



Promoting digital transformation and social innovation in VET for better access of deaf students to the labour market

THE 3D4DEAF PROJECT

3d4deaf is an Erasmus+ project implemented by an international consortium - Poland, Italy, Greece, Spain and Cyprus- targeting VET teachers and educators as well as VET students with hearing impairments/deafness to improve essential competencies in VET education, to encourage the use of innovative techniques, to underline the integration of digital technologies, and to promote social inclusion by boosting workforce participation opportunities for this vulnerable demographic group.

The project has a duration of 30 months during which it will address the following Programme priorities: inclusion and diversity in all fields of education, training, youth and sport, contributing to innovation in vocational education and training and adapting vocational education and training to labour market needs.



WHAT DO WE DO?

Many EU nations have struggled to ensure the access, participation, and inclusion of young people with deafness/hearing impairments in the employment market. The pandemic has raised the problem of education's preparation, adaptation, and resilience to such difficulties. The learning of new skills necessary for the labour market will provide value to this vulnerable group of EU citizens, and this can only be accomplished if their educators are digitally skilled, digitally confident and have digital tools content accessible for their courses.

The project's goal is to prepare educators and VET trainers/teachers who deal with disabled learners with a specific emphasis on hearing impaired youth.



OUR CONTRIBUTION

The project will implement various activities and create tools. The consortium is nowadays working towards the production of the **European monitoring report & 3D4DEAF dual training pack: introducing 3D technologies in teaching and learning for sustainable future.**

Once the training materials and didactic products will be ready it will be the turn of the set-up of the **cloud-based platform and mobile app: e-learning, e-assessment, e-community and 3D4DEAF entrepreneurs network.**

Later on, also an **Augmented Reality game for setting up a social business** is foreseen in order to support social inclusion and entrepreneurship among deaf and hearing impaired students.

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Co-funded by
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