3D4DEAF

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

Mapping the landscape of social entrepreneurial ecosystem for the deaf

The consortium is introducing the **3D4DEAF mapping tool**, design to **depict entrepreneurial ecosystems in Europe** with a focus on individuals with hearing impairments or deafness. After thorough research involving experts, policy reviews, and literature studies, this approach utilises the Google mapping platform to create an interactive tool with relevant stakeholders. It displays a **network of deaf/hearing loss organisations, vocational education institutions, and social entrepreneurship ventures**, along with pertinent seminars and events.

Our endeavour aims at **democratizing open data information for deaf entrepreneurs**, offering easy access and interactivity while highlighting the evolving landscape of inclusive entrepreneurship in Europe and other regions. The results displayed on the map can be filter, display in a table and available to download in CSV, with corresponding contact information for identified organisations. As an open-data cloud platform, it allows continuous input, fostering visibility for organisations and individuals keen on engaging with the network. Furthermore, upcoming updates will integrate the tool into a **mobile app**, enhancing functionality and convenience, empowering deaf students as catalysts for digital transformation and social innovation.

Embarking on AR Game roadmap for setting up a social business: the guidebook

Embarking on Work Package 4, the initial activity focuses on creating **a guidebook** that offers insights into the specificities of social entrepreneurship incubation and planning tailored to Industry 4.0. Thus, it provides an overview of the **AR game industry**, outlining its goals, benefits, and structure. Utilising **gamification learning methods**, **the guidebook's "roadmap"**—a ten-step process detailed for launching a social enterprise—is designed to motivate and engage VET students into entrepreneurship. These ten steps will also form the foundation of the AR game creation process, enhancing student retention of hard skills. The learning experience will be reflected in the Business Model Canvas that students are required to complete.

Learning Teaching Training Activity coming soon

Upcoming **LTTA**, hosted by the consortium member Emphasys Centre in **Nicosia, Cyprus**, will take place from 17**th to 21st June 2024**. The event will bring together representatives from each partner institution to carry out **the testing of project outcomes on digital teaching and learning methodologies** for deaf and hearing-impaired learners. Specifically, the focus will be **on training VET educators for best practices to assist VET learners** in developing metacognitive abilities for entrepreneurial talent through the tools presented by the partners.

STAY CONNECTED!

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