European Projects
JO Group
/ Companies

SME

- Research and Development ICT
- eLearning and Serious Games
- eHealth and Smart Healthcare
- Agrifood Tech and App Development
- Blue Technology and Energy Efficiency

NO PROFIT

- European Funds
- Digital Marketing
- EU citizenship
- Innovation hub
The aim of the 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 final aim is bringing innovation in the workplace of all the selected SMEs in Sicily and Thessaly. The INNovaSouth innovative model for innovation in the workplace allows Italian and Greek SMEs to find simple, immediate and innovative solutions to increase employees’ motivation and productivity, which is translated into added value for the business and more benefits for the entrepreneurs.

The model designed is developed within an Online Manual of Good Practice on Workplace Innovations based on a four quadrant matrix, resulting from two categorizations of practices and workplace innovations. The categories are defined according to the economic nature of the solutions (Monetary and Non-Monetary Innovations) and the grade of complexity for the implementation of those actions (Short-term and Long-term Innovations).

A piloting scheme is 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 coordinator of the INNovaSouth project, so it leads all the administrative aspects and the whole implementation of the innovation programme in the selected SMEs. In addition, JO Consulting leads and coordinates all the dissemination activities of the project.
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:
- To 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;
- To enhance and spread knowledge on the project core subject of the youth organizations and of their staff working with migrant and local youth and dealing with migrant integration, involved in the project and at global level.

In this project, P.M.F. is dissemination leader, developing a dissemination strategy plan, and technological partner for the development of the Infogame and Competence Map on Music as Social Inclusion enhancer and on Foreign Language Learning through singing.

Through this Infogame, partners want to provide social workers and other stakeholders with informative materials presented in a different form with respect to the typical manuals with theoretical background. The Infogame is interactive and contain the essential results of the research on the effects of singing in group dynamics and on music used in second language learning.
SELF-REGENERATE
Self-Employment and English for Peripheral Regions

JO Consulting takes part to SELF-REGENERATE project, co-funded by the European programme “Erasmus +”. The project aims at equipping VET institutions with an enterprise coaching methodology and interactive learning system that enables their students to enter the business world fully equipped with the business and English skills to become successfully self-employed. By supporting the creation of an incubation programme in VET, students can become active economic players of the region – thus supporting the local development.

SELF-REGENERATE has two objectives: increase the capacity of VET students to become self-employed and create more successful enterprises and increase the capacity of VET Institutions to provide practical and real enterprise support. In order to reach such objectives, the project develops a practical methodology that combines the Bridge Model and business English. The Bridge Model is a structured method with 4 stages from pre-start up to a mature and sustainable business. This methodology is complemented by the improvement of students’ English. The ability to speak English is seen as a key to raise career aspirations. It plays an important role in upskilling the students so that they can make their enterprises more sustainable and also become more employable.

The project foresees the development of an e-learning platform with practical exercises in “English and Enterprise” and an e-learning community with multimedia contents and open education resources on business English courses. JO CONSULTING, as technological 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 system containing a set of exercises, videos and useful training material that encourage the involvement and active participation of target users.

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Oct 2018 - Sept 2020

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

n° 41

www.selfregenerate.eu

Erasmus+
KA2 VET

JO Consulting
VET4R&D
Design, Development, Implementation and Assessment of Skill Formation Process in the Frame of VET for R&D Staff

VITECO takes part to VET4R&D project co-funded by the European programme “Erasmus +”. In today’s world, where science and technology fields are experiencing new developments day by day, R&D has the undeniable importance both in the private sector and in the countries. The importance and value of knowledge are increasing rapidly, while innovation is becoming the key to competitiveness. As stated in the Tenth Development Plan, “the relationship between knowledge-based production and growth is obvious, and the point that countries such as China, India and Brazil have reached supports this fact”.

The project VET4R&D supports the personnel working within R&D studies (R&D workers) 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 software and skill-formation certification at international level. The project and the interactive learning system 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 technological 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 system that enhances access to training and qualifications for R&D workers by increasing quality, supply and accessibility of continuous VET.

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Sep 2018 - Aug 2020
Turkey, Italy, Spain
BLOCKS
Blockchain for Entrepreneurs – a non-traditional Industry 4.0 curriculum for Higher Education

VITECO takes part to the BLOCKS project, co-funded by the European programme “Erasmus+”. The BLOCKS project creates a networked collaboration platform 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.

The specific objectives of the project are:
- Identification of skills shortages and knowledge gaps in blockchain in target groups;
- Creation of an online multi-disciplinary transnational teachers training centre on the blockchain;
- Design and development of blended learning curricula on blockchain for students, entrepreneurs, other users;
- Design and creation of digital gamified study materials and collaboration platform for students, entrepreneurs and other users;
- Design and development of a BLOCKS game.

VITECO provides technological consultancy 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

www.jogroup.eu/projects/blocks
JO Consulting takes part to the YES project, co-funded by the European programme “Erasmus+”. YES 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 Programme Project (VPP). This makes their professional profile much stronger and improves their survival rate as entrepreneurs. In addition, youth workers can transfer their new trained skills and use YES methodology. As a result, the project contributes to fight youth unemployment through entrepreneurship.

Therefore, the final aim of YES project is that youth workers develop the basic competencies and confidence to create their own business and know how to use the practical tools for that, contributing to the fight against youth unemployment.

The target groups of YES are young people who are facing learning difficulties, from lack of motivation to educational capabilities limitations. These individuals are at the end of their formal education courses and (almost) ready to work or to continue to the next level of education. In both cases, YES programme can provide them with a solid base for starting their own company and they even have the possibility to continue their concepts developed during this programme, prepare a solid business plan and give life to their business.

