



User-friendly Practical Distance Active Training Experience



## Initial Report

### IO1 SUMMARY AND FINDINGS

The recent pandemic has had heavy consequences in the EU, especially in the field of education and VET training. This has implied significant changes in teaching, communication, collaboration and learning. Furthermore, it has highlighted several critical aspects needing to be addressed by partner organisations and the VET system in general.

The VET system, which already experienced delays in the modernisation and digitalisation process, came face-to-face with an unexpected situation and paid the price for the lack of a strategic vision and structural investments aimed at searching for adequate pedagogical and technological solutions adoptable and adaptable to practical and manual training contents.

Starting from this awareness, the aim of the UPDATE project (<https://update-project.eu/>) is to intervene in the digital ecosystem by building resilient and digitally skilled organisations; redefine organisational strategies; improve innovation abilities; and fully exploit the potential offered by technology.

Among the foreseen activities, a research on good practices in digital teaching/learning applied in VET systems has been carried out. The challenges posed by the digital transition require investments as a priority innovative learning methods and tools and development/adaptation of digital solutions to practical-manual content, in order to build new learning environments from experience.

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# Initial Report

## IO1 SUMMARY AND FINDINGS CONTINUED ...

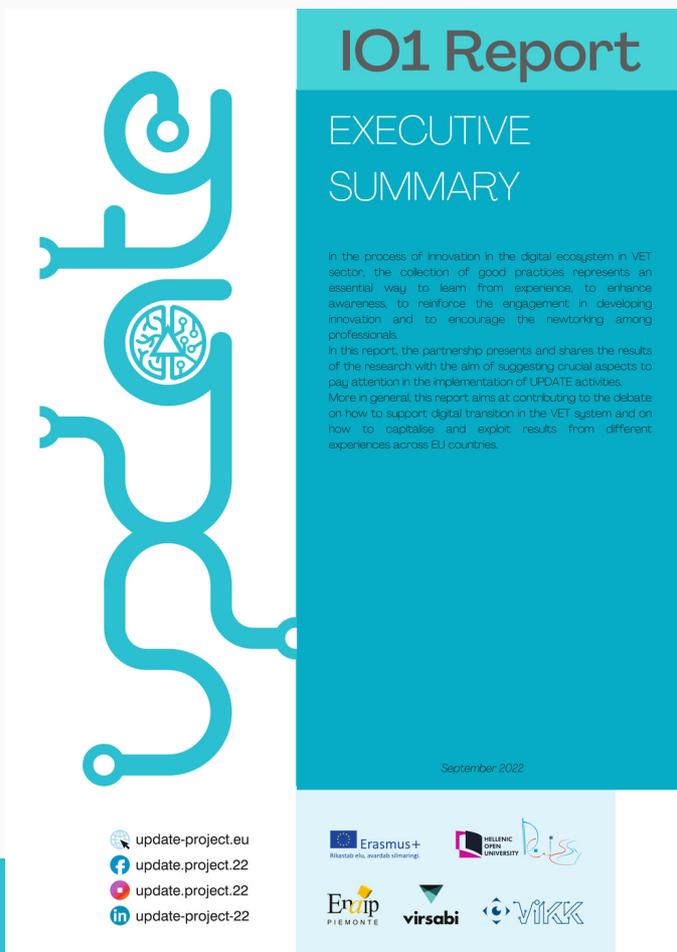
In this process, the collection of good practices represents a fundamental way to learn from experience, to enhance awareness, to reinforce the engagement in developing innovation and to encourage the networking among professionals. Therefore, partners have collected PRACTICES/ACTITIVIES/PROJECTS in which digital methodologies and animation techniques are applied to practical activities in VET system in partner's countries and, subsequently compared INNOVATIVE DIGITAL SOLUTIONS (desktop/mobile apps, web platforms, educational video games, virtual-augmented-mixed reality environments, etc.) suitable to practical-manual teaching in the VET field. The research activity took place in March-Septembre 2022.

Practices collected teaches us that a clear intervention strategy is needed that enhances the potential of digital application to education, assesses the critical elements and risks, and provides hints for monitoring, evaluation, redesign, and consolidation actions. Findings suggest that to strengthen the digital ecosystem it is necessary to act on three dimensions (pedagogical, technological, and organisational) and to grow up leaderships able to activate, manage and consolidate the integration of digital technologies in education.

In the report (<https://update-project.eu/results/>), the partners present and share the results of the research with the aim of suggesting crucial aspects to which paying attention in the implementation of UPDATE activities.

The ambitious goal is that this report can contribute to the debate on how to support digital transition in VET and on how to capitalise ed exploit results from different experiences across EU countries.

## IO1 Results. View the full report [here](#).



The image shows the cover of the IO1 Report Executive Summary. It features a large, stylized blue graphic on the left that resembles a circuit board or a stylized letter 'g'. The text on the right is in white and blue. At the bottom, there are logos for various partners and funding sources.

### IO1 Report

#### EXECUTIVE SUMMARY

In the process of innovation in the digital ecosystem in VET sector, the collection of good practices represents an essential way to learn from experience, to enhance awareness, to reinforce the engagement in developing innovation and to encourage the networking among professionals.

