

ERASMUS+ AND
EUROPEAN SOLIDARITY CORPS:

Selection of **good practices** from projects in the European programmes

This document contains a collection of 10 projects from the Erasmus+ and European Solidarity Corps programmes. As a source we have used the [European Innovative Teaching Award](#), [SALTO Awards](#) and the [Erasmus+](#) and [European Solidarity Corps](#) public project databases. The aim of this collection is to provide inspiration and ideas for National Agency staff, programme beneficiaries and potential applicants in supporting or applying for their very own Digital Transformation -connected projects.

These projects are not an exhaustive list, nor are they a template of a one and only way to implement a successful and high-quality programme connected to the Digital Transformation priority in the programmes. However, all the projects listed here have something unique to them that we found worthy of highlighting in this collection, which is outlined in the descriptions within.

As SALTO Digital works cross-sectorally, there are two projects from each of the sectors of School education (including early childhood education and care), Vocational education, Higher education, Adult education and the Youth sector. Most projects are from Erasmus+, since we had considerable trouble finding examples of European Solidarity Corps projects connected to Digital Transformation at this stage; we do see a lot of potential in, for example, digital volunteering, and we will continue keeping watch for emerging practice in this area as well.

You might immediately notice that there are several project examples in this collection that use Virtual Reality as their chosen educational medium. We do not seek to imply that VR is a technology that everyone should adopt. On the contrary, it still carries as of now a high cost of entry for most educational institutions and a steep rise in new required competences for the educators. What those examples do highlight, however, is how the same technology can be applied to a broad variety of challenges to be addressed by projects, and this is true for most if not all technologies. As our main focus in looking at projects is past the immediate technology being applied, we urge you to do the same when looking through the examples.

Finally, we wish to extend our our best wishes to all stakeholders interested and engaged in the Digital transformation priority of the programmes. National Agencies are making considerable progress on the topic and interesting projects are cropping up at an increasing rate across all sectors. We are looking forward to seeing what comes up in the next years!

Helsinki, Finland, December 2023

Salto Digital team

The Spirit of Europe - Origins

Programme: Erasmus+

Sector: ADU

Topic: Learning through Digital games

Key action: KA204

Countries: **Romania**, Greece, Italy, Spain

The Spirit of Europe – Origins is an interactive video game which follows the story of Europe, throughout key historical periods: Ancient Greece, The Roman Empire, the Migration Period, The Viking Age, the Middle Ages and the Renaissance. **Winner of the SALTO Awards 2023 Digital transformation category.**

Why we highlight this project: The game created in this project has educational potential across all sectors. The focal point of European values in the content of the game highlights how Digital Transformation and Digital games can align with broader European contexts as well.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2019-1-RO01-KA204-063864>



Digital Learning Materials for Sustainable Textile Education

Programme: Erasmus+

Sector: VET

Topic: Use of VR in education, digital learning materials

Key action: KA226

Countries: **Türkiye**, Italy, Poland, Romania

The project, also known as Vir2TEX was aimed to provide new learning experiences by attracting the attention of students while teaching both in the classroom and distance education with the new educational materials developed. The project also aimed to explore the better use of VR in textile education and beyond.

Why we highlight this project: The project clearly showed how Digital Transformation can contribute to solving a real-world issue, while also connecting with the topics of accessibility, inclusion and sustainability. The project additionally had an impressive scope and reach in the context of the programmes.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2020-1-TR01-KA226-VET-098141>

Building Capacity for Inclusive Education in Digital Environments

Programme: Erasmus+

Key action: KA226

Sector: HE

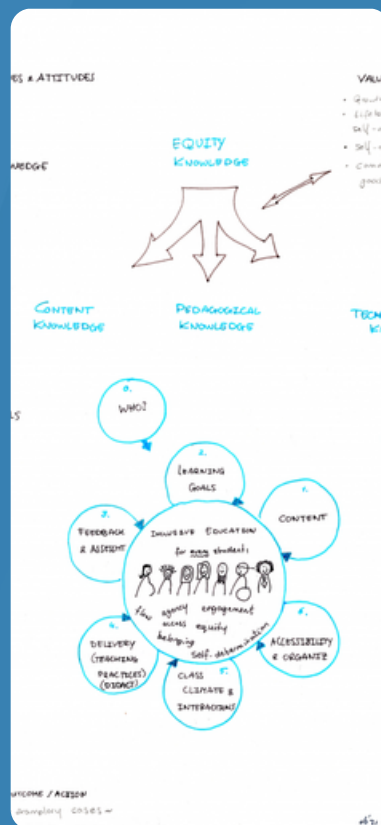
Countries: **Netherlands**, Belgium, Malta, Poland, Spain