JO Consulting, as technological partner, provides the eLearning software with the formative courses 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 encourage the involvement and the active participation of target users.
Generations in Interaction: Intergenerational Learning as a Constructor of Identity and Culture

VITECO takes part to the Ge&In project, co-funded by the European programme “Erasmus +". The project concentrates on intergenerational learning in the field of adult education. It is based on current needs of enhancing social cohesion and social inclusion through informal learning, where intergenerational learning is an underutilized resource. We see intergenerational learning as a two-way process, where older generations can be learners instead of teachers. The hypothesis is that learning in intergenerational context can promote cultural and values’ exchange, increase generational awareness and thus enhance social cohesion between generations. Therefore, in this project the main idea is to create versatile concrete models for enhancing intergenerational learning by the partners. The concrete models are realized in intellectual outputs.

During the project some partners build courses of intergenerational learning for formal, non-formal and business sector, while other partners gather a training guide for teachers based on the used methods in national pilot groups. All the intellectual outputs are collected to a knowhow sharing e-learning platform to be used by all who are interested. The project includes the idea of bidirectional intergenerational learning, not only from older to younger. 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 e-learning platform as innovative and interactive online space for teachers and facilitators to develop a wide European network and in which universities, teachers of formal schools, NGOs organizations and facilitators of non-formal sector, parents and business representatives can share and exchange information, experiences, suggestions and examples of good practices about intergenerational learning.

VITECO
N° 37
Finland, Italy, Poland, Romania, Slovenia

2018-1-FI01-KA204-047290
Sep 2018- Aug 2020

ge-inproject.eu
Erasmus+
KA2 Adult Education
PREVENT4WORK

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

VITECO takes part to the Prevent4Work project, co-funded by the European programme “Erasmus+”. The Knowledge Alliance Prevent4Work for Preventing Work-Related Musculoskeletal Disorders (WMSDs) aims at establishing a network which develops innovative educational programmes, adaptive mHealth (mobile health) tools, high quality evidence-based material and actions that can be implemented in EU to prevent Work-Related Musculoskeletal Disorders, addressing the gap in learning programmes that focus on occupational health, with participation of HEIs, ITC enterprise, educational SMEs and clinical expertise (Prevent4Work Observatory). The target groups are workers and enterprises from different sectors of activity, trainers, health professionals, HEIs and other stakeholders.

Therefore, the project 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, 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 useful mhealth tools are designed, an online training software and educational programmes and actions, all accessible online and adapted to the different actors involved in the field of Work-Related Musculoskeletal Disorders.

VITECO coordinates all the dissemination activities of the project and the exploitation strategy. In addition, it develops and sets up a wide range of multidisciplinary contents, materials and activities related to work-related musculoskeletal disorders and collaborates in designing the mhealth online training software and the MOOCs.
VITECO takes part to Heritage Hubs project, co-funded by the European programme “Creative Europe”. The purpose of the project is to enhance intercultural interaction and cultural integration 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 aged between 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 is up to the students. The technique of presenting and sharing the heritage is via audio-visual material (e.g. videos) and other digital solutions. This approach provides opportunities to recognise and understand that many traditions come from the same European background sharing historical similarities. This can deepen the understanding of the meaning of the cultural heritage for the individual wellbeing as well as for a group and a community, and it can increase respect towards the cultural heritage of others and the feeling of belonging to a common cultural space.

During the project different methods are tested and shared and research activities are carried out in order to develop practical methods and tools that professionals can use in order to integrate culture, heritage and intercultural interaction 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 consultancy and support: planning the digital solutions for the project together with the leader and the other partners. VITECO supports 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.

CODE 2018-1257/001-001
May 2018 - Jan 2020
Spain, Serbia, Italy, Finland

VITECO

www.heritagehubs.eu

Creative Europe
EACEA-35-2017
NATIFLIFE

A Network of Assistive Technology for an Independent and Functional Life

In 2018 VITECO enjoys Natiflife project funded by the European Programme Interreg Europe Italy-Malta. The common challenge of the two Regions (Sicily-Malta) tackled by this project is to provide effective technological solutions to the growing needs of independency 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 to break 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.

VITECO develops an informative portal to inform citizens about the activities carried out by the project and about the main objectives pursued and a software suitable for assistive and innovative technologies.
NORADICA
Inter-Religious Dialogue Against Radicalization of Youth through Innovative Learning Practices at School

New expressions of radicalisation are increasingly spreading by the mass media, it seems useful to consider that the starting point in the battle to prevent youth radicalization have to be played from the ‘inside’ of the EU educational system. The school is considered as a place for a constructive dialogue on the positive value of diversity. Moreover, school strengthen students’ resilience to radicalization, offering a safe environment and time to discuss and examine controversial and complex issues, especially during adolescence/pre-adolescence.
In this context, NORADICA 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 new educational activities and workshops carried out in some leading-schools. This offers the 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 building 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.
The Three Questions Model Of Developing Social Entrepreneurs

The 3 Questions Model (T3QM) project develops, tests, evaluates and valorises the 3QM Model across Europe. T3QM is an innovative way for adult educators to offer high quality and needs focused coaching to (social) start-up founders. Adult learners (entrepreneur) will be 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 innovative business model comes from Bridging to the Future (a UK enterprise incubator) blended methodology of (social) entrepreneurship support comprising of micro-investment, start-ups and incubation.

T3QM enables a wide variety of aspirant entrepreneurs, from backgrounds of need and whom fail to access traditional support, to practically develop their enterprise ideas. They will 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 analyse all the steps needed to start a business and create employment.

The 3QM project is then designed to share a methodology of adult education which creates self-employment, offers an alternative to unemployment, and raises entrepreneurial skills and mind-sets amongst disadvantaged/peripheral people and communities.

The rationale is that in these socio-economic environments there is a need for an innovative adult education pathway which emphasises social entrepreneurship self-employment as proven and successful ways of overcoming traditional barriers and persistent unemployment. As a proven and successful solution to unemployment in the UK, the methodology is transferred to new socio-cultural, linguistic and geographical communities in order to meet the specific needs and challenges faced here.

JO Consulting

www.3questionsmodel.eu
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 new business ideas through a Business Incubator Coaching Programme. It offers strong impact towards youth willing to undertake entrepreneurial experience in social field by empowering their soft skills and competences and supporting them in creation of new businesses ideas.

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.

