



CHALLENGER

Introducing applied research in VET

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 Co-funded by
the European Union

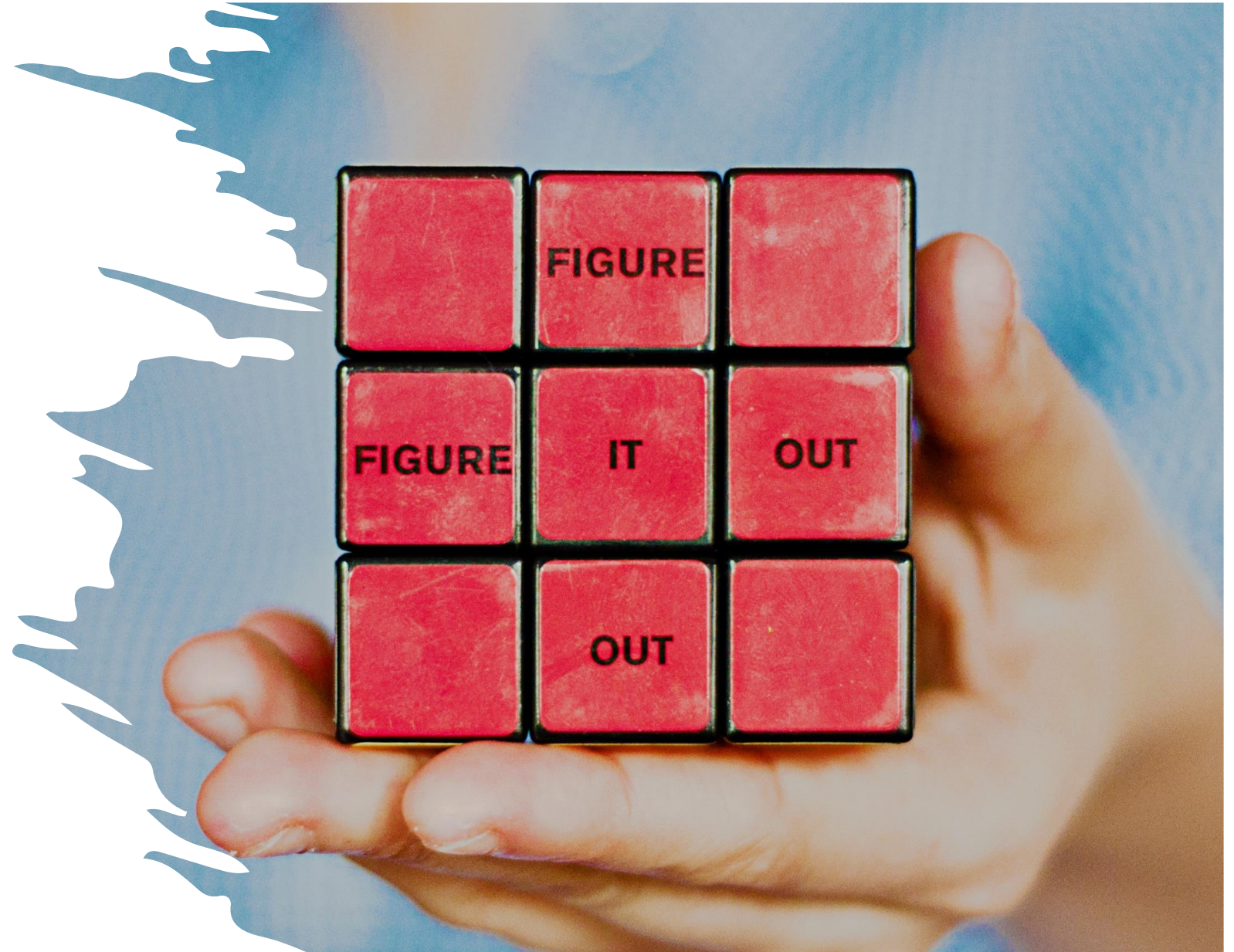
Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Focus on:

problem-solving approach

knowledge/skills sharing
connected to concrete
challenges

search for concrete solutions for
industry or society



Challenger aim

Foster innovation through VET applied research in order to build:

- stronger innovation capacity and
- impact at EU and regional level
- to meet the global challenges and opportunities
- to create value for people, economy and environment through new or improved solutions.