Topic: Strengthening inclusive digital education

The project's aim was to strengthen inclusive digital education by supporting educators in implementing inclusive models of education in online, blended or hybrid learning environments. It also highlighted how the transition to digital education prompted by the COVID-19 crisis should not exclude vulnerable groups from participation in HE or exacerbate existing inequalities.

Why we highlight this project: Digital solutions in education and youth work can mistakenly be considered automatically inclusive, but this project successfully highlights the need for strategic and systemic development of inclusive Digital Education. It also proposes solutions by strengthening teacher competences.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2020-1-NL01-KA226-HE-083100>



Voice through Digital Art

Programme: European Solidarity Corps

Key action: ESC30

Sector: Youth

Countries: **Romania**

Topic: Digital competences of young people and advocacy, community engagement

Voice through Digital Art was an initiative aimed at empowering youth from diverse backgrounds to harness the power of digital art as a medium for self-expression and advocacy. The overall goal of this project was to train 20 young people to create digital art through which to communicate more effectively and to attract support from the local community.

Why we highlight this project: The project employed non-formal methods to empower young people to harness digital art as a medium to voice their concerns, aspirations, and ideas. The participatory and community-based approach highlights the use of Digital Art as an approach to bring diversity among the more traditional top-down Digital participation approaches.

<https://youth.europa.eu/solidarity/projects/details/2022-1-RO01-ESC30-SOL-000065542>

VRTeacher

Programme: Erasmus+

Sector: SCH

Topic: Improving training of teacher using emerging technologies

The project VRTEACHER was conceived to address the urgent need for innovative approaches to teacher training that address the evolving educational landscape. The project implemented a way for trainee teachers to experience situations in a simulated classroom using immersive VR technology. **SALTO Awards 2023 shortlist in the category of Digital Transformation.**

Why we highlight this project: The project is using a new technology in a way to heighten the learning process for established and starting teachers and clearly sets an example of utilizing a new technology to support an existing process. Project also included competence frameworks and assessment models for their target competences. Finally, their co-creation models and adaptation to different educational frameworks and national realities resonated strongly.

<https://erasmus-plus.ec.europa.eu/projects/search/details/2020-1-CY01-KA226-SCH-082707>



eEarlycare-T

Programme: Erasmus+

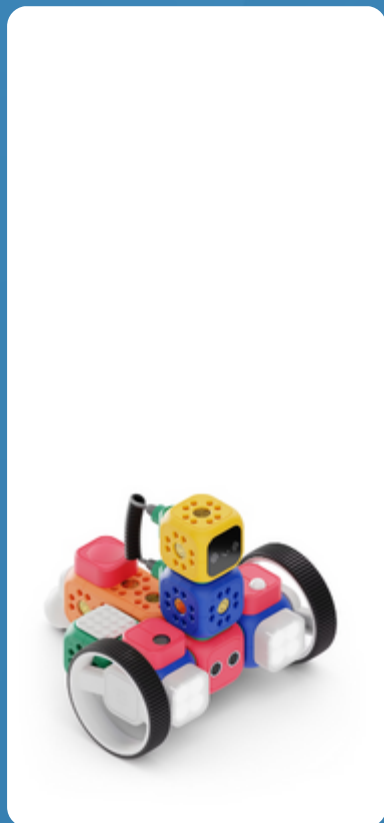
Sector: SCH

Topic: Digital transformation in early child care, practitioner competences

The project “eEarlycare-T” is an interdisciplinary, multidisciplinary and innovative project focused on updating the training of practicing and new professionals in the field of early childhood care (ages 0-6 years). The project activities apply innovative teaching methodologies based on the use of different technological resources (avatars, gamification, laboratories and virtual reality).