Initially, partners develop an Online Handbook on Societal Challenges faced by partners’ countries, which analyses current trends in social entrepreneurship.

In the 2nd phase, the Social Entrepreneurship Manual is developed, to indicate those steps that young people have to follow in order to become social entrepreneurs. The Manual also includes a solid needs assessment which analyses the views of young people and youth workers at a European and national level.

In the 3rd phase, 50 young aspiring social entrepreneurs participate to the BUSINESS INCUBATOR COACHING PROGRAMME that is organised in all partners’ countries. Young people from all over Europe are assisted during their start-up phase, through direct and online mentoring and tutoring, in order to shape their business ideas in the social field and develop their hard and soft skills.

In the 4th phase, partners develop 10 video tutorials based on the training materials used for the pilots and the Manual of Best Practices. The videos are 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.
IMMIMATH

Innovative Mathematics Learning Software for Migrant Students

The objective of immiMATH project is to develop, test and disseminate e-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 math teachers and teacher trainers;
- Developing an e-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 e-learning software there;
- Organizing an international teacher training event with a workshop to introduce teachers to the e-learning software and show possible classroom uses;
- Disseminating outputs using a wide variety of regional, national, and international dissemination channels and according to a common dissemination strategy.

The expected impacts, both during the project and as longer term benefits, are for teachers and teachers’ trainers to benefit from having an e-learning software specifically designed for teaching and learning of mathematics in multicultural classrooms which have been proven to work in several countries; for migrant students to benefit from using the math software by easier reaching their learning goals and increasing their motivation in learning mathematics; for all students (migrant and non-migrant) to benefit from the e-learning software and from teachers who can convey the principle that a multitude of cultures and languages in a learning.

2017-1-AT01-KA201-035005
Oct 2017 - Nov 2019
Austria, Italy, Slovakia

VITECO

www.immimath-project.eu

Erasmus+
KA2 School Education
Improving drivers’ safety and reducing crashes and resulting deaths and injuries is a fundamental objective of the E-DRIVERS project. The project 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 addresses risky behaviours of young drivers and pre-drivers through needs analysis, peer-to-peer learning and training programmes. To do so, E-DRIVERS develops a learner education and training programme using new technologies (e-learning platform and iOS app) and providing training for interventionists such as teachers, trainers, youth workers, probation officers, etc.

E-Drivers produces a trainer handbook, as repository of learning resources, and a Handbook of Good Practices for policy makers and those responsible for drivers’ safety, community safety, police and justice systems at local and regional level. It is expected that the E-DRIVERS project impacts at 3 levels:
- On behaviour and attitude of young drivers and pre-drivers;
- On the actions of interventionists who are working with young people, either those convicted of offending behaviour;
- On organisations at local and regional level which are responsible for drivers’ safety.

Long term benefits are that organisations which are responsible for road safety, health and welfare and law and justice can have an additional countermeasure to risky behaviour in their portfolio.

VITECO is dissemination leader and technological partner, developing the e-learning platform and the iOS app for drivers’ safety.
The EATI project is focused on a methodology that supports the recognition, validation and certification of skills acquired informally or through adult personal and professional experience. The methodology is largely focused on learning processes developed in another European country in informal learning environments. The aim is to identify and describe the learning outcomes leading to the acquisition of units of competence. Recognition, validation and certification of these units of competence 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. Throughout this work a methodological manual titled “Balance of Key Competences for Universal School Certification” is elaborated, composed of a methodological guide for professionals and a battery of tools to apply in the recognition, validation and certification of competences. In addition, a pilot project is implemented with 8 adults to implement the process of recognition, validation and certification of units of competencies and/or learning units, based on the methodology of identifying informal and practical learning outcomes. Another important resource is the 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 and the non-formal education pathway. The methodological manual and the digital platform, written in English, is translated into the official language of each partner country.
The project #PlayEurope – EduGames for Active Citizenship aims 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 specific objectives of the project are:
- To invite young students and unemployed to be active citizens, working at the same time on the development of soft and hard skills and on the enhancement of digital integration in learning and youth work, by providing them with an online guide and educational games that can help them acquire new skills useful to set up social enterprises;
- To show young people how to concretely apply the competencies acquired with #PlayEurope project in everyday life, for example by thinking of starting a social enterprise;
- To promote the adoption of alternative methods in schools, training institutions and NGOs that work closely with young people, inviting teachers and youth leaders to use #PlayEurope informal learning approach to promote active citizenship among their students.

VITECO is coordinator of the project and it develops, together with 8 partners from different EU countries, a “Manual of Success Stories on Social Entrepreneurship”, that inspires and motivates young people to set their social enterprise; and a Step-by-Step Guide “Become Social Entrepreneur in 7 days”, a useful online Guide full of educational games, that has the objective of teaching young people how to start a social enterprise while entertain them. Expected impact: improvement of specific hard and soft skills of 90 young people/university students & unemployed, through their involvement in the online #PlayEurope Step-by-Step Guide and educational games; increase of motivation of young people in setting up their business through demonstration of inspirational examples of successful social enterprises; increase interest of young people in social issues and democratic participation, showing them how and to what extent social entrepreneurship can be a concrete pathway to become better citizens.
Constructivism in teaching Maths aims at stimulating students’ curiosity towards Maths thanks to the development of 30 interactive games to be played by students both in classes with teachers and at home, as exercises. In this way, students, who acquire new skills while solving complex mathematical problems, learn also how easily Maths can be applied to daily life.

The goal of the educational games is to awaken students’ curiosity and interest in mathematics by posting the process in the environment close to the students. Each simulation is accompanied by a teacher’s guide as open educational resource, containing variety of usage scenarios during the course material.

Innovation of the project is to develop a simulation of situations of everyday life or in another context in which we make decisions based on knowledge and mathematical skills.