Challenger objectives

- **Promoting innovation in VET**

<https://challengerproject.eu/d3-1-innovation-journey-poster/>



Challenger objectives

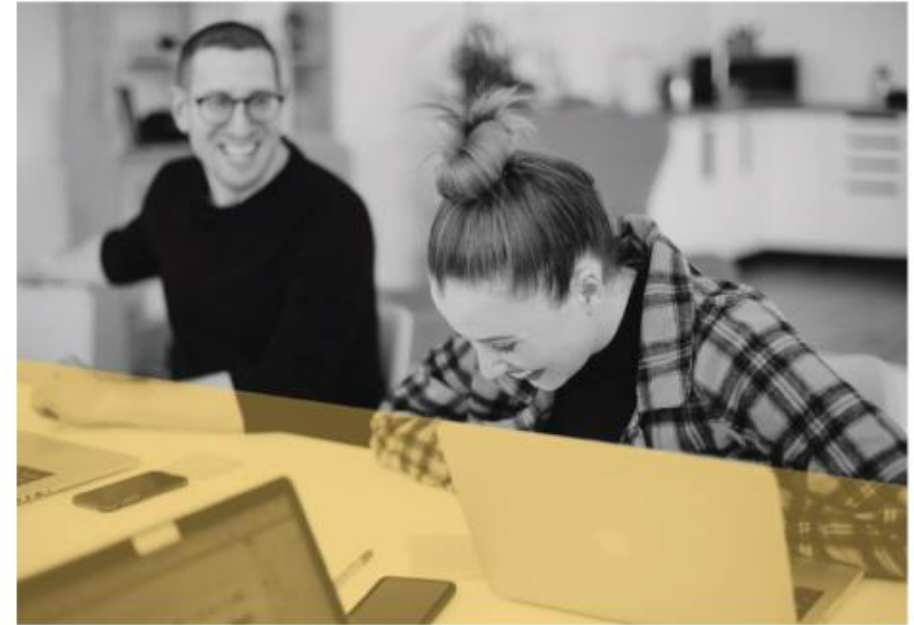
- **Identifying and overcoming barriers**

<https://challengerproject.eu/d2-2-pathway-to-systemic-solutions/>



Pathway to systemic solutions for applied research in VET

Report D2.2



Challenger objectives

- **Creating self-guided courses for role models and learners**

<https://challengerproject.eu/module-1-teachers/>

<https://challengerproject.eu/module-1/>

Free

Entrepreneurial Mindset, Sustainable Results

Module 1 / Course 1 from a series of 18 courses, developed for students within the Erasmus+ funded »Challenger Project«. More info about the project can be found on the project website here.

Continue Study

Free

Why Innovation?

Module 1 / Course 2 from a series of 18 courses, developed for students within the Erasmus+ funded »Challenger Project«. More info about the project can be found on the project website here.

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How to find the right Idea and design it

Module 1 / Course 3 from a series of 18 courses, developed for students within the Erasmus+ funded »Challenger Project«. More info about the project can be found on the project website here.

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Problem Identification and Project Management

Module 1 / Course 4 from a series of 18 courses, developed for students within the Erasmus+ funded »Challenger Project«. More info about the project can be found on the project website here.

Continue Study

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Digital Tools

Module 1 / Course 5 from a series of 18 courses, developed for students within the Erasmus+ funded »Challenger Project«. More info about the project can be found on the project website here.

Continue Study

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Soft Skills

Module 1 / Course 6 from a series of 18 courses, developed for students within the Erasmus+ funded »Challenger Project«. More info about the project can be found on the project website here.