In this report, the partnership presents and shares the results of the research with the aim of suggesting crucial aspects to pay attention in the implementation of UPDATE activities.

More in general, this report aims at contributing to the debate on how to support digital transition in the VET system and on how to capitalise and exploit results from different experiences across EU countries.

September 2022

update-project.eu  
update.project.22  
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Erasmus+  
RIS  
Erup  
virsabi  
VIKK





# Multiplier Event in Italy - 15.09.22

HOSTED BY ENAIP PIEMONTE

The event took place in Torino, and began with an Introduction by FORMA Piemonte President, Matteo Faggioni.

The discussion continued with both in-person and online participants, by introducing the European Action Plan. The plan covers digital education between 2021-2027, and the key actions and priorities to support the transformation of education and training systems within EU member states to the digital age. This talk was given by Alessandro Brolpito, Senior Human Capital Development Expert of Digital Skills and Learning ETF:

The day continued with an introduction of the Update project by EnAIP Piemonte's own Licia Monni. Following this was a presentation of the digital didactics for VET schools. This was presented by Valeria Zaffalon, also from EnAIP Piemonte, and covered lessons learned and perspectives introduced from the project partner countries.

The next presenter from Hellenic Open University, was Konstantinos Potsis, who works with DAISSY. He discussed technology in education. Covering the blended pathway for trainers and the integration of technology in teaching from a University standpoint.

A final introduction to new technologies by WORK VR was shown, before concluding remarks by Epale National Support Unit - INDIRE.



Zoom Riunione

### Suggerimenti per lo sviluppo di Update

- dimensione pedagogica**
  - Studenti digitalmente competenti
  - Docenti/formatori motivati con un approccio positivo alla didattica online
  - Conciliazione (tempo della formazione/sperimentazione vs tempo di lavoro/organizzazione scolastica)
- dimensione organizzativa**
  - Metodologie, processi e contenuti (innovazione pedagogica): supportare i formatori nello sviluppare approcci e metodologie inclusivi fondati sui bisogni, nel progettare una didattica «a distanza» e nell'utilizzare soluzioni digitali in presenza e a distanza
  - Peer approach/ comunità di pratiche
- dimensione tecnologica**
  - Ricerca&sviluppo su soluzioni tecnologiche in ambito VET (piattaforme digitali; soluzioni digitali per la didattica; «centri risorse» e repository con contenuti di qualità)
  - Innovazione organizzativa (pensiero organizzativo orientato all'integrazione della didattica digitale) ... a process of planning for change [DigCompOrg]
  - Partnership strategiche e sviluppo di progetti innovativi

**Consolidamento e sostenibilità**

- promozione e disseminazione dei risultati di progetto
- organizzazioni responsabili [DigCompOrg]: leadership orientate all'innovazione, governance dei processi, staff (formatori e tutor) e stakeholders capaci di assumersi la propria responsabilità.

**ECOSISTEMA DIGITALE**

Partecipanti (24)

Q. Trova un partecipante

|    |   |   |
|----|---|---|
| LD | Lenina Da Rocha                         | ✖ |
| LS | Leonilda Silengo                        | ✖ |
| PP | Panagiota Polymeropoulou - Hellenic ... | ✖ |
| R  | romina                                  | ✖ |
| SS | Sara Staffieri                          | ✖ |
| SB | segreteria Bottega                      | ✖ |
| SA | Silvia Abbiate                          | ✖ |
| VA | Veronica Atzei                          | ✖ |
| A  | alessandro.damiano                      | ✖ |
| P  | paola.donetti                           | ✖ |
| R  | roberta.devitis                         | ✖ |
| S  | simona.ricca                            | ✖ |

Invita Attiva il mio audio





## Multiplier Event in Greece - 11.11.22

HOSTED BY DAISSY RESEARCH GROUP  
OF THE HELLENIC OPEN UNIVERSITY

The event took place in the “Byzantino” Hotel in Patras, Greece, with participants coming from the vocational education and training sector, both teachers/trainers and representatives of VET organizations, representatives of digital solutions providers and representatives of institutional education bodies.

The event started with a welcome address by Dr.Spyridon Papadakis, Organizational Coordinator of the Regional Centre for Educational Planning of Western Greece and his intervention on the need for the vocational education and training sector to utilize modern digital solutions in order to upgrade the content and effectiveness of education.

In addition, Dr. Achilleas Kameas, Professor at the School of Science and Technology and director of the DAISSy research group of the Hellenic Open University, presented the group’s scientific interests, activities and the numerous projects it implements.

Later on, the participants had the opportunity to be informed about the objectives, expected results and actions of the UPDATE project by Mr. Konstantinos Potsis and Ms. Panagiota Polymeropoulou, key members of the project team, while the first deliverable of the project was presented and more specifically a report on good practices in the implementation of digital solutions in vocational education and training across Europe and popular useful digital solutions (the report is linked to on page 02 of this newsletter).

Finally, there were two more presentations on DAISSy research group’s projects that contribute to digital readiness in the fields of education and vocational training, namely:

The DigiPath project – “Enhancing the readiness of Vocational Training teachers for digital education” – by Ms. Vicky Maratou; and

The Agile2Learn project – “Developing the professional skills of teachers and students” – by Dr. Katerina Nikolakopoulou.

