

ISSUE 1 · JUNE 2019

IEUME PROJECT

Newsletter

Introduction

This is the first Newsletter of our Project IEUME - Empowering Immigrants' EU Social and Civic Participation through Innovative Media for Education.

The primary goal of our project is to enhance the integration process of people with a migrant background (refugees, asylum seekers and economic immigrants) in European societies through education. This is an Erasmus + funded international project.

There are currently 20 million non-EU nationals residing in the EU, making up 4% of the EU's total population; thus, it is not surprising that one of the main EU goals is to facilitate their smooth integration in European societies. Despite the EU ongoing efforts, third party nationals continue to face several barriers and there is an increasing risk for social exclusion.

For that reason our project wishes to contribute to a better integration through the creation of an online training. It is online to be easily reachable since we aim to help as many people as possible.

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Partners



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Gamification

In order to make training more engaging and entertaining for the learner, gamification resources will be used in training, that is, applying gaming designs and concepts to learning. Gamification is not merely the use of training content in a game but rather to use features of games. It uses mechanisms that promote in people the natural desire to compete, achieve goals, obtain status and recognition, levels, benefits, fun, emotions, unpredictability, socialization, that is, similar to real life situations, but in a game format. The fundamental presupposition for the motivation of this learning is that the person reaches the knowledge and the competences and that simultaneously has fun.

Partners

The project is being developed with a team of 6 organizations in 5 different countries. Our team is composed by the project coordinator, Factor Social, from Portugal, University of Malta, AMSED Mobilité, Inclusion et Diversité Culturelle from France, Enter Net from Austria, CARDET (Centre for Advancement of Research and Development in Educational Technology LTD) and Diplomatic Academy - University of Nicosia, from Cyprus.

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Factor Social

Factor Social (FS) is a dynamic SME specialized in using Psychology as a solution in different problems and contexts. Founded in 2004 FS crosses data in education, engineering and physical science with psychological and social science knowledge. Factor Social is a certified company on training and acts in multiple sectors. The organization has experience working with major companies, government institutions and operates across the globe (Europe, Africa and America), and its team has experience on managing projects funded by international entities.

<https://factorsocial.pt>

University of Malta

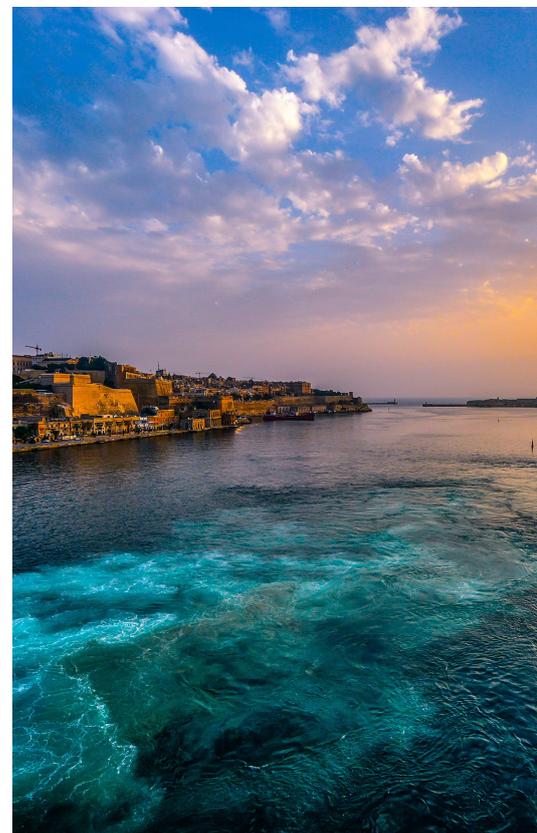
The University of Malta traces its origins to the founding of the Collegium Melitense by the Jesuits in 1592. Situated at Msida, it is the highest teaching institution of the State by which it is mainly financed and is open to all those who have the requisite qualifications. The University has been involved as coordinator and partner in numerous externally funded and EU-funded projects including Horizon 2020, Framework Programme, Lifelong Learning Programme, Erasmus+, Tempus, INTERREG and various other international and regional programmes and initiatives.