Continue Study

Challenger objectives

- **Building a network of mentors and role models**

<https://challengerproject.eu/d3-1-nextgeneration-makerplace-framework/>

THE USERS OF THE MAKERSPACE

The Next Generation Makerspace/NGM welcomes a diverse and dynamic community of individuals eager to be part of the innovation revolution. NGM seeks for:



Challenger objectives

- **Developing a Makerspace framework**

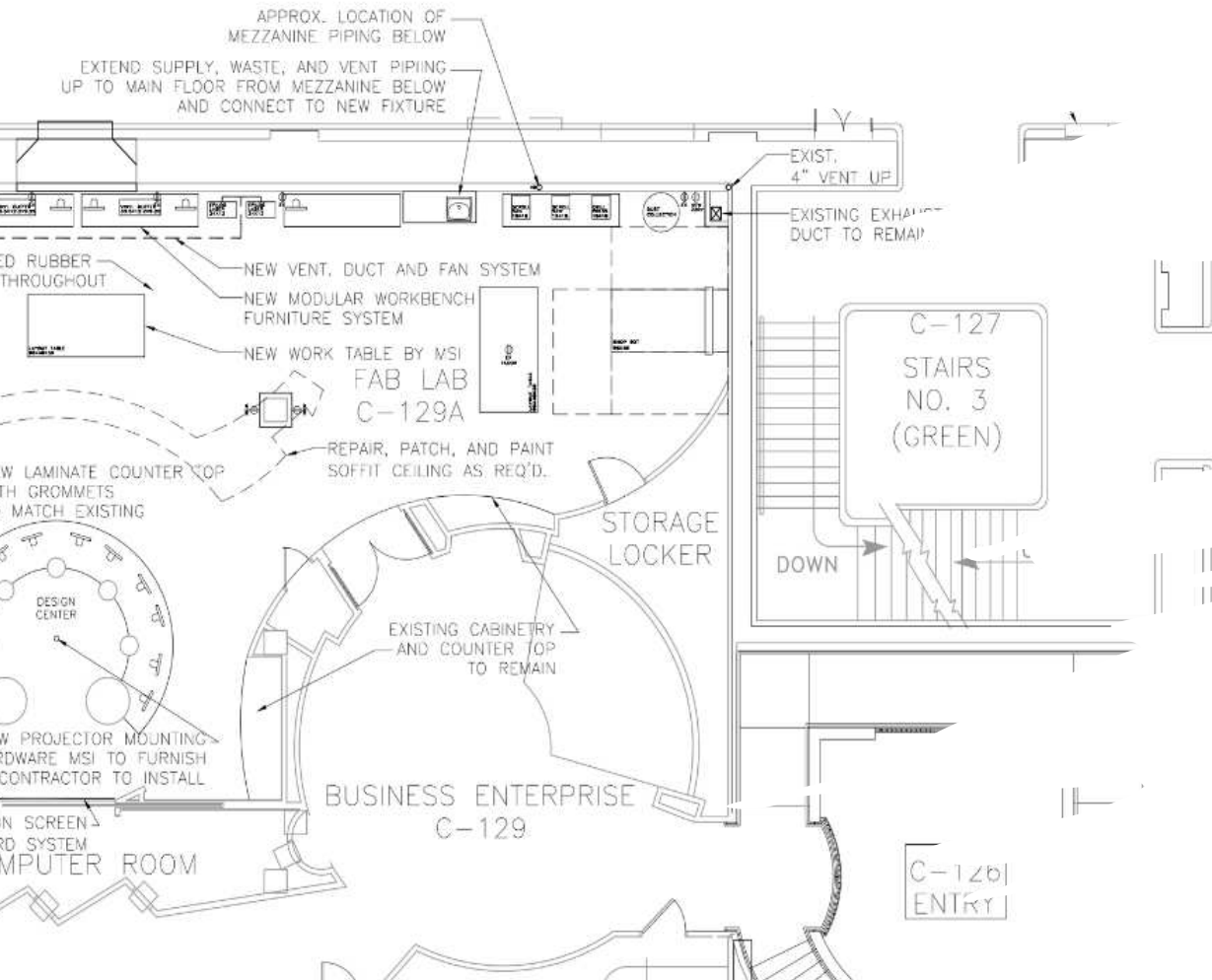
<https://challengerproject.eu/d3-1-business-plan-template/>