Developed simulations are subject to evaluation designed to find answers to questions about the extent to which the developed mathematical simulations correspond to the identified problems in teaching math, the level of “effectiveness” – the extent to which the assumptions made during the development of the vision simulations have been achieved, the impact of the use of simulation in teaching math in the school environment for teachers and students, “permanence effects” – (or positive effects on the level of project results and will last to the end of EU funding), the possibility of further expansion of the base simulation teaching aids other areas. The implementation of the developed simulation and guides are carried out during the training organized for teachers and future teachers.

VITECO, after an in-depth research about already available interactive solutions supporting teaching math activities in high schools, is in charge of developing 30 innovative educational games.

**Code**: 2015-1-PL01-KA201-017121

**Dates**: Sep 2015 - Oct 2017

**Location**: Poland, Austria, Italy, Cyprus

Don’t Waste Your Future aims to support institutions in fighting against Early School Leaving (ESL). Partners explore different solutions by exchanging ideas, sharing best practices and innovative approaches to improve the quality of training for students and young people at risk of ESL or for those that have already left school. The project is intended to give a strong and visible signal to European VET schools and to research and propose some possible solutions by using identification, prevention, intervention and compensation strategies for reducing the number of Early School Leaving in VET. The aim of the project is to establish a network of European VET organisations to facilitate the import and export of best practice and innovative approaches to improve the quality of training for people at risk of Early School Leaving or are already early school leavers. Objectives of the project are:

- Reduce the rate of Early School Leaving at least by 1% in each partner countries;
- Increase the quality of education and provide more involvement in school with innovative training activities thanks to an e-learning programme;
- Share best practices and innovative approaches related with the key issues affecting Early School Leaving around Europe;
- Involve the key stakeholders in implementation and dissemination activities.

VITECO is responsible for the development of the Networking and e-Learning Platform where teachers, students and parents can share ideas, experiences and pedagogical material. Furthermore, this innovative e-learning programme provides e-learning modules for teachers dealing with students that want to leave school early.
MULTICULTURAL SCHOOLS

Enhancing Cultural and Linguistic Treasure of Europe through Teachers

P.M.F. participates in the development of the project Multicultural Schools – under the domain of the Erasmus+ programme, KA2 Strategic Partnerships in the field of School Education. One of the highest priorities of the project is to help prospective teachers acquire the attitudes, knowledge, skills, and dispositions to work effectively with culturally diverse students. Schools, colleges, and departments of education must assume the responsibility of preparing all teachers, regardless of race, to teach in culturally diverse classrooms.

Thus, Multicultural Schools specific objectives are:
- Develop a handbook containing a new methodology on how to deal with multiculturalism in schools;
- Develop an e-learning platform and a new certified online course enabling teachers to acquire new competencies;
- Provide an e-learning software with ready-to-use materials for teachers to be used in multicultural classrooms for children among 6-13 years;
- Promote, preserve and enhance cultural richness of European society.

P.M.F. develops an online Social Networking & Learning Platform providing an online space where institutions, teachers and parents can share and exchange tips and suggestions about teaching in multicultural classrooms and a learning area that contains a Problem-Based-Learning e-course for teachers facing challenges of multiculturalism in the classroom.

CODE 2015-1-PL01-KA201-016963
Sep 2015 - Mar 2018
Poland, Italy, Spain, Greece, Belgium

PMF

www.multicultural-schools.eu

Erasmus+ KA2 School Education
JO Consulting participates in the development of the project Your first EURES Job – a Tool for Mobility, which is financed under the EURES axis of the EaSI programme. 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. It offers recruitment service at European level and enhance job mobility.

The Programme is first of all one of the tools developed by the European Commission to face youth unemployment in Europe, making it easier for them to gain work experience in another Member State. But it is also based on the idea according which professional mobility is always a source of empowerment and growth for all the actors involved: the mobile worker, who will live new cultural, personal and professional experiences, and the employer, who will benefit from a multi-cultural staff characterized by different and complementary approaches, know-how and professional backgrounds. Movement of young workers means movement of cultures, intelligences and ideas and “positive contaminations” between European workers and citizens.

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.

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.

VP/2015/006/0054

Nov 2015 - Oct 2017

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

www.yfej-a-toolformobility.joconsulting.eu
ASK PARENTS
All Special Kids Parents

VITECO participates in the development of the ASK – Parents project, under the domain of the Erasmus+ programme, KA2 Strategic Partnerships for Adult Education. 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 the development of an e-guide and a mobile application, Special Educational Needs parents can improve their personal and ICT skills, find out and share best practices, exchange tips and suggestions with other parents.

ASK Parents project has been developed expressly to respond to the information needs of parents, those who have just learned their child has Special Educational 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. Therefore, the project is intended as a source of information and reference for parents who have a child with special needs.

VITECO is the dissemination leader, being responsible for conceiving a high impact dissemination strategy, the social media management, the implementation of a dissemination plan and all the aspects related to the project promotion (website logo, brochures, newsletters, etc.).

2015-1-TR01-KA204-022424
Nov 2015 - Oct 2017
Turkey, Spain, Italy, Malta, United Kingdom, Romania

VITECO

www.askparents.eu

Erasmus+
KA2 Adult Education
IPPO participates to the IEE - Intelligent Energy Europe project titled STEP-2-SPORT. The project covers the field of Integrated Initiatives, focused on energy efficiency (EE) and renewable energy (RE) use in buildings. The project aims to support the refurbishment of the existing sport buildings through step by step renovation towards Nearly Zero Energy Building (NZEB), contributing to the EU objectives towards energy efficiency. In Europe, there are around one million and half sport buildings, which represents 8% of the overall building stock. Most of them were built before 1980 and need refurbishment and energy improvements because no considerable changes have been made to the initial conditions. Energy audits and energy performance certification (EPC) are performed in 22 pilot sport buildings 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 are developed, identifying what energy efficiency and renewable energy measures should implement each pilot sport building over the next 10 years in order to be a NZEB. Following the recommendations defined in the action plans, energy improvement measures are set up during the project duration, and their implementation is monitored. From the experience obtained and the information compiled, a roadmap is defined with the aim of achieving NZEB in EU sport buildings in the medium-long term.ESCOs and Energy Performance Certification market is promoted to overcome financial barriers.

