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Food Includes

**NOURISHING
INNOVATION,
CONNECTING
COMMUNITIES**

Project No. 2023-1-DE02-KA220-ADU-000159559



Want to learn more?



Scan me!

www.foodincludes.eu

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WHAT IS FOOD INCLUDES?

Fostering greater inclusion and upskilling pathways in adult education by creating new flexible learning opportunities based around food.



FOR WHO?

Adult educators wishing to implement teaching activities for inclusivity, marginalised adults interested in self improvement, education networks and stakeholders



PARTNERS

JOHANNES GUTENBERG
UNIVERSITÄT MAINZ



Kariera



CDEa:



Funded by
the European Union



Democrat

EDUCATION FOR DEMOCRACY

Overview and Background

The model of liberal democracy in Europe faces numerous threats, including the Anthropocene crisis, digitalization, the pandemic, the Ukraine war, political polarization, and the rise of right-wing extremism. Education for democracy (EfD) and the Democrat project aim to defend and strengthen this model, aligning their efforts with the values and principles of the UN's 2030 Agenda and the Sustainable Development Goals.

What are the outcomes of the Democrat project?

- Creating RDC framework for LLL, integrating participatory methods and living labs in six countries
- Designing EfD curriculum from RDC competence framework
- Developing conceptual framework and tools for RDC competence assessment
- Testing tools via Local Pilot Projects in six LL-Countries

Learn more about Democrat



DCU
Oisicil Chathair
Bhaile Átha Cliath
Dublin City University



UNIVERSITAT DE
BARCELONA
Facultat d'Economia
i Empresa

TALLINN UNIVERSITY



FOGGS
Foundation for Global
Governance and Sustainability

HSD
Hochschule Düsseldorf
University of Applied Sciences



notus
research social sciences
investigation social sciences
applied social research
recherche sociale appliquée



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The PROMISE project aims to strengthen the ability of HEIs to develop students' entrepreneurial competences by introducing an innovative new skill set: Professional Noticing

What is Professional Noticing?

PN is the skill of closely observing a situation, analyzing it, and using insights to make decisions or take actions. In entrepreneurship education, it helps students connect theory with practice, enhancing their entrepreneurial skills.

PROJECT RESULTS:

- PROMISE Starter Kit
- PROMISE OERs
- Empirical Study Research Report

LEARN MORE ABOUT PROMISE





Learn more
about Partner UP



Project Overview

Partner UP aims at improving the implementation of Upskilling Pathways for the benefit of adult learners and increasing their participation in lifelong learning opportunities. The project seeks to create approaches and mechanisms for stakeholder engagement, setting up cooperations and developing road maps, both on national and European level.

Specific Objectives

- Engagement in peer learning with the other partners about what works well in their contexts/countries.
- Analysis of existing and missing cooperation mechanisms and stakeholders.
- Organisation of meetings between relevant stakeholders and agree on cooperations.
- Development of implementation plans for further stakeholder engagement and cooperation.
- Exchange of experiences and project outcomes at the national level and in Europe, involving relevant institutions and organisations.



Co-funded by
the European Union

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What is iBOX?

Inclusion Box (iBOX) is a project that promotes inclusive education and supports capacity building for the educational staff of Civil Society Organisations (CSOs) and Non-Governmental Organisations (NGOs), on three key topics:

- **Digital transition**
- **Access and participation**
- **Diversity and inclusion**



Why iBOX? and for whom?

The project will provide training resources for adult educators and those working in education and training (managers, officers, volunteers, trainers), supporting them to develop strong inclusion and diversity strategies and respond to current and emerging societal challenges.

iBOX outputs



Compendium of Inspiring Practices

A collection of best practices and guidelines on the three core themes.



Inclusion and Diversity Charter

Guidelines for CSOs and NGOs to ensure inclusion in their organisations.



Self-paced Online Courses

Online training courses on the three key topics.

Access all our resources here!



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Social Impact Manager

Bridging between business and the local community

The SIM Education Programme reaches across:

- 5 countries: Italy, Austria, Greece, Croatia & France
- 150 Learners
- 50 European Companies

The main project outputs are:

- CSR & Community Development Analysis Report
- 5 Local Hackathons
- International SIM School
- 15 Social Impact Initiatives

Few programmes in Europe are focused on the link between Corporate Social Responsibility (CSR) and community development. The Social Impact Manager (SIM) project proposes a complementary and innovative approach to CSR emphasising the social impact dimension of a company that intends to nurture and expand the link with its community of people and stakeholders.

The role of a SIM is characterised by the ability to facilitate collaboration between companies and their local communities, foestering communtiy resilience. The main aim of the SIM project is to empower European companies to assume a more significant role in addressing contemporary societal issues. SIM's equipped with specialised training and expertise, will excel in nurturing aliances and partnerships within their communities and devising and implementing sustainable solutions tailored to local challenges.



www.simproject.eu



Co-funded by the Erasmus+ Programme of the European Union

Enabling Inclusion, Participation and Peacebuilding Through Mediation In Digital Media

INCLUDE ME+ uses inclusion through mediation to develop a **new education programme**

THE AIM is to empower **higher institution educators, digital media providers, civil society organisations, and students**

SO THAT THEY CAN BECOME responsible and active collaborators in shaping digital media so that it contributes to inclusion, participation, and peace-building across Europe.

includeme+
making digital media inclusive



RESOURCE 1



**Mediation in
Media
Participatory
Action Research
Report**

RESOURCE 2



**Training
Programme and
OERs for HEI
Students and
Media**

RESOURCE 3



**Documented
Stories for
Innovative
Showcase
Learning**



Access our
website to
learn more
information!



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