INTERFACE
Using agile, interactive learning environments to promote work-based learning in cVET
2021-1-DE02-KA220-VET-000034783
Online article

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Online article 1 (EN)

Sebastian Koppius, UPB

Project Title:	Using agile, interactive learning environments to promote work-based learning in cVET
Acronym:	INTERFACE
Reference number:	**2021-1-DE02-KA220-VET-000034783**
Project partners:	P1 University Paderborn, DE
	P2 Auxilium pro Regionibus Europae in Rebus Culturalius, AUT
	P3 Latvijas Universitate, LVA
	P4 Acumen Training Sp. z o.o., PL
	P5 Centre for advancement of research and development in educational Technology LTD- CARDET, CYP
	P6 EEO Group SA, GRC
	P7 Mindshift Talent Advisory lda, PT
	P8 Spectrum Research Centre CLG, IE

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INTERFACE – An Erasmus+ project on the importance of transversal skills

The increasing influence of robots and algorithms on our labour markets further increases the need for uniquely "human" skills such as empathy and adaptation to change in complex environments.

This particularly affects low-skilled workers and trainees. The jobs of low-skilled workers are in danger of being replaced by robots. Often low-skilled workers have to perform monotonous tasks, which are saved for cost reasons. For this reason, it is important that they excel in skills that are difficult to replace by computers. This is especially true since the Corona pandemic has led to some job cuts and companies becoming highly digitalised.

But what are the skills that are more in demand and guarantee better chances of a secure job?

Such skills are, for example: *problem solving, teamwork, work ethic, communication, leadership, innovation, critical and creative thinking, entrepreneurial spirit, inter-generational relationships* and *digital literacy*

This is where the Erasmus+ project **INTERFACE ("Using agile, interactive learning environments to promote work-based learning in cVET")**, funded by the European Union, comes in.

On the one hand, the project deals with the improvement of teaching in vocational education and training. On the other hand, it fosters low-skilled workers and trainees to receive more secure jobs on the labor markets.

The **main objective of the INTERFACE Project** is to support low-skilled workers and trainees which are influenced through job cut outs due to the corona pandemic as well as digitalisiation. CVET is intended to enable VET tutors to identify and promote transversal competences. The transversal competences are the 10 most requested competences by companies and are created in the framework of interactive infographics linked to WBL contexts.

The 24-months project (funding period 31.12.2021 to 30.12.2023) is coordinated by University Paderborn in Germany and represented by Prof. Dr. Marc Beutner. The other seven European partners are: Spectrum Research Centre – CLG (Ireland); Auxilium pro Regionibus Europae in Rebus Culturalibus (Austria); Latvijas Universitate (Latvia), Acumen Training Sp. z.o.o. (Poland); CARDET – Centre for advancement of research and development in educational technology LTD (Cypres), EEO Group SA (Greece) and Mindshift Talent Advisory (Portugal).

What are the main objectives?

1. Promoting the acquisition of key transversal skills using alternative pedagogical resources in work-based learning settings.
2. Supporting VET professionals from within education and work to develop their own digital and pedagogic skills to create challenge-based learning resources in an interdisciplinary way.
3. Developing an accreditation model for the validation and recognition of transversal skills using micro credentials and digital badges.
4. Creating a system for the communication of transversal skills through a peer-led Community of Practice.

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What should be achieved with the project?

Based on the main objectives, the following goals are to be achieved:

- In-Service Training Course will support VET tutors to harness the potential of online learning. However, traditional online learning has not always been able to satisfy the needs of learners for accessible, agile and on-demand WBL learning resources and opportunities.
- INTERFACE Compendium of Interactive Infographics for developing key transversal skills – partners will create 40 Interactive Infographics, for each of the following key transversal competencies (digital literacy, entrepreneurial spirit, critical and creative thinking, leadership, innovation, problem solving, teamwork, work ethic, communication, and inter-generational relationships)
- INTERFACE MOOC to present the in-service training course for VET tutors, learners, and business representatives to support transnational exchange of best practice, provide peer support to ensure a successful training intervention can be achieved.
- And a Community of Practice with 96 VET tutors, 250+ VET professionals will be active through the INTERFACE MOOC. There are also 400 learners and employees that will engage with the INTERFACE Interactive Infographics in WBL settings to build key transversal skills.

What has already happened?

The project officially started on 31.12.2021. Shortly after, the project consortium met for the kick-off meeting online via Zoom. This meeting took place on 9th of March 2022 and was hosted by the project coordinator University Paderborn (Germany).

The purpose of this meeting was to enable partners to introduce themselves to each other, to discuss the project objectives and activities along with planning the initial tasks for all partners.

All project objectives were considered and discussed in detail, including administrative and financial issues such as aspects of dissemination and exploitation as well as evaluation and reporting procedures.

What are the next steps?

Until the second project meeting at Spectrum Research Centre (Ireland) in June 2022, all project partners will start with a market analysis. The European industry is diverse, with different branches , sizes, risks and needs. It needs targeted solutions, not a one-size fits all approach. The next meeting should therefore be about specifying the objective and identifying an individual occupational group to look at in more detail. Proposals for the MOOC design and Interactive Infographics in the context of a WBL setting will also be explored.

How can you contact INTERFACE?

Visit our website https://interface.eduproject.eu/ or contact the project partner in your home country directly.