

Call: DIGITAL-2022-SKILLS-03 - Advanced Digital Skills

Topic: Specialised education programmes in key capacity areas

General information

- The available call budget: EUR 56 000 000
- Maximum amount per grant: EUR 10 000 000
- Funding rate: 50%
- Consortium consisted of at least 6 applicants: at least three degree-awarding education institutions from three different eligible countries participating in DIGITAL programme; at least two SMEs; at least one research centres or excellence centre in one key emerging technology
- Project duration: between 12 and 48 months
- Deadline for submission: 24 January 2023 – 17:00:00 CET

Areas of interest

- Artificial intelligence
- Blockchain
- Cloud computing,
- Cybersecurity
- Data
- Extended reality
- Internet of Things
- Microelectronics
- Photonics
- Quantum
- Robotic

Project objectives

1. Addressing skills needs - design and deliver programmes that provide students with the necessary theoretical and practical skills and knowledge to contribute to the design, deployment and use of the current and future generation digital technologies and train users of advanced digital technologies in non-ICT sectors
2. Attracting qualified teaching staff and students
3. Upgrading digital solutions, equipment and infrastructure, with a special focus on interoperability of IT systems across participating HEIs
4. Establishing structural and sustainable partnerships between the members of the consortium, so as to allow students to benefit from capacities and specialisms of other partners in the consortium

Implementation of the programme(s)

- e-learning
- hybrid

Conceptual proposal of work packages and tasks

WP 1 - PROJECT MANAGEMENT AND COORDINATION

- Task 1.1. Project management
- Task 2.1. Quality control and risk management

WP 2 - STUDY PROGRAMME CURRICULUM

- Task 2.1. Awarded degree(s) - given that every country has different legislative frameworks and practices, the consortium needs to agree on the type of study programme that will be developed, as well as any methodologies relevant to the agreed programme
- Task 2.2. Structure of the curricula – define the curriculum with respect to Task. 2.1.
- Task 2.3. Programme accreditation – complete the accreditation process in each consortium member country
- Task 2.4. Digital solutions, equipment and infrastructures – procurement procedures

WP 3 - CURRICULUM OF THE LIFE-LONG LEARNING PROGRAMME

- Task 3.1. Type of certification awarded – as in Task 2.1., the consortium needs to define the type of certification that will be awarded as well as any methodologies relevant to the task
- Task 3.2. Structure of the curricula – define the curriculum with respect to Task 3.1.
- Task 3.3. Programme accreditation – complete the accreditation process in each consortium member country
- Task 3.4. Digital solutions, equipment and infrastructures – procurement procedures

WP 4 – TEACHING STAFF AND STUDENTS

- Task 4.1. Expert base of highly qualified experts in digital technologies – define and cluster the experts involved or relevant to the project in order to facilitate collaboration
- Task 4.2. Mobility of the teaching staff across the institutions – to ensure the quality of the study programmes, as well as to demonstrate the strength of partnership and cooperation within the consortium
- Task 4.3. Student mobility between European universities, research centres and industry – possible to organize within other programmes, such as Erasmus+
- Task 4.4. Implementation of the programme(s) in two cycles with EU and associated countries students – crucial for the whole project

WP 5 – SUSTAINABILITY

- Task 5.1. Sustainability strategy – develop a strategy to ensure sustainability
- Task 5.2. Experts and students benefits – a report which will clearly state the benefits to the whole academic community
- Task 5.3. Evaluation of the programme(s) – quality assurance

WP 6 – DISSEMINATION AND COMMUNICATION

- Task 6.1. Communication strategy – creation and delivery of the strategy
- Task 6.2. Social media – presence and marketing to attract staff and students
- Task 6.3. Project conference(s) – mandatory at the end of the project; a second conference is possible at the beginning of the kick-off activities
- Task 6.4. Promotion on the Digital Skills and Jobs Platform – necessary as outlined in the call