The goal is to increase the demand on the market for step-by-step renovation of the sport buildings. A great burden of the project is spreading the gathered information on a large scale, to raise the awareness of the highest number of stakeholders, in order to encourage replication of the project in other EU sport buildings. With the support from large multipliers, a Replication Plan is designed which involves several tools for supporting sport building managers/owners when they are dealing with renovations towards NZEB.
MENTEE

Mentoring, Networking and Training for European Entrepreneurs

VITECO participates in the development of the project MENTEE: Mentoring, Networking and Training for European Entrepreneurs, under the domain of Erasmus+ programme, "Strategic Partnerships for vocational education and training".

The project aims to support want-to-be and young entrepreneurs across Europe, providing them with practical entrepreneurial experiences and know-how, together with informal competencies that could be ensured by the constant connection created with mentors/experienced entrepreneurs.

In particular, MENTEE wants to ensure a mentoring process for all those entrepreneurs that have been involved in the Erasmus for Young Entrepreneurs programme (EYE), which promotes exchanges between new entrepreneurs and experienced ones from different countries in Europe. After the end of their relationship, MENTEE provides the EYE programme participants with mentoring circles and connects them on the web for future opportunities. In such a way, it is created a network where young entrepreneurs can find reliable partners, mentors, and up-to-date information or opportunities for start-up.

VITECO is the lead partner of the ICT activities, in the range of the intellectual output “Social Collaborative & Learning Platform for Young Entrepreneurs”, being in charge of the development of a website and a Collaborative e-Learning and Networking Platform, created to support the Mentoring Circles programme, where sharing learning and entrepreneurial skills. VITECO, in cooperation with all partners, also produces the e-learning courses, interactive contents to enhance self-reflection and self-development skills.

VITECO
directly implicated

www.mentee-project.eu
BYOB – Be Your Own Boss is an Erasmus+ project carried out by VITECO with the collaboration of other EU partners. BYOB aims at adapting and transferring a methodology of adult education developing entrepreneurial skills in learners, increasing their capacity to create their own jobs. It also trains and provides adult educators with a practical and flexible coaching methodology to enable learners in disadvantaged and peripheral communities to create their own employment and become entrepreneurs. This is a project aims at supporting, enabling, coaching, inspiring people to become entrepreneurs 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 business idea.

According to the rationale, in the current socio-economic environment there is a need for an innovative adult education pathway, which emphasizes entrepreneurship and self-employment as proven and successful ways of overcoming traditional barriers and persistent unemployment. As a successful solution to unemployment already experimented in the UK, the methodology is transferred to new socio-cultural, linguistic and geographical communities, in order to meet the specific needs and challenges faced there.

The partnership activities include creating a state of the art review of entrepreneurial support for adult education, especially in peripheral regions, the creation of handbooks for adult educators and business incubators, 30 e-tutorials for those both using and experiencing the methodology, a pilot in 3 different countries of the methodology and a website where the project tools are available in all partner languages.

VITECO is activity leader for all aspects of promotion & exploitation of the project, developing a dissemination strategy covering all aspects of BYOB, its results and outputs, and implementing all the designed dissemination activities.

VITECO

www.byob-project.eu

United Kingdom, Bulgaria, Italy, Netherlands, Spain, Poland

2014-1-UK01-KA204-000036

Sep 2014 - Aug 2016

Erasmus+ KA2
Adult Education
VITECO participates in the development of the project VAP – Value Adding Project – under the domain of Erasmus+ programme, KA2 “Cooperation and Innovation for Good Practices”. The aim of this project is to strengthen NGO’s capacities to take influential actions in the frameworks of the Erasmus + Programme. Since non-profit organisations should understand this programme and the other EU Policies, satisfy the needs of their stakeholders and use efficient Project Management methods and standards, the main aim of the project is the organization and delivery of training courses in each participating country. Specific objectives of the project:

Enable non-profit organizations to easily understand the Erasmus + Programme, the Europe 2020 Strategy, the ET 2020 and other important EU Policies;

Strengthen the organizations’ ability to address successfully the objectives outlined by Erasmus + Programme, the Europe 2020 Strategy, the ET 2020 and other important EU Policies;

Provide non-profit organisations with efficient Project Management methods and standards that focus on efficiently aligning the EU Policies with local needs.

Six organizations participate in the project and each of them has extensive experience with working with EU programmes and with project management, as well as they have all carried out successful dissemination activities in the past. They represent the following partner countries: Norway, Denmark, United Kingdom and Italy. VITECO is responsible for the implementation of an online platform gathering learning materials useful for those non-profit organisations that are willing to write excellent project proposals.
GROWING-UP II

Erasmus for Young Entrepreneurs 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.

GROWING-UP II aims to achieve the following specific objectives:

- Involve at least 100 entrepreneurs that want to start a business;
- Facilitate exchanges of best practices and experience for new entrepreneurs (NEs) by means of working with an experienced entrepreneur in another EU country;
- Offer innovative views, new skills and knowledge to already experienced entrepreneurs (HEs), thanks to an enthusiastic and motivated new entrepreneur – coming from another EU country – who can contribute to his/her business;
- Improve the chances of success for new entrepreneurs that can learn, at an early stage, the art of entrepreneurship and how to overcome business obstacles and also get a better understanding of various business environments;
- Create a solid business network meant to support the creation and development of new business, as well as the internationalization of the already existent businesses.

Since February 2014 JO Consulting is one of the Local Contact Point through the project GROWING-UP II, which supports new entrepreneurs allowing them to successfully start and develop their new business ideas through exchange placement at experienced entrepreneur who would like to expand to other EU country.
School on the Cloud – Connecting Education to the Cloud for Digital Citizenship (SoC) – is an ICT network based on cloud technologies. It 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.

School on Cloud (SoC) project responds to the dynamic, interactive, multimedia ICT environments that allow educational tools to be distributed in a range of formats.