Why we highlight this project: The project has a very comprehensive approach. It addresses both using technology as a tool for an educational process and the implications of technology on a larger scale. The approach is transferrable and replicable in different contexts and has potential for expansion and scaling.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2021-1-ES01-KA220-SCH-000032661>



Digital Bridges

Programme: Erasmus+

Key action: KA229

Sector: VET

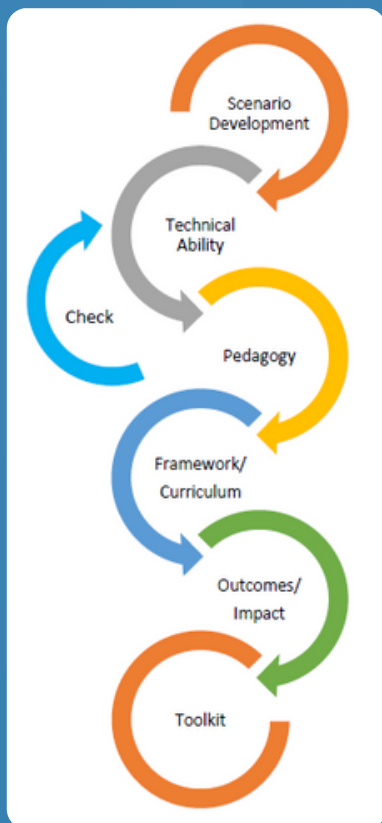
Countries: **Serbia**, Croatia, North Macedonia, Slovenia

Topic: Improving competences of staff & learners

The project “Digital Bridges” shared examples of successful use of modern technology for enhancing digital competences of all teachers, thus also improving the competences of all students through exchange of experiences. **Winner of SALTO Awards 2022 Digital Transformation category.**

Why we highlight this project: Digital Bridges tackled a common challenge in an innovative and participatory way. The activities implemented were largely planned out and implemented together with the students and contained a lot of experimentation with new technologies in a safe learning environment.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2020-1-RS01-KA229-065423>



A Multifaceted VR Learning Platform for Future Healthcare Leaders

Programme: Erasmus+

Key action: KA226

Sector: HE

Countries: **Cyprus**, Greece, Malta, Spain

Topic: Online learning platform using emerging technologies

The project sought to expose future healthcare leaders to a broader range of experiences by providing new interactive and immersive training solutions using a tailor-made VR experience.

Why we highlight this project: The project addresses a need that has been highlighted by research and provides an innovative solution that utilises technology to create a training process that wouldn't be otherwise possible. Project output includes a comprehensive set of training materials and reports.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2020-1-CY01-KA226-HE-082726>

Reimagining recognition

Programme: Erasmus+

Sector: Youth

Topic: Recognition of non-formal learning using open badges

Reimagining Recognition is an open digital badge system designed to develop the capacity of youth work organisations in recognising and validating the activities and competencies of young people and youth workers. **SALTO Awards 2021 winner of the Digital Transformation category.**

Why we highlight this project: Recognising non-formal learning reinforces the idea of youth workers actively supporting young peoples learning and skills in youth work. They used their chosen digital technology to address a real-world challenge and implemented it in a systemic and innovative way. The project also has potential to bridge the formal and non-formal sectors.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/602576-EPP-1-2018-1-MD-EPPKA2-CBY-EP-CSF>



TRAIVR

Programme: Erasmus+

Sector: ADU

Topic: Digital learning platforms and VR in reducing risky behaviour

The project aimed to address the issues faced by vulnerable refugees and immigrants who, due to a lack of appropriate coping skills, such as problem-solving and emotion control, may engage in risky behaviours, such as substance misuse or criminal activities.

Why we highlight this project: The project looked beyond unwanted behaviour patterns and focused on themes such as coping abilities, problem solving and emotional skills. All these topics were addressed through the use of emerging technologies. The project highlights how complex and very human topics such as moral and ethical reasoning can be addressed with approaches made possible by Digital technologies.

<https://erasmus-plus.ec.europa.eu/fi/projects/search/details/2020-1-TR01-KA204-092950>

Key action: KA204

Countries: **Türkiye**, Germany, Portugal, Romania