

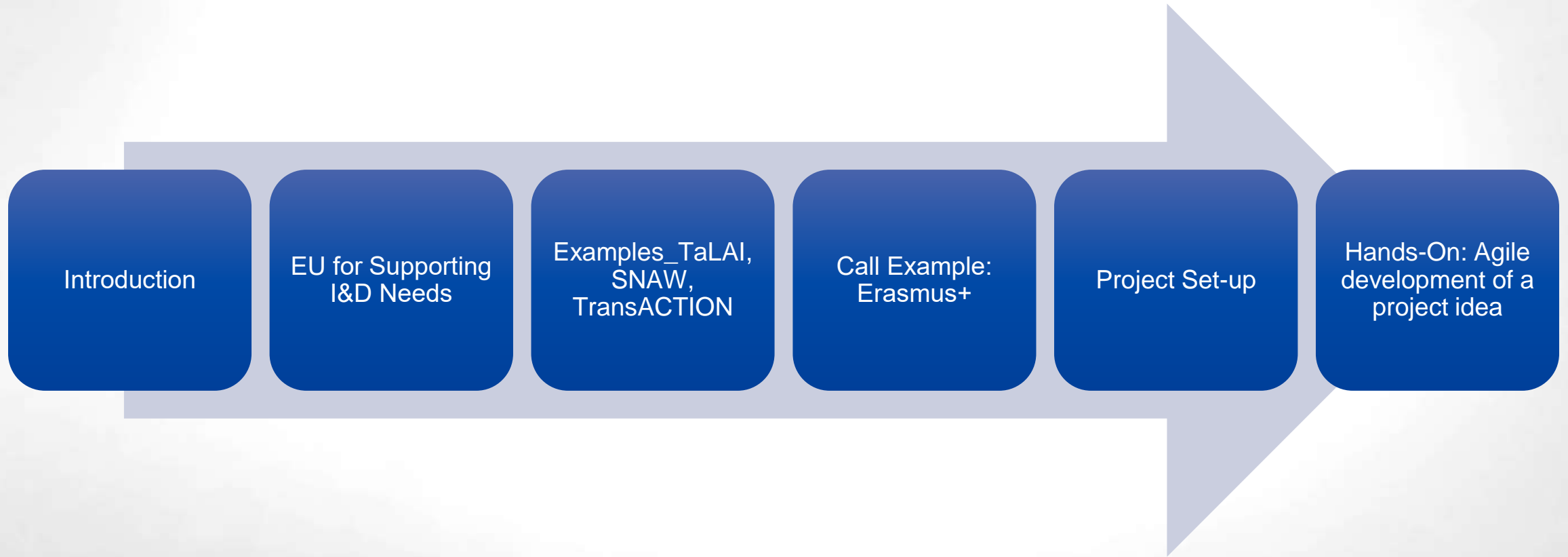
Innovating Media and Learning in Higher Education with EU Support

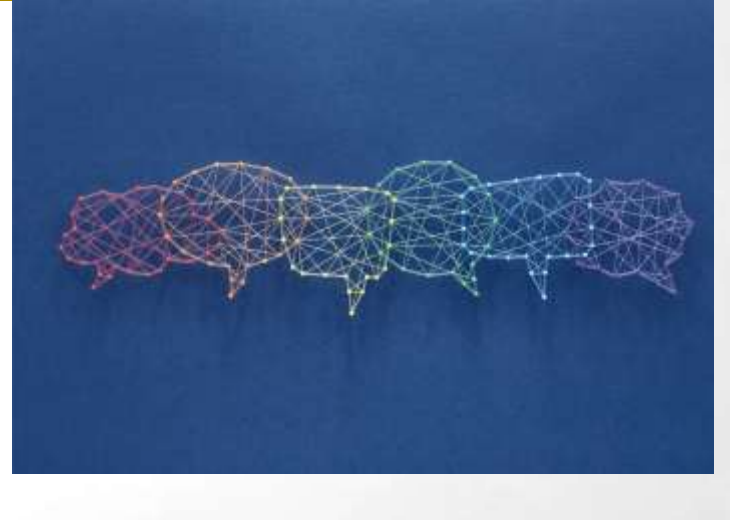
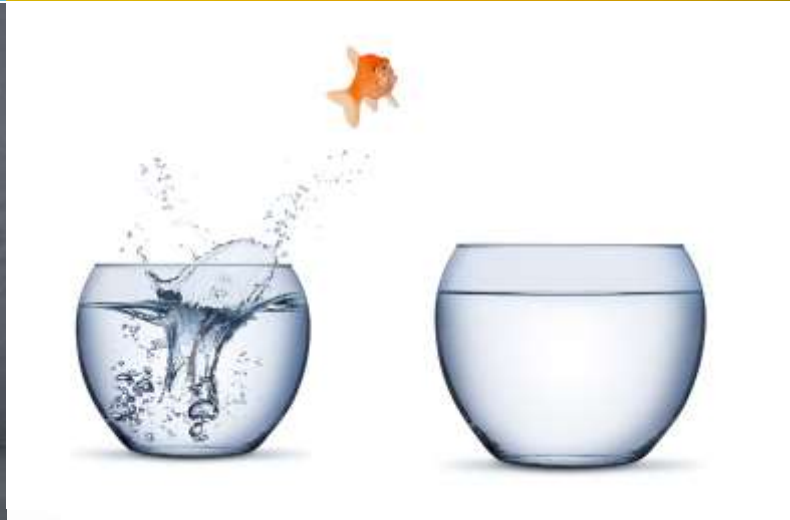
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Today's Agenda