The SoC ICT network has considerable impact through its working groups: guidance and advice for transition to the Cloud is created; the important role of iTeachers (innovative teachers) as major change agents in shaping the future of learning highlighted; learner-oriented (personalised and collective) approaches explored through integrating the Cloud activities and future dimensions envisioned as the Cloud empowers innovation and connects digital citizens.

The Network is funded by the European Commission under the Lifelong Learning Programme, Key Activity 3 – ICT Networks, with a duration of 3 years and includes more than 55 partners across Europe including also PMF Research as Italian partner.

**PMF**

**www.schoolonthecloud.net**

**CODE**

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

Jan 2014 - Dec 2016

Greece, UK, Belgium, Italy, Germany, Austria, Poland, Bulgaria, Romania, Slovenia, Spain, Portugal, Cyprus, Lithuania, Czech Rep., Turkey, Switzerland
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 project 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 objective of the project is to address the challenges of vocational skill mismatch that the new demand of an AAL-integrated Habitat has produced, by the development and validation of a harmonised European curriculum based on the principles of ECVET in the area of design and manufacture of Smart Support Furniture for Ambient Assisted Living that integrates e-learning software and face-to-face learning to the benefit of experts from the furniture sector or preparing to enter the labour market. The main outputs are: definition of a training path, development of common curriculum and learning contents; development of training materials, online courses and of an e-learning platform. More in detail, VETAAL sets three different training paths depending on the user’s professional background. The online courses are also based on four main learning pillars (basic concepts on electronics, design and ergonomics, psychology and needs of elderly and disabled and AAL integration in the furniture). The consortium is made of 10 partners from 6 different countries (Spain, Slovenia, Poland, Italy, Austria and United Kingdom) and is led by the non-profit research centre “Technical Research Centre of Furniture and Wood of The Region of Murcia” – CETEM (Spain). VITECO, the only Italian partner, develops the e-learning platform and the online courses.
VITECO signs a Specific Grant Agreement in the area of internet-based activities with the Directorate – General for Communication of the European Parliament for the co-financing of the project #MissionEurope, which aims to promote and spread among young citizens the awareness of the European Parliament (EP) activities and achievements, stimulating them to gather as much information as possible.

Our target is made of students and young unemployed people, in particular those coming from Italy, Czech Republic and Slovakia. This target was chosen due to the registered lowest interest in the EP elections in 2014.

The main aim of the project is to involve young citizens, who are or will be respectively present and future voters. For this reason, the project provides useful information about EP by exploiting the gamification process to make them understand that EP is very close to the needs of young citizens.

Main outputs:
- Set of educational games for young citizens with monthly launch of new levels, focusing on EP’s achievements and new policies, particularly in the field of employment;
- Interactive polls (6 in total) with questions related to the role of EP, its pillars, job opportunities, gender equality etc;
- Development of a targeted social media strategy on Facebook, Twitter, Instagram, Google+ towards young citizens, posting in dedicated groups, disseminating across students networks, etc;

VITECO develops several internet-based activities: a web app, composed of a set of educational games and monthly polls, accompanied by a strong-targeted social media strategy in Facebook (Facebook ads), Twitter, Google+, Instagram.

VITECO

PROJECT NUMBER: COMM/SUBV/2015/03/0086

COUNTRY: Italy

PERIOD: Jun 2015 - Apr 2016

EUROPEAN PARLIAMENT

Call for web-based activities

www.missioneurope-project.eu
VITECO participates in the development of the project SMEELEARN – SMEs & eLEARNING – under the domain of Erasmus+ programme, KA2 “Cooperation and Innovation for Good Practices”. The project aims to promote the transfer of innovative training practices from formal educational institution 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 has allowed SMEs to organize their learning, in their own time and space at low cost. Thus, general aim of the project is to test and transfer e-learning practices that are common in the formal education sector to SMEs in order to address the vocational skills needed to develop and sustain SME growth in Europe. This involves working closely with SMEs employees and managers and VET providers.

Research has shown that SMEs have limited resources for offering training and what they really require is “informal” training for specific problems they encounter, at a time to suit them. Therefore e-learning offers a great opportunity. However, there is reluctance on the part of SMEs, and their employees, to engage in this form of learning, despite the many advantages.

By creating a “SME e-Learning Platform”, SMEs would have a source of information to access. It is imperative that alternative methods of learning, such as e-learning, goes together with the creation of more small and medium-led business generating new sources of welfare and jobs. The overall objective is to struggle against unemployment, promoting the reinforcement of innovation and creativity and entrepreneurial spirit at all levels of education and training.

VITECO is co-lead partner for the ICT field, being in charge for the development of a “SME eLearning Guide” and a “SME eLearning Platform”. The first one assists 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.
FEMALE – Fostering entrepreneurship through mentoring and learning in Europe – is previous FEMALE continuation involving new countries such as Lithuania, Spain and Iceland. The project is led by Directorate of Labour at national level and includes other 5 partners. The project contributes 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. FEMALE implements a methodology, Business Accelerator Growth Programme, which 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. The methodology has been tested and used in UK, with great success but is now transferred to Iceland, Spain and Lithuania. The project also develops a practical online handbook for the target group and an e-learning platform for them to network, share their experience and for marketing issues. The impact of the project is more qualified women entrepreneurs, contributing to growth, bridge the skills gap and job creation. Also a raised awareness of women entrepreneurs and their needs. Partners can have more skilled staff and access to a new methodology which will be sustainable after the project ends. The project can also have impact on the VET system, increasing the availability of learning material for entrepreneurs. VITECO is engaged as ICT expert for distance education and build up skills through the development of an e-learning platform for distance learning, interactive exercises and platform of e-Hub.
The Growing-Up project aims to encourage entrepreneurial initiatives and experience exchange, unlocking the growth potential of micro, small and medium-sized companies, through the facilitation and promotion of partnerships and mobility at European level.

