



Erasmus+ Knowledge Alliances

Dissemination sheets

Projects 2014-2019 / Implementation 2014-2022



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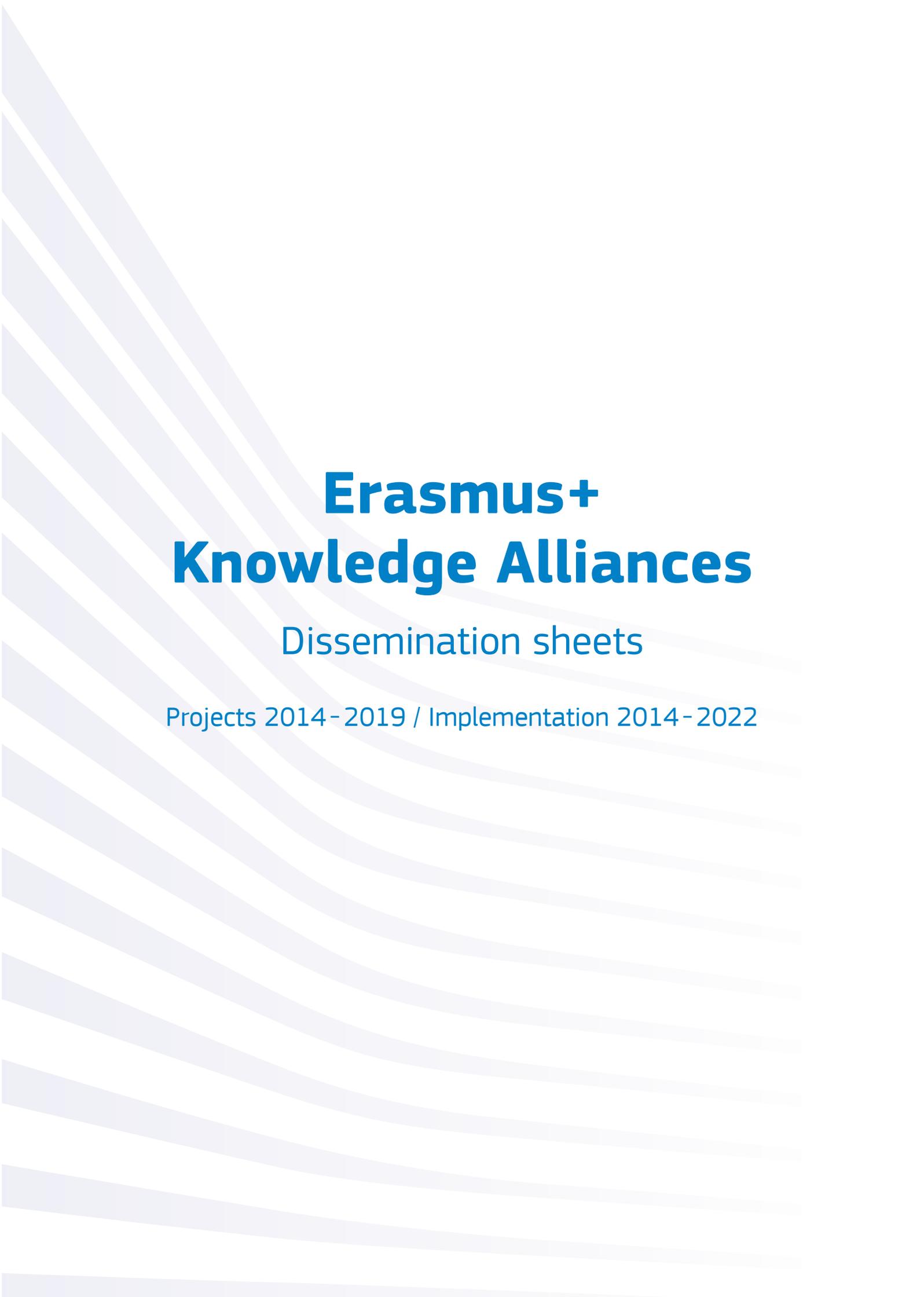
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INTRODUCTION

Erasmus+ Knowledge Alliances (KA) are innovative projects co-funded by the Erasmus+ Programme of the European Union. They aim to bring Higher Education Institutions and businesses together to work on topics of common interest. These projects intend to strengthen Europe's capacity to innovate and to support the modernisation of Europe's higher education systems. Knowledge Alliances are transnational, structured and results-driven projects. They are open to any discipline or sector and to cross-sectoral cooperation.

Knowledge Alliances intend to achieve one or more of the following aims: develop new, innovative and multidisciplinary approaches to teaching and learning; stimulate entrepreneurship and entrepreneurial skills of higher education teaching staff and company staff; facilitate the exchange, flow and co-creation of knowledge.