Business Plan Template

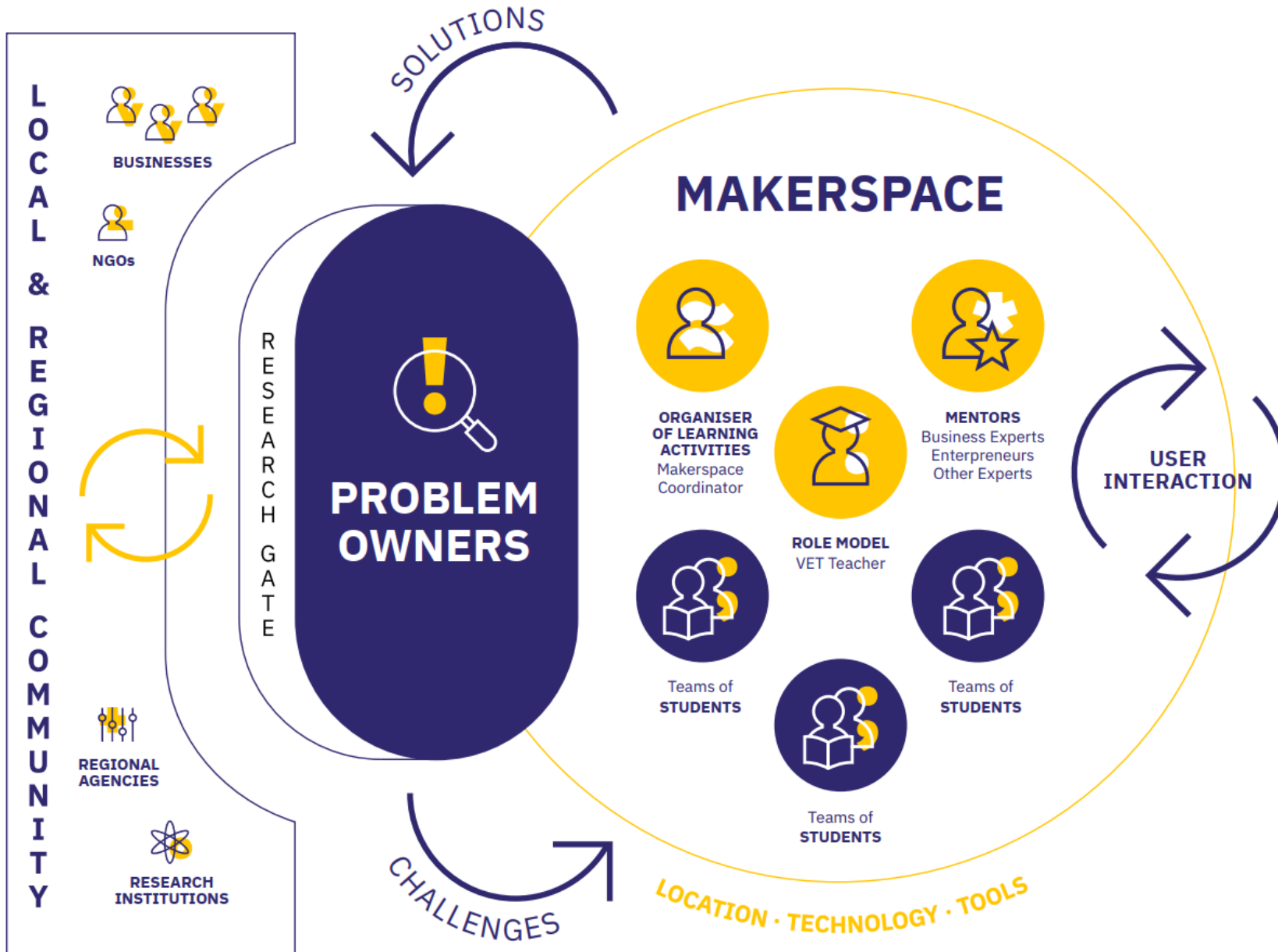
Strategic Framework for VET Institutions to Implement Next Generation Makerspaces