Growing-Up aims to achieve the following specific objectives:
- Facilitate the creation of 50 to 70 mutually beneficial European relationships between new entrepreneurs and host entrepreneurs;
- Facilitate the exchange of best practices between new entrepreneurs and host entrepreneurs that enter successful relationships within the project;
- Offer innovative views, new skills and knowledge to already experienced entrepreneurs (HEs), thanks to an enthusiastic and motivated new entrepreneur – coming from another EU country – who contributes to his/her business;
- Improve the chances of success for new entrepreneurs that can learn, at an early stage, the art of entrepreneurship and how to overcome business obstacles and also get a better understanding of various business environments.

Through the Erasmus for Young Entrepreneurs programme, the Growing-Up project seeks to capitalize the experience of the consortium and diversify the range of services offered to the young entrepreneurs and potential entrepreneurs in their home countries. The creation and consolidation of a European business network strengthens the institutional capacity of the involved parties, facilitating experience exchange and best practices among the participant enterprises and improving the cooperation between the EU member states, as well as increase the economic competitiveness of the SME sector.
Y2W

Youth2Work: Career Support for Unemployed Youth in Europe

VITECO participates as partner in the “Youth2Work” Lifelong Learning Programme project, which aims to support socially disadvantaged people 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 understand better the needs of the target group. Y2W has two main target groups: young disadvantaged people and VET trainers supporting them. Y2W can have significant impact on both groups in the short-term, (in terms of immediate benefits), and long-term (through the empowerment of learners, project dissemination and networks created).

The training needs of young disadvantaged NEETs are disseminated to other stakeholders such as policy makers and youth workers, to further improve the provision of EU support for this group. Y2W links with policy such as ‘EC Youth Opportunities Initiative’, helping youngsters to develop skills relevant to the labour market in order to drive down youth unemployment.

VITECO is responsible for the e-learning platform, website and Social Networking/Learning Zone development – the online space for young unemployed people, where they can chat and swap tips about their journey to employment and share experiences.
ODE – Open and Distance Education is the title of a training workshop that has been held in July 2015 in Catania, Italy, under the KA1 European Mobility program Erasmus+. VITECO staff trained a group of 10 teachers from Greek schools about the benefit of distance learning, about the e-learning technologies and possibilities of implementing them in their schools.

The basic subjects of the training focused on:
- Introduction to e-Learning
- What is needed to develop an e-learning software?
- Learning platforms.
- Identifying and organizing course content.
- Interactive Lab.
- Future of e-Learning & Distance Learning.
- Preparing content & creating storyboards.
- Interactive Lab.
- Course evaluation.
SMILEY

Social Mindedness in Learning community

The Lifelong Learning Programme project SMILEY – Social Mindedness In LEarning community is led by the University of Catania supported by PMF Research, which is responsible for the whole dissemination and exploitation of the project.

The aim of SMILEY is to implement awareness-raising programmes in schools, realizing several courses based on the most important social issues. The methodology developed within the project is implemented in several schools and educational institutes in EU and in other Associated Countries, and the direct benefit and impact focuses on educational staff and students.

Considering all these elements, SMILEY improves the social mindedness and solidarity with a horizontal bottom-up approach enhancing students’ ICT competences 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 and educational staff to deal with social issues – such as bullying -, and to face students’ possible violent attitudes through an online Educational Role-playing Game. In this scenario, students are entertained while learning, through short animations and interactive games which aim to attract their interest. Moreover both the research and the tools created are useful 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 the dissemination strategy and exploitation. Further, it is involved in the development of the ICT tools and also in the evaluation of the questionnaires.

CODE 2010-4406/001-001  Jan 2011 - Dec 2012  Italy, Poland, Turkey, United Kingdom

PMF  www.smileyschool.eu

Lifelong Learning Programme Comenius - Multilateral projects
Digital-earth.eu is a Comenius network funded by EACEA and composed by 65 organizations from 17 European countries. PMF Research is one of the Italian Partners.
The Digital-earth.eu project examines the use of geographic media in schools and teachers’ education. It promotes meaningful uses of the internet in schools, increasing the access to digital data and geoinformation available for citizens in Europe. We expect to raise teachers’ awareness and convince them of the benefits of integrating geoinformation in their classes.
Geographic media is the visualisation of the information from different media sources and is related to 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 geographic media into daily work. There is a need of 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 geographic media use is well developed. The centres share products, resources, online materials, experiences and ideas, opening them to the wide public wherever possible.
The European Centre and an accredited network of national and regional Centres of Excellence develop an online catalogue of materials, courses, publications, links and good practice scenarios.

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

Oct 2010 - Sep 2013

Austria, Italy, France, Greece, Netherlands, Norway, Poland, Romania, Turkey, UK, Germany, Spain, Portugal, Finland, Estonia, Bulgaria, Australia, USA
FE:MALE
Female Entrepreneurs: Mentoring and Lifelong Learning across Europe

VITECO participates as partner in the Fe:male Lifelong Learning Programme project, which supports potential women entrepreneurs across Europe, particularly those facing extra challenges such as being from a BAME (black, Asian & Minority Ethnic) background, over 50 alone parents or long-term unemployed. Women entrepreneurs are under-represented across all of the European countries represented in Fe:male. Research indicates common barriers at the core of this under-representation including lack of confidence, work-life balance concerns and anxiety about risk-taking. Barriers are amplified for women facing ‘double-disadvantage’ (DD) i.e. being a woman over 50, BME-Black & Minority Ethnic, Migrants or lone parents. This leads to a European labour market where women are excluded from a major source of economic activity: entrepreneurship. The Fe:male network helps women to increase self-confidence and life skills in order to develop their business ideas and become successful women entrepreneurs. Fe:male is run by a consortium of organizations across five European countries that work together to support and develop female entrepreneurship across Europe. The target group of female adult learners (focusing on those facing double-disadvantage) will increase in confidence, self-efficacy and entrepreneurial inclination. Trainers are trained to deliver a wider repertoire of innovative training methodologies; training others in their countries (cascade method) and sharing knowledge across Europe. Project impact is on VET and guidance practices within a European framework aimed at women entrepreneurs, providing innovative training materials and methodologies to foster women’s self-efficacy and motivation for learning about entrepreneurship to enter/re-enter and reduce risk of exclusion from the labour market. These innovative methodologies could transfer to other target groups for essential soft skills, including men, asylum seekers, career changers and young people.