This booklet presents a short overview of Knowledge Alliances projects selected yearly from 2014 to 2019. The first Knowledge Alliances call was launched within the Erasmus+ Programme in 2014. From that year onwards, given the success of the action, the yearly budget to fund Knowledge Alliances projects has continuously increased. This allowed a rise from 10 projects selected both in 2014 and in 2015 to 20 projects financed in 2016, 22 in 2017, 31 in 2018, and finally 33 in 2019. All 126 KA projects that have received an EU grant between 2014 and 2019 are included in this booklet.

The publication gives a clear overview of the variety of domains in which the selected projects operate: green and circular economy, ICTs, open design and manufacturing, international security management, smart engineering, scientists' education, resilience management, open data analysis, agriculture and food innovation, medical education, tourism, advanced urbanism, and many more.

Knowledge Alliances projects have been developing a large variety of outputs throughout the years: needs/skills analysis, new curricula, study programmes, courses or training modules, innovative pedagogies, innovation transfer techniques, studies on university-enterprise cooperation, MOOCs, toolkits, e-learning hubs, communities of practice, innovation assessment tools, etc.

Knowledge Alliances projects have the potential to establish robust university-business cooperation and innovative results, notably for the development of entrepreneurship skills and in important and/or emerging employment fields. As a result of these projects, universities and industries have the possibility to develop long lasting cooperation. Universities modernise their curricula, improve the skills of their graduates through the acquisition and use of new entrepreneurial teaching skills, while enterprises receive talent to work on current challenges. Students are the primary targets of Knowledge Alliances projects. Thanks to the potential impact of these projects, students learn and acquire entrepreneurial skills as well as soft leadership skills that are essential for the Digital Age labour market, notably for creativity and innovation. Knowledge Alliances projects ultimately aim to provide students with needs-driven and competence-oriented learning opportunities that will increase their employability prospects in the fast changing European labour market. A number of these projects also address some of the main priorities of the European Commission for the period 2019-2024, notable 'A European Green Deal', 'A Europe fit for the digital age' and 'An economy that works for people'.

This booklet is designed to briefly present the main features of the 2014-2019 Knowledge Alliances project as well as to strengthen the Knowledge Alliances community by giving stakeholders the opportunity to learn about the various projects and create new synergies. For more information on Knowledge Alliances, please write to: EACEA-KNOWLEDGE-ALLIANCES@ec.europa.eu

ENTICE (Evaluating Novel Tangible and Intangible Co-Creative Experiential medical education)



ENTICE

Evaluating Novel Tangible and Intangible
Co-creative Experiential medical education

In a series of Continuous Professional Development seminars held in UoL it was found that most VR/AR/MR resources did not address their specific learning objectives; These diverse findings confirm the need for edu-centric content creation.

The discipline of anatomy is becoming increasingly complex due to the greater understanding and development of novel surgical approaches. With the emergence of cutting-edge digital media (AR/VR/MR, 3D printing), learners can see and touch detailed models and structures that are rare to patients in clinical practice. Such resources usually lack a concomitant development approach for educational efficacy together with immersive engagement. Resources are embedded with a techno-centric rather than an edu-centric approach to curricular design. Thus, teaching becomes cumbersome, with unforeseen nuances impacting efficacy. ENTICE is using co-creative methodologies in order to build a solid creation pipeline for medical experiential content bringing together a network of academics, medical educators and industrial content creators. These stakeholders are developing, evaluating and proliferating edu-centric immersive learning resources and tools aiming to support well-defined learning objectives using tangible and intangible resources (AR/VR/MR, 3D printing) that are highly sought after in the fields of anatomy and surgery.

More information

Project website
<https://entice.eu>

The Erasmus+ Project Results Platform
<https://ec.europa.eu/programmes/erasmus-plus/projects/eplus-project-details/#project/612444-EPP-1-2019-1-CY-EPPKA2-KA>

Erasmus+

Field: Higher Education

Action: Knowledge Alliances

Key facts and figures



Partners:
6



Countries:
4

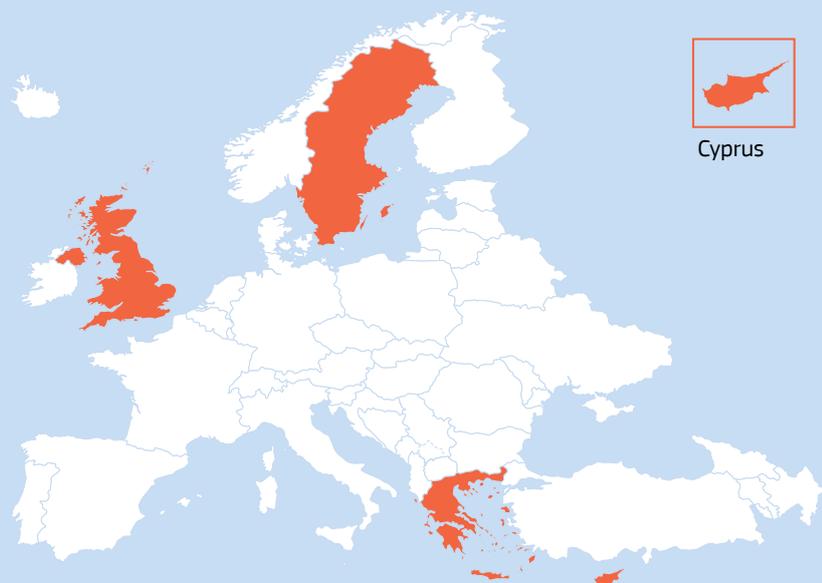


EU grant:
€ 990,635



Project duration:
2020 - 2022

ENTICE (Evaluating Novel Tangible and Intangible Co-Creative Experiential medical education)



