

ATELIER

INNOVATIVE EDUCATION FOR SOCIAL INCLUSION VIA CODESIGN PRACTICES

Lead

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website: upcoming

About the project

ATELIER aims to **foster cooperation** between **Higher Education Institutions and Civil Society Organizations** and to **develop innovative learning and teaching practices** based on **co-design** that tackle the challenge of **social inclusion**.

The project will conduct an **analytical review** of the most relevant experiences where **design activities promote the social inclusion of vulnerable people**.

A first **study of 50 practices** and an in-depth **literature review** will be made available. This will define a **competence framework** and outline the **ATELIER Learning Programme (LP)**.

The ATELIER LP will include a series of short courses delivered as **MOOCs** on Polito's Open EdX platform and an **international hybrid training experience** to test the program.

The project will also work on the conditions for **long-term impact**. The partners will deliver **guidelines** and **recommendations** for the promotions of ATELIER LP at international and local levels.

Higher Education Institutions and training centers will be able to **include ATELIER LP into their learning offer** and **adapt its content** and teaching methods to suit the needs of the trainees.

Relevant stakeholders will be involved in **co-design workshops** aimed at discussing **replicability and scaling** opportunities.

The project will also be promoted to the **general public** and to **specific audiences** via website, social media and open events.

Objectives



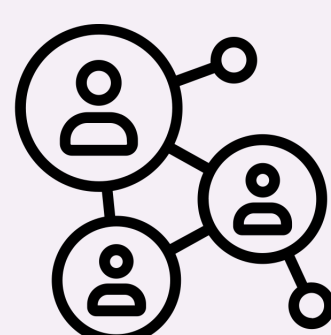
GENERAL: To improve Higher Education Institutions' capacity to cooperate with Civil Society Organizations in developing and applying co-design and social design methods and practices as an innovative and impactful approach to the social inclusion of vulnerable people.



SO1: To develop innovative and evidence-based models by setting up a trans-disciplinary and continuous **collaboration** between Higher Education Institutions and Civil Society Organizations and by **analysing existing innovative practices of design for social inclusion** all over Europe.



SO2: To enhance the academic offer of Universities by developing an accessible and trans-disciplinary learning program composed of a learning toolkit and short courses leading to microcredentials.



SO3: To foster civic engagement through jointly organised (Higher Education Institutions + Civil Society Organizations) **multi-stakeholder workshops** to apply co-design at local levels to brainstorm with local stakeholders and citizens on **more effective and inclusive initiatives in their territories**.