VITECO is technological expert in the Fe:male project, leading the development of the “E-Module Women Entrepreneurs Learning Online” work package, starting from the development of the e-learning exercises and online courses, the development of the website and of the online Social Network/Learning Zone, providing an online space for women to create a network with women entrepreneurs from the partner countries.

n°6


VITECO

www.jogroup.eu/projects/female/

Lifelong Learning Programme Leonardo da Vinci Transfer of Innovation
e-Medine takes part as partner in the project Senior Sport (S²-PORT), which was submitted under the programme “Preparatory Actions in the field of Sport - Health and physical activity” by a Spanish coordinator. As the Commission recommends strengthening the cooperation between health, education, physical activity and sport sectors in order to define and implement coherent strategies to reduce overweight, obesity and other health risks, in this context, S²-PORT encourages public authorities to examine how to promote the concept of active living through the regional and national training systems, including the training of teachers and elderly people. One of the first objectives of this proposal is the joint reflection among different territorial levels and between different actors of civil society, on how to design a methodology to introduce physical activity as a new lifestyle to prevent disease. Therefore, the overall objective of the project is the development of a holistic methodology for the integration of physical activities, as a new lifestyle, thanks to prevention and palliative cares taking a special attention to healthy aging. 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, specially elderly population. Finally, as main objective foreseen by the Preparatory Action and therefore by this proposal, the methodology aims to be not only a theoretical exercise but a real and practical tool to prepare future EU actions in this field by involving stakeholders in health sectors, sportive training sectors and overall policy sectors that allow to define new political programmes. e-Medine is responsible for the whole dissemination strategy and exploitation, including the website development, all the newsletters, press folder, dissemination and exploitation plans.
JO Consulting participates in the project ETC (European Tunisian Cooperation), a project supported by the European Commission and granted by the 7th Framework Programme, Capacities, International Cooperation (FP7-INCO). The overall objective of ETC project 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 aim hence is to create a Tunisian community of research centres and other actors, in charge of spreading information about European research opportunities and programmes, by means of:
- Providing a wider access to information on scientific and R&D 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 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, online courses, e-learning software on project management, etc. It also gives its contribution to the development of the platform with the application of a videoconference system, a forum and web seminar in order to simplify the interaction among the target audience.

**E T C**

**European Tunisian Cooperation**

JO Consulting

222714
Sep 2009 - Feb 2013
Tunisia, Italy, Belgium

www.etcproject.eu

Seventh Framework Programme (FP7)
INCO-2007-2
PUBLIC POLICIES
Made by Citizens

Non-profit organization e-Medine takes part to the project “Public Policies made by citizens” (Youth in Action Programme – Action 1.3 - Youth Democracy Projects). 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 towards active citizenship. This improves their participation in the civic life of their community, enhancing representative democracy and providing support for new kinds of online engagement.

Topics of the project:
- New forms of e-participation, especially among young people;
- Solutions to community problems;
- Policy papers with recommendations.

Therefore, the mission of the project is to engage young people in providing valuable, sustainable and feasible solutions to problems of public concern.

The project is based on “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 is for authorities to start transforming the policy recommendations into real action for the benefit of the community.

Code: RO-1.3-21-2009-R3
Dates: Sep 2009 - Sep 2010
Countries: Romania, Italy, Greece, France

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

PMF Research participates in the project E-Kristjan, funded under the domain of LLP – Leonardo da Vinci transfer of innovation.

E-Kristjan – “Launch and implementation of a web-based language learning tool: Estonian for special purposes for non-Estonian speaking civil servants” aims to promote the language learning at workplace, not depending on the geographical location of the person. 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 made things easier for them. The main result of the project is the modern and flexible opportunity of learning an official language for non-Estonian speakers. In the course of the project, an e-learning software, which consists of 10 modules and a set of learning tools for Estonian language learning at the workplace, has been generated. EU is a very multilingual and multicultural region where it is very important to know the local language, no matter in which member state a person lives. In order to be competitive in the labour market the knowledge of professional language and communication skills in general are important. In Estonia there are many people who do not speak Estonian or whose level of knowledge of Estonian is low, but they will potentially be employed by different organisations. Insufficient knowledge of local language would jeopardize the job and customer service related performance of non-Estonian speaking people.

PMF Research

CODE 2008-0012-LdV-0
Oct 2008 - Mar 2010
Estonia, Italy, Spain, Finland

Lifelong Learning Programme
Leonardo da Vinci
Transfer of Innovation

www.jogroup.eu/ projects/e-kristjan
BONY

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

BONY is a European Educational Social Network. This project was financed with the support of the European Commission in the field of the “Lifelong Learning Programme” programme, managed by EACEA. BONY is developed with the aim to create a new generation of Learning Management System, capable to create multilingual formative training programmes projected on specific requirements, using forms of artificial intelligence. The idea originates from the intention of changing the paradigm of on-line learning, creating a European Educational Social Network for social and collaborative learning, knowledge sharing and knowledge production. In BONY Social Network, users can cover the double role of Teachers or Students depending on their professional and linguistic skills or on their educational needs. Thus, we sponsor a collaborative and diffused model of social education. BONY creates an active online community where everybody can share knowledge and benefits from other users’ knowledge alike. The BONY technology automatically channels user questions to competent users who are willing to help. BONY enables real-time communication between knowledge seekers and appropriate experts via its chat interface. In addition, users can edit notebooks or semantic Wikis and thus contributing to a constantly growing knowledge base. The Social Network includes an Expert finding system and a user reputation system, too. PMF Research also develops an Ontology describing the Knowledge domain and a Multilingual and Semantic Search engine to retrieve multilingual information. This engine can be implemented further for World Wide Web information retrieval.

CODE 135263-LLP-1-2007-1-IT-KA3-KA3MP
Jan 2008 - Dec 2009
Italy, Poland, Greece, Spain

Lifelong Learning Programme
KA3 Multilateral projects

www.jogroup.eu/projects/bony