Norway, Poland, Romania, Poland, Turkey, UK, Germany, Spain, Portugal, Finland, Estonia, Bulgaria, Australia, USA

PMF Research

Lifelong Learning Programme Comenius Multilateral network

FE:MALE

Female Entrepreneurs: Mentoring and Lifelong Learning across Europe

The project helps to bridge the skills gap and strengthen the competencies of women entrepreneurs to make them successful in business, contributing to growth and job creation in the EU and reducing unemployment. FE:MALE implements a methodology, Business Accelerator Growth Program, that combines hard and soft skills; hard skills such as business strategy, finance, tax and accountancy, product development, marketing, exporting, social media. The soft skills module includes self efficacy training and goal setting, using action learning methods.

VITECO is engaged as ICT expert for distance education and builds up skills through interactive exercises and platform of e-Hub.

CODE 2013-1-IS -LEO05-02635

Oct 2012 – Sep 2012

UK, Italy, Greece, Estonia, Malta

fe:male
female entrepreneurs mentoring
& lifelong learning across europe

VITECO

Lifelong Learning Programme Leonardo da Vinci Transfer of Innovation

S²-PORT

Senior Sport - Moving Age

The overall objective is the development of a holistic methodology for the integration of physical activities, as a new lifestyle, thanks to prevention and palliative care taking a special attention to healthy ageing.
The project promotes physical activity and sport, which are essential instruments for improving the quality of life and social welfare in the social sectors most in need, especially elderly population.

e-Medine is responsible for the whole Dissemination and Exploitation, including development of the website, all newsletters, press folders, dissemination and exploitation plans.

CODE 2009-11812

Dec 2009 - Mar 2011

Spain, Italy, UK, Denmark, Finland, The Netherlands, Greece

e-Medine

Preparatory Actions in the Field of Sport

ETC
European Tunisian Cooperation

The overall objective is to foster and boost the involvement of the Tunisian research centres into the European Research frame by training on European R&D project management, and by building a network of European and Tunisian research centres, Universities and SMEs.

The ETC project creates a cross borders S&T community of the two areas which are able to exchange information, to share knowledge, experiences and best practices, to forecast priorities and to address S&T policies in order to face specific or global problems.

ETC aims at creating a community of actors involved in the scientific and technology field of the European Community and Tunisia, through:
providing a wider access to information on scientific and technological programmes, funding projects building and management of the European Community;
identifying the main priorities in the scientific and technology field and demonstrating the mutual benefit from the S&T cooperation between the European Community and Tunisia;
improving knowledge and skills transfer on scientific and technological matters, spreading and sharing best practices in order to present the state of the art and the prospects for cooperation in defined fields in either project areas.

JO Consulting is responsible for the online and offline activities such as training workshops, e-learning on project management, FP7 etc. It also gives its contribution to the development of the platform with the application of a video conference system, forum and a web seminar in order to simplify the interaction among the Target Audience.

CODE 222714

Sep 2009 - Feb 2013

Tunisia, Italy, Belgium

JO Consulting

Seventh Framework Programme (FP7) INCO-2007-2

PUBLIC POLICIES

Made by Citizens

The aim of the project is to engage young people (under 30 years old) in providing concrete and viable solutions to problems of public interest. At the same time, the project promotes young people's active citizenship in general and European citizenship in particular. Young people participate online, implementing an e-method to create public policies. This improves their participation in the civic life of their community, enhancing representative democracy and providing support for new kinds of online engagement.
The project is based on the "SMART method of public policy" and blends online citizen engagement with think-tank-like policy making of professional staff. While the online approach helps to solve some of the main participation problems like people's lack of time and money, the face to face contact with the main target groups is maintained through local partner NGOs. The end result consists of policy papers with recommendations to community problems. The recommendations are based on every-day-citizen input and form the public value of the project.
The main objective for authorities is to start transforming the policy recommendations into real action for the benefit of the community.

e-Medine is responsible to cover Italian section of the website and promote the project in Italy.

CODE RO-1.3-21-2009-R3

Sep 2009 - Sep 2010

Romania, Italy, Greece, France

PUBLIC POLICIES
made by citizens

e-Medine

Youth in Action Programme

E-KRISTJAN

Launch and implementation of a web-based language learning tool:Estonian for special purposes for non-Estonian speaking civil servants

The main goal of the project is to increase the non-Estonian speakers' level of knowledge of Estonian language in order to improve their communication skills and efficiency of everyday work as knowing the language would make things easier for them. The main result of the project is the modern and flexible opportunity for learning official language for non-Estonian speaking employees. Under the project a web-based language learning material and methodology for learning Estonian at the workplace is elaborated. The material consists of 10 modules. The users of the e-learning tool attend 2,5 months courses where classroom learning is combined with e-learning. At the end of the course the learners attend a test in order to evaluate the acquired language skills/level. The use of the language learning tool presumes the availability of a PC but does not require any special software

Target groups are:
1. Estonian Board of Border Guard, present and future employees of EBBG with inadequate state language skills;
2. civil servants in Estonia, with the collaboration of Estonian Board of Border Guard;
3. Estonian citizens, because of the availability of civil servants understanding and speaking their language;
4. private companies facing the same problem, e.g. security companies;
5. European targets, organisations with similar problems and needs in other European countries.

PMF is the project quality evaluator and multimedia expert.

PMF Research

Lifelong Learning Programme
Leonardo da Vinci
Transfer of Innovation

CODE 2008-0012-LdV-0

Oct 2008 - Mar 2010

Estonia, Italy, Spain, Finland

BONY

Babylon & Ontology - Multilingual and Cognitive e-Learning Management System via PDA Phone

BONy is a sort of European Educational Social Network, an active online community where everybody could share knowledge and benefit from other users' knowledge alike. It enables real-time communication between knowledge seekers and appropriate experts via its chat interface. In addition, users might edit notebooks or semantic Wikis and thus contribute to a constantly growing knowledge base. The social network includes an expert finding system and a user reputation system, too.

The project also creates an interactive e-course on Project Cycle Management in Italian, Spanish, Greek, English, French, German, Polish, Hungarian, Slovakian, Czech and Catalan languages.

In particular, BONy explores, develops and finally integrates the following cognitive technologies:
  ontological representation of content, semantic web-based approach for knowledge sharing allowing the collaborative creation and up-dating of the educational material;
► user profiling and intelligent recommending systems allowing the automatic definition of a formative path depending on trainees' objectives and pre-existent knowledge;
► social network analysis aimed at the creation of a cooperative model in order to assess users' skills and competences into different areas of interest, to select automatically training partners from the established network.

PMF Research develops an ontology describing the knowledge domain and a Multilingual and Semantic Search engine to retrieve multilingual information.

PMF Research

Lifelong Learning Programme KA3 Multilateral projects

CODE 135263-LLP-1-2007-1-IT-KA3-KA3MP

Jan 2008 - Dec 2009

Italy, Poland, Greece, Spain

JO Group

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