Lead organisation

VILABS (CY) LTD

Location: Cyprus

Project countries

Cyprus, Sweden, Greece & United Kingdom

WP1: Defining Learning Objectives - Establishing specific TEL needs (M1 – M7)

WP2: Designing educational episodes - Crafting resource specific Design Documents (M7 – M18)

WP3: Resource Development-Educational Co-Creation (M12 – M24)

WP4: Evaluating educational parameters and development efficiency (M21 – M31)

WP5: Blueprinting the co-creative process (M29 – M36)

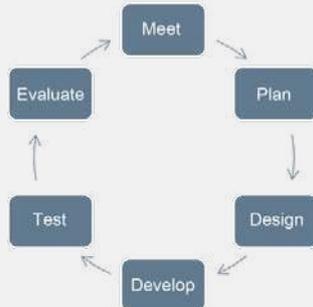


Image: © ENTICE

Partners

- ViLabs, Cyprus
- Aristotle University of Thessaloniki, Greece
- University of Leeds, United Kingdom
- Karolinska Institutet, Sweden
- Anaptixiaki Meletitiki Voriou Ellados EE, Greece
- Open Knowledge Foundation Greece, Greece

Sustainability

The educational episodes that will be developed in ENTICE and their results will be available as open educational resources (OERs). In parallel, the validated approach for co-creative design and implementation of experiential education is expected to gain traction through the ease of implementation and the available guidelines will be publicly available. After ENTICE there is a significant potential for increase in demand for medical experiential content and the consortium is committed to design a detailed sustainability plan within the project that will identify the value of ENTICE and will explore the feasibility of a spinout joint venture between HEI and industry members.

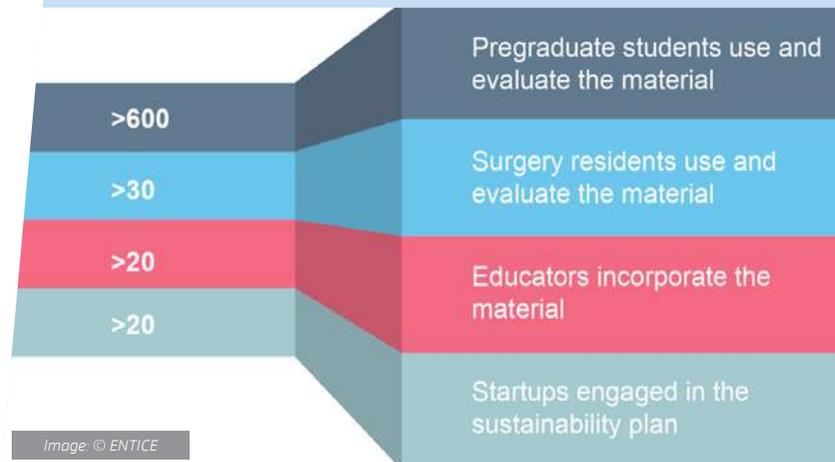


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 ENTICE EU:
<https://www.linkedin.com/company/entice-eu/>
- Youtube**
 ENTICE EU:
<https://www.youtube.com/channel/UCILvBshkoVIH2Ci94IBaDBA>

Dissemination

The project will widely disseminate both open educational resources (OERs) of experiential medical episodes as well as a series of best practices for co-creation and deployment of them in experiential medical education episodes. The dissemination strategy consists of a multitude of activities engaging audiences at different scales and sectors. Such activities include:

- Presentation in workshops, seminars, medical education and experiential learning conferences
- Organisation of a multiplier event for identifying academic and industrial stakeholder visions for co-creative experiential medical education
- Publication in relevant journals
- Online presence (social media, website)
- Engaging healthcare professionals

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Knowledge Alliances are transnational and result-driven projects cooperatively implemented by higher education institutions and businesses/enterprises. They are co-funded by the Erasmus+ Programme of the European Union and aim to strengthen Europe's innovation capacity and to foster innovation in higher education, business and the broader socio-economic environment.

This booklet presents a short overview of Knowledge Alliances projects funded from 2014 until 2019. It gives an idea of the variety of domains in which these innovative projects operate. A few years have passed and an analysis of the impact of a pool of selected projects has highlighted the complementarity of these projects and the synergies that have been consolidated throughout the years. This booklet will be a useful tool for reflecting on the dimension of transnational partnerships in the field of education, innovation and research for the new programming period (2021-2027) of the Erasmus+ Programme.

