Our goals

3D4DEAF aims to promote social inclusion and improve the outreach to people with fewer opportunities focusing on people with deafness/hearing impairments aged 15-21

The project aims to initiate a substantial change in how VET is practiced, making it more relevant to the current and future needs of the economy and society considering the high demands of digital skills, a rise of social entrepreneurship, and challenges faced people with fewer opportunities.

The project aims to offer a digitalized programme in VET education that will foster digital and social entrepreneurial skills to people with deafness or hearing impairments. The main objective is to develop VET programmes that offer a balanced mix of vocational skills targeting people with lower opportunities

Our target groups

The project embraces the inclusion of various target groups :

- VET trainers/teachers (mainly from the IT, design/technology or engineering related fields, business, etc.) of trainees with deafness or hearing impairments, interpreters, educational leaders;

- VET students attending VET schools aged 15-21 with hearing impairments/deafness and a high focus in girls;

- Community in general: Labour market actors such as deaf or/and social entrepreneurs, social enterprises, VET educators, business experts in 3D and Industry 4.0, career counsellors, sign language interpreters, Parents, community, councils, VET schools, policy-makers, local authorities, NGOs, etc.

3D4DEAF-Promoting digital transformation and social innovation in VET for better access of deaf students to the labour market

Our project

3D4DEAF address the need to equip VET teachers with the appropriate tools to implement in classrooms in order to promote entrepreneurial and employability skills needed for Industry 4.0 jobs for VET students with deafness/hearing impairments: this ambitious Erasmus+ project is implemented by a Consortium made up of eight organizations from Poland, Italy, Greece, Cyprus and Spain.

Empowering Futures: 3D4DEAF

**Nurturing Industry 4.0
Skills for Deaf VET Students**

**Project No:
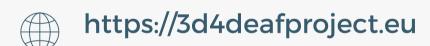2022-1-PL01-KA220-VET-000086953**

Our results

EUROPEAN MONITORING REPORT &
3D4DEAF DUAL TRAINING
PACK: INTRODUCING 3D TECHNOLOGIES
IN TEACHING AND LEARNING FOR A
SUSTAINABLE FUTURE

CLOUD-BASED PLATFORM AND MOBILE
APP: e-LEARNING, e-ASSESSMENT,
e-COMMUNITY

3D4DEAF ENTREPRENEURS NETWORK

THE AUGMENTED REALITY GAME FOR
SETTING UP A SOCIAL BUSINESS

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