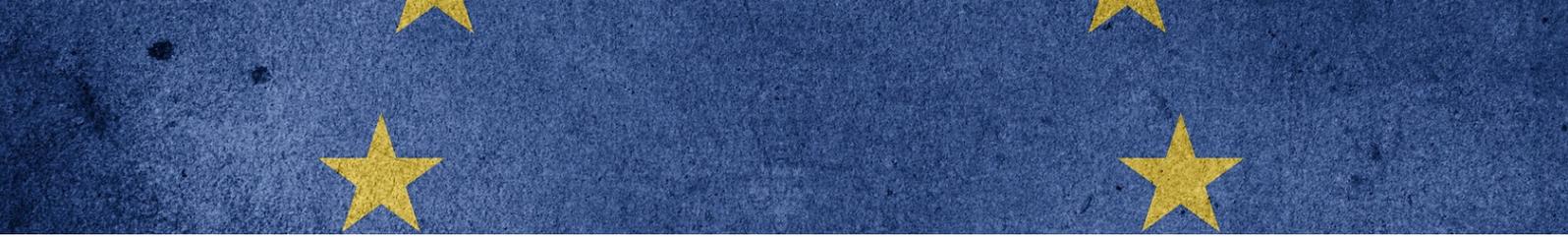
<https://www.um.edu.mt>

AMSED Mobilité, Inclusion et Diversité Culturelle

AMSED is a non-profit youth association for intercultural exchanges and local development created in 1998. In a non-formal educational approach, the association works in a network, particularly with youth of a migrant background and with fewer opportunities. As part of its resource center in support of youth mobility and the promotion of citizenship, AMSED informs, prepares, welcomes and supports young people in European intercultural projects and voluntary activities such as EVS, intercultural trainings or exchanges. AMSED accompanies young members to engage, learn and train so that they can be multipliers in their context as an active citizen.

<https://www.amsed.fr>





E.N.T.E.R GmbH

E.N.T.E.R. GmbH has its main purpose in providing a unique network structure mainly for the dissemination and sustainable use of EU project outcomes, it has more than 950 member organisations in 44 countries. E.N.T.E.R. also acts proactively as project promoter, project partner and expert to foster dissemination and exploitation standards within the EU. E.N.T.E.R. is a reliable project partner on the level of research and development in education and social science, develops tailor-made training programmes for VET and adult education.

<https://www.enter-network.eu>

CARDET

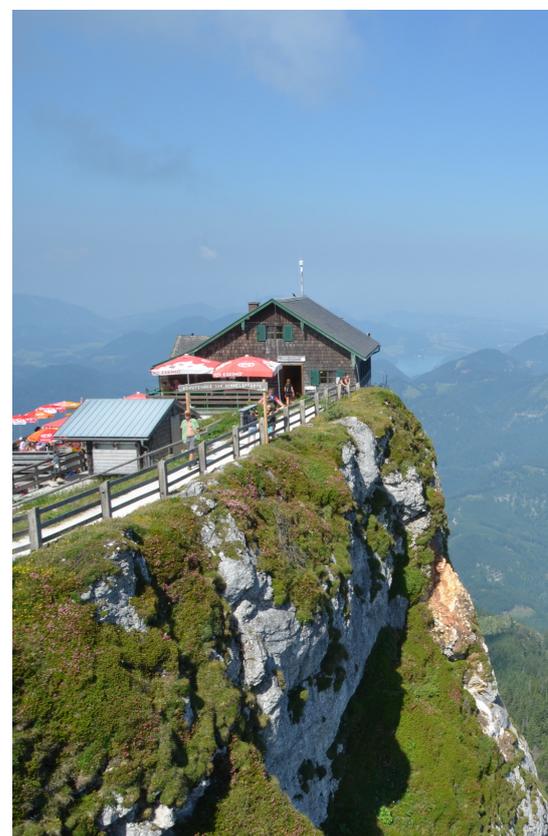
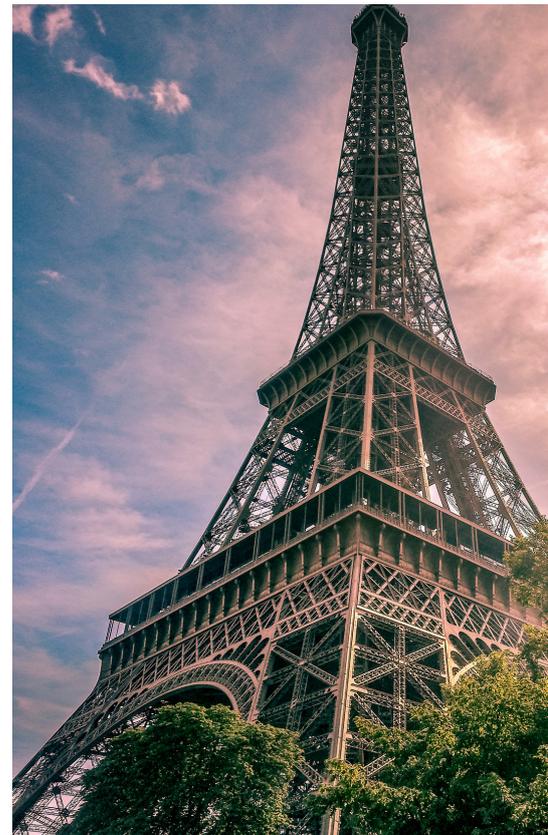
CARDET is one of the leading research and development center in the Mediterranean region with global expertise in project design and implementation, capacity building, and e-learning. It is independently affiliated with universities and institutions from around the world, such as the Yale University. CARDET team have successfully participated in more than 150 projects in over 45 countries, several of which were supported by the European Commission, the United Nations Development Program, Microsoft, The Commonwealth of Learning, international agencies and governments. CARDET is ISO 9001 certified for quality in management, research, and education services.

