



**DIGITAL HACKATHON TRAINING EVENTS IN THE SERVICE OF
E-LEARNING SOLUTIONS FOR THE POST COVID-19 SOCIETY**

PROJECT PRESENTATION

Project number 2021-1-IT01-KA220-VET-000030283

KA220-VET - Cooperation partnerships in vocational education and training

Duration: 03/01/2022 to 31/07/2024 (2.5 years)



**Co-funded by
the European Union**



Introduction to the Project

CHALLENGES (1/2)

The **COVID-19** outbreak has affected all segments of the population and is particularly detrimental to members of those social groups in the most vulnerable situations.

Before the outbreak:

- **Digitalisation** had a great potential for innovation-support in VET but vocational training's social and economic contributions has always been under researched and underappreciated.
- **VET institutions** were often being seen as simply providing skills rather than having a more extensive role in the innovation ecosystem.

Introduction to the Project

CHALLENGES (2/2)

Since the outbreak:

- **VET** is increasingly seen as a **driver of innovation** and is part of the **Lifelong Learning Indicator** for the **EU Innovation Scoreboard**.
- **VET** prepares learners for occupations where **creativity** is necessary, **drives new ideas** in business and industry, and **helps to close the skills gap**.





Introduction to the Project

MISSION AND OBJECTIVES (1/2)

The HACK4SOCIETY project introduces a bottom-up approach and provide VET Professional and Learners the floor to propose e-learning modules, training methodologies and techniques, that will create a better learning experience, creating a better e-learning environment.

This is realised through **hackathon Events** and the preparation of **Open Educational Resources (OERs)**.

Introduction to the Project

MISSION AND OBJECTIVES (2/2)

HACK4Society will prepare **15 e-learning Trainings Modules**,
that will be incorporated in the operation of
EVBB (Major European VET Umbrella Organisation),
offering them to **all VET providers across the EU**,
especially targeting the **smaller institutions**.





Target

HACK4SOCIETY IS MEANT FOR:

- **VET providers particularly the smaller ones** (regional or local level) who are going to have access to state of the art and tailored e-training modules, that they would otherwise not be able to develop.
- **VET teachers and trainers** who are going to acquire better digital competences.
- **VET Tutors and career counsellors**, who will have access to ready to use software and e-modules in the form of OERs.
- **VET learners** who are going to have a better learning experience in an e-environment.



**All Target Groups are invited
to participate in the hackathon events**



Implementation

PROJECT OUTPUTS

- **O1:** Reinforce the ability of VET providers to provide high quality, inclusive digital education.
- **O2:** Provide new upskilling OERs (15 in total) for VET Professionals.
- **O3:** Build capacity through bottom-Up approaches based on the hackathon events organised during the project implementation period.
- **O4:** Develop high quality digital content, promoting innovative methods and tools for e-teaching and e-learning for the members of EVBB and available for all.
- **O5:** Promote and deliver networking opportunities among VET providers, achieved through the participation of EVBB.
- **O6:** Development of tailor-made solutions adaptable at a Regional/Local level.



Results

WHAT ARE THE EXPECTED RESULTS?

- 1. Designing Online Hackathon Events Training Toolkit for VET Educators in the post COVID-19 world**
- 2. Performing Online Hackathon Events Teaching Curriculum for VET Learners**
- 3. Implementation of the HACK4Society Online Hackathon Events**



Partnership

WHO IS IMPLEMENTING HACK4SOCIETY?

- Project leader: **FORTES Impresa Sociale Srl** - Italy
- TDM 2000 ODV - Italy
- CSI - Center for Social Innovation LTD - Cyprus
- AKMI ANONIMI EKPAIDEFTIKI ETAIRIA - Greece
- INNOVATION HIVE - Greece
- EVBB - Europaischer Verband Beruflicher Bildungstrager - Germany
- BK Consult GbR - Germany





DO YOU WANT TO KNOW MORE?

CONTACT: INFO@HACK4SOCIETY.EU

WEBSITE: WWW.HACK4SOCIETY.EU



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