WHO ARE YOU? WHAT DO YOU PLAN TO DO?

Your Development and Innovation Journey using FUNDING





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

Erasmus+ 2021-2027: overview

General objective

- Supporting educational, professional and personal development of people of all ages in education, training, youth and sport, in Europe and beyond

Participating countries

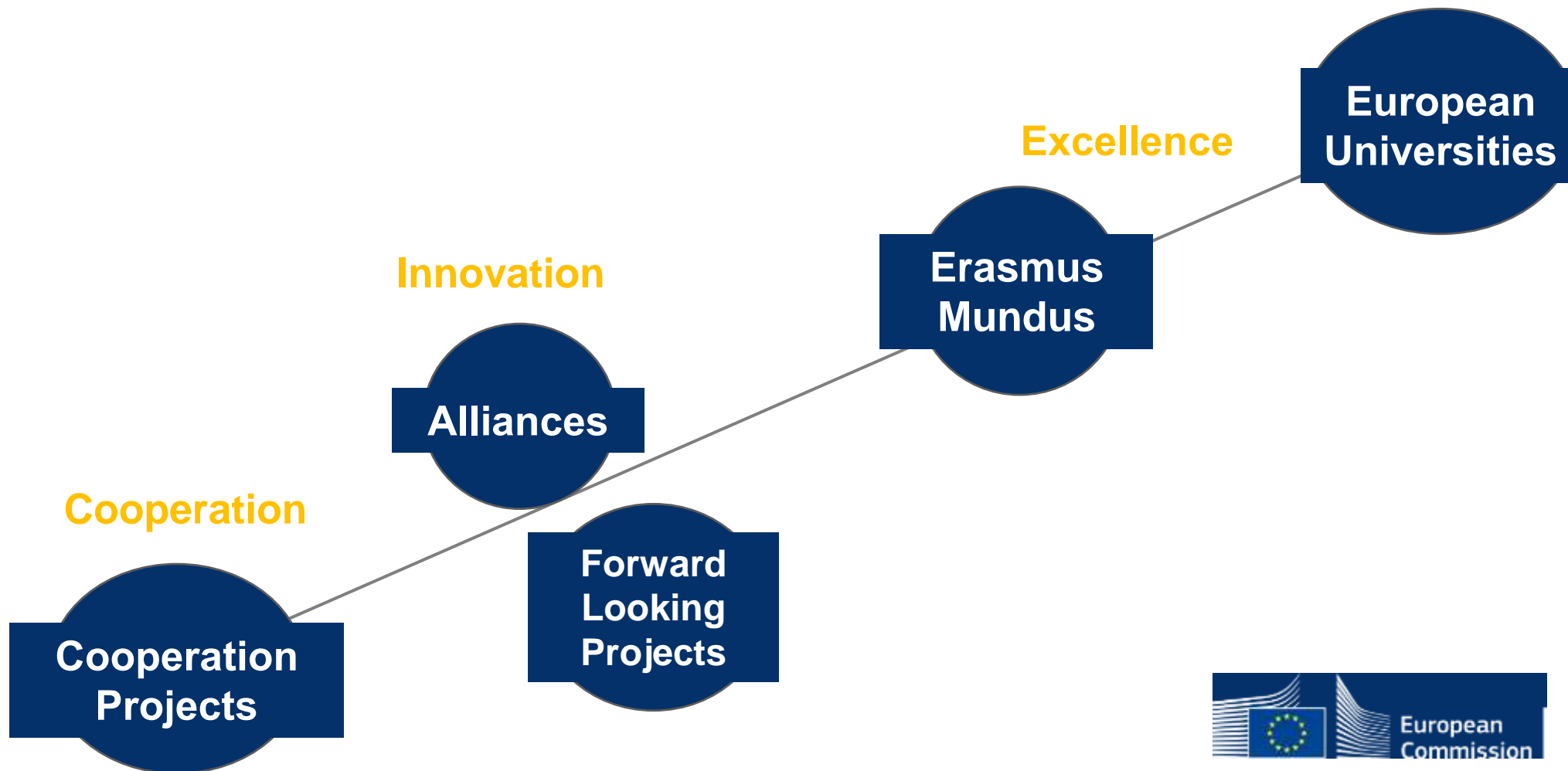
- 33 Programme Countries + international activities open to the rest of the World