<https://www.cardet.org/>

Diplomatic Academy - University of Nicosia.

The Diplomatic Academy is an independent non-profit institute, affiliated with the University of Nicosia. The Academy was established in 2011 primarily in order to provide training and promote education, information and analysis on diplomatic and international relations developments. While the main objective of the Diplomatic Academy is to link individuals and organizations interested in advancing their knowledge and understanding in the field of diplomacy and international relations, it also wants to have a broader impact on a societal level, especially on sensitive and important issues such as that of immigration and security.

<https://www.unic.ac.cy/da/>



Launch of the IEUME project

The 'Empowering Immigrants' EU Social and Civic Participation through Innovative Media for Education – IEUME' project commenced its work with its kick-off meeting held in Lisbon on the 17th and 18th of January. The project is being undertaken with the support of Erasmus+ and its overarching aim to contribute in the integration of migrants.

The first meeting, attended by all project managers of the implementing partners, served as an excellent opportunity for the members of the project team to acquaint themselves with one another and most importantly with the scope and tasks of the project. Moreover, a structured plan and timeframe were set for the development and delivery of the outputs of the project. Upon the completion of the meeting, the partners booked their next meeting in Strasbourg in September to review and discuss the progress of the work.

IEUME wishes to support, via innovative educational tools, the integration process of people with a migrant background (refugees, asylum seekers and economic migrants). The project will design and develop an inclusive, interactive and user-friendly digital toolkit which will also feature gamified modules covering European socio-cultural, political and economic issues. In essence, the IEUME project will assist individuals of migrant background to receive information and to better understand important aspects of EU-related issues as well the rights and opportunities the Union offers them. The educational resources to be developed and made available will cover the fields of EU Institutions, Access to Rights, Political Culture and Civic Participation, Employability and Cultural Heritage.

BRIGHAM YOUNG



Completion of the research and preparatory work

In the first steps of the project, all partners researched and assessed current realities and prospective opportunities on the ground that need to be taken into consideration and/or could be utilized in the workings of IEUME.

As part of the first stage of the output development, the consortium examined and collected the existing training opportunities for migrants and prepared national reports laying out the existing integration policies of the implementing countries.

Moreover, each partner applied surveys to migrants and carried out at least two focus groups with migrants and stakeholders in the field of migration that served as an opportunity to attain a clearer conception of current realities so to design and develop its outputs to best serve the learning and training needs of migrants. The consortium is now working on the compilation of the eBook.

The findings of the eBook and the conclusions drawn through the first stage of its development will guide the project team in the development of the rest of the outputs of the project. The project will design and develop an inclusive, interactive and user-friendly digital toolkit which will also feature gamified modules covering European socio-cultural, political and economic issues. In essence, the IEUME project will assist individuals of migrant background to receive information and to better understand important aspects of EU-related issues as well the rights and opportunities the Union offers them. The educational resources to be developed and made available will cover the fields of EU Institutions, Access to Rights, Political Culture and Civic Participation, Employability and Cultural Heritage.

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