Next-generation community makerspace

- new agile mindset
- new forms of learning, teaching, working
- new educational and cultural approaches
- systemic changes of VET



1 TEACHING & LEARNING THE BASIS

Focus on acquiring essential skills necessary for innovative problem-solving, addressing real-life challenges, and fostering innovation

2 WORKING ON HANDS-ON PROJECTS

Collaboration with local or international businesses or community stakeholders (problem owners) to work on real-life problems

3 CREATING OWN INNOVATIONS

Work on own innovation instead of working with companies on a given task

VISION

Make VET students active contributors to improving the local community's quality of life and the productivity of local businesses across Europe.

MISSION

Empower VET students to solve problems of local community and business by teaching them applied research approaches and connecting them to a network of role models and mentors.

VALUE PROPOSITION

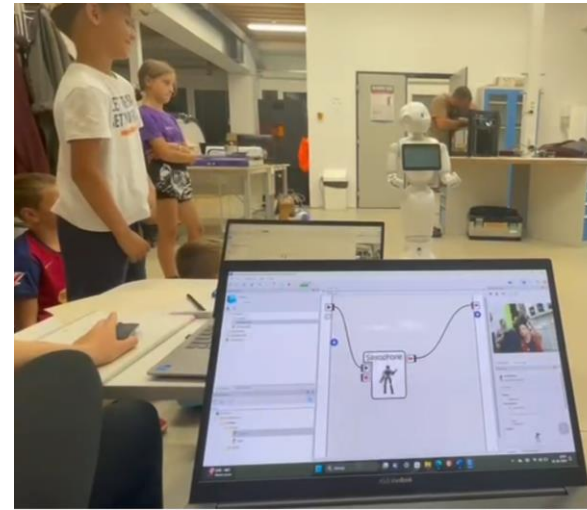
An interdisciplinary learning program and workshop equipped with the latest tech that allows the students to work with expert mentors and teachers on concrete challenges and solutions from their community and business.

A school program that allows companies to meet, engage, and shape potential future employees and innovators and find some good problem-solving ideas.

An opportunity to work on up-to-date challenges and solutions, gain up-to-date skills, and learn practical cases from the business, all this through the constant collaboration with the business experts.

Piloting challenges

- Using Artificial Intelligence to automate translating instructions
- Mobile Time Recording Application
- Smart bike storage for personal bicycles
- Enhancing Social and Cognitive Development in Autistic Children Through the Use of the Humanoid Robot Pepper





The targets

Stakeholders:

- VET providers,
- businesses (companies and other employers),
- policy level, research institutions (universities, companies, research institutes)

Users:

- learners,
- teachers,
- industry experts,
- researchers,
- start-uppers,
- entrepreneurs,
- policy makers.

Challenger Partners



ORGANIZATION

Šolski center Kranj	Slovenia
Šolski center Nova Gorica	Slovenia
Šolski center Velenje	Slovenia
Šolski center Celje	Slovenia
Ministry for education, science and sport	Slovenia
Business Solutions	Slovenia
Curt Nicolin Gymnasiet	Sweden
Seimens Energy	Sweden
FH Joanneum	Austria
SCIENCE PARK GRAZ GMBH	Austria
Danish Technological Institute	Denmark
PARK GmbH	Germany



Thank you!

<https://challengerproject.eu/>