3 Key Actions

- Mobility – Cooperation – Policy Development

Implementing mode

- Indirect (National Agencies) and Direct (EAC/EACEA)



Horizontal priorities

Inclusion & Diversity

Digitalisation

Green Deal

Key Links & Areas

[Calls for proposals and tenders under Erasmus+](#)

[2024 Erasmus+ Call & relevant documents](#)

[Sustainable@Work Guidelines on Organising Meetings
and Events from the European Commission](#)



The Erasmus+ call 2024 prioritized four key areas:

- 1. Inclusion and Diversity:** ensuring equal opportunities, access, and fairness for all participants across its initiatives.
- 2. Digital Transformation:** encouraging the development of digital skills, the use of digital tools in education and youth work, and the creation of innovative digital learning content.
- 3. Green and Digital Transitions:** addressing environmental challenges and promote a smooth transition to a more digitalized society.
- 4. Participation in democratic life, common values, and civic engagement:** fostering active citizenship, critical thinking, media literacy, and the importance of shared European values.



Next Call for EU
Erasmus + Project
Proposals is expected
to be announced in
November 2024 with
deadline for
submission in
February/March 2025

Tips for setting an EU project



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Erasmus+
Enriching lives, opening minds.

#1 Idea & Need

#2 EU-Policy

#3 Story

#4 Programm Priorities

#5 Partners

#6 Quality of Work & Financial Plan

#7 Quality Assessment

#8 Impact

#9

Sustainability

#10 Form



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TaLAI Teaching and Learning
with Artificial Intelligence
in Higher Education



→ Support high quality media production for education

Results

1. Co-Creation Framework for Media Production
2. Open Online Course on Educational Media
3. HUB for media resources
4. Training Activities
5. Policy Recommendations

All partners participate in all WPs' activities, either as the lead or by providing feedback

The Gantt Chart acts as a major orientation for the consortium

Explore a curated collection of resources, including tutorials, best practices, and helpful tips, designed to guide educators, learning professionals, AV producers, and instructional designers in crafting engaging learning materials for any educational setting.

Submit resource



Working Packages (WPs):

- WP1: Project management (FAU-ILI, Media & Learning)
- WP2: Dissemination & Outreach (Media & Learning)
- WP3: Research & conceptualisation of teaching & learning (FH-SWF & UvA)
- WP4: Design & implementation (FAU-ILI, UvA)
- WP5: Feedback & Pilots (Media & Learning)

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The Gantt Chart acts as a major orientation for the consortium

Aim:

- Support teaching staff and students to develop their AI literacy and competences

Outcomes:

1. TaLAI coffee talks
2. Systematic literature review
3. Policy recommendations for assessment in times of AI
4. Digital TaLAI platform and an online course with a variety of media content



Working Packages (WPs):

- WP1: Project management (FAU-ILI, ddn, Stimmuli)
- WP2: Dissemination & Impact (ddn, Stimmuli)
- WP3: Research & Curriculum (DCU, SPI, Habilitas, FAU-ILI)
- WP4: Design & implementation (FAU-ILI, SPI, Stimmuli)
- WP5: Feedback & Piloting (Stimmuli, SPI and DCU)

All partners participate in all WPs' activities, either as the lead or by providing feedback

The Gantt Chart acts as a major orientation for the consortium

Aim:

- Address and combat ageism in the workplace, via a digital training programme to be undertaken by employers and employees

Outcomes:

1. European Research Report on Ageism in the Workplace (based on literature review and empirical research). The report will display the SNAW Framework, which in turn will inform the SNAW course curriculum
2. SNAW Digital Training Course (available for 3 years after the end of the project)



→ Briefly **discuss your interests, skills, and areas** you'd like to explore for a project:

- *Inclusion & diversity*
- *Digital transformation*
- *Green and digital transitions*
- *Participation in democratic life, common values, and civic engagement*

→ **Everyone writes down as many project ideas as possible** for 5 minutes. *Quantity is key! Don't judge or filter any ideas at this point.*

→ Take turns **sharing your ideas** and brainstorming ways to **improve, expand, or combine them.**



→ **Choose one particularly interesting idea and brainstorm the following aspects:**

Define the idea in a few words

*What **needs/policies** are being addressed?*

*What are the **outcomes** of the project?*

*Who is the **target group**?*

*What are the **dissemination tools**?*

How do you ensure

***longevity/sustainability** of the project?*

*What kind of **competences** are needed to conduct the project?*

*Who could be potential **partners**?*

Thank you!

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