

# **Dissemination plan**

**DIGIWELD project** 2018-1-RO01-KA202-049218





#### **TABLE 1- DELIVERABLE RESUME**

Project acronym:	DIGIWELD
Project full title:	DIGIWELD - Innovative digital tool for training in the field of welding
Start date:	10-2018
End date:	09-2020
Version	0
Date	20/08/2019
Autor	IIS
Abstract (PDA):	This publication outlines the dissemination plan to be followed for the overall duration of the project. More specifically, the report initially identifies the stakeholders to be targeted and the most appropriate means to approach each one of them. The report also presents the dissemination activities planned, such as attending and organising events (i.e. workshops, conferences)

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TABLE 2- MEMBERS OF THE CONSORTIUM

Members of the Consortium				
Name	Acronym	Logo	Country	
ASOCIATIA DE SUDURA DIN ROMANIA	ASR	ASOCIAȚIA DE SUDURĂ DIN ROMÂNIA	Romania	
AUGMENTED TRAINING	AT	AUGMENTED TRAINING AUGMENTED TRAINING SERVICES, S.L.	Spain	
IIS PROGRESS	IIS Progress	IIS PROGRESS STI	Italy	
COLEGIUL TEHNIC "DOMNUL TUDOR"	CNT	COLEGIUL TEHNIC "DOMNUL TUDOR"	Romania	
ASOCIACIO ESPANOLA DE SOLDADURA Y TECNOLOGIAS DE UNION	CESOL	CESOL. ASOCIACION ESPANOLA DE SOLDADURA Y TECNOLOGIAS DE UNION	Spain	
EUROPEAN WELDING FEDERATION FOR JOINING AND CUTTING	EWF	<b>EWF</b> EUROPEAN FEDERATION FOR WELDING JOINING AND CUTTING	Portugal	



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### 1. Introduction of DIGIWELD

**DIGIWELD** project is an initiative funded under Erasmus+ Programme, Key Action 2, Strategic Partnerships with the main goal to make a step orward in embracing digital era by providing digital tools for open education and innovative practices for apprentices (16-20 years old) from VET schools (I-VET) and for welders who wants to acquire new skills and competences in welding field in order to become more qualified (C-VET).

## 1.1 Project Objectives

DIGIWELD project is direct to teachers/trainers by giving them the opportunity to acquire digital competences and new knowledges in the field of simulators and network of simulators as primary tool for integrating digital tools in educational and training process.

This project will contribute to the promotion of the use of ICT as a driver for systemic change to increase quality and relevance of education at VET level (I-VET and C-VET). By setting up a Simulation Training Network (SIMTRANET) in the field of welding education, filling the gap between theorethical education and practice. The simulators will substitute the practical training for I-VET and will contribute to the acquiring of new skills and competences for welders in C-VET. SIMTRANET will represent an international network for training of the apprentices using simulators in the field of arc-welding technology being open for all users among the Europe. SIMTRANET will boost the availability and quality of open and digital educational resources and pedagogies for VET education in cooperation with European open source communities in the field or arc-welding technology.

The project will be focused on the developing digital learning, practising and assessment tools for I-VET and C-VET, in close cooperation with industrial partners, VET schools and other formal or non-formal education and training entities, in order to foster employability and personal development in the field of welding as well as information and communication technology.



### 2. Plan of Dissemination Action

#### 2.1 Definition

Dissemination is related to making the results / products of a project visible to others, specially the end-users, the target groups and the key-actors that can implement its use. Dissemination means rendering comprehensible all the activities and main results associated with a project close to all interested key actors. Dissemination is the process of promotion and awareness raising that should occur throughout the project. This process should be planned and organised in the beginning of the project through a methodological document (e.g. Dissemination Strategy) that orientates the whole consortium. In any case we are speaking about a planned process that should be carefully considered all along project duration and assure its sustainability after its end.

As the Erasmus + programme Guide reflects: "Dissemination is a planned process of providing information on the results of programmes and initiatives to key actors. It occurs as and when the result of programmes and initiatives become available. In terms of the Erasmus+ Programme this involves spreading the word about the project successes and outcomes as far as possible. Making others aware of the project will impact on other organisations in the future and will contribute to raising the profile of the organisation carrying out the project. To effectively disseminate results, an appropriate process at the beginning of the project needs to be designed. This should cover why, what, how, when, to whom and where disseminating results will take place, both during and after the funding period."

## 2.2 Objectives of the Document

To achieve the objectives of the DIGIWELD Project, an efficient dissemination strategy has to be developed and implemented. This strategy is unfolded in the present Plan of Dissemination Activities (PDA). The main purpose of the present Dissemination plan is to set clear and reliable rules, aiming at ensuring targeted and effective dissemination of project's objectives, activities and results. Crucial target groups and bodies that are interested in the project and appropriate key messages are identified in the deliverable. Strategy envisages also all dissemination methods, tools and channels for the identified target groups.

It is expected that the implementation of this Dissemination plan coupled with partners' activities will achieve maximum awareness of project activities and results.

All partners organize dissemination activities and they have proper expertise and responsibility for these type of events/activities.



## 3. Dissemination Strategy

#### 3.1 Introduction

The strategy regarding the dissemination, which is containing into the dissemination plan, is built by a mix between 3 elements: How-What-Whom

- 1. How to disseminate
- Dissemination using direct channels workshops and direct meetings with stakeholders and experts and trainers and teachers and the target group of the apprentices (16-20 years old)
- Dissemination using indirect channels online dissemination and printed materials to be given to the target groups
- 2. What to be transmitted
- Information on the financing program ERASMUS+ and its benefits, information on the objectives, activities and results of DIGIWELD, invitation to workshops and to the demonstrative activities, information on the post-financing activities related to DIGIWELD.
- 3. To whom
- Apprentices from technical schools (16-20 years old)
- Teachers/trainers from technical schools (any type: VET, high)
- Stakeholders from the education system
- Welding specialists from industry
- Stakeholders from industry

#### 3.2 Dissemination activities and tasks

Following there is a resume of partner tasks regarding dissemination activities.

#### **ASR**

Contributes to the dissemination actions: 2 workshops, 1 demonstrative training session with apprentice/students, 1 demonstrative training session for people with fewer opportunities, 1 contests on simulator, 1 webinar

#### **EWF**

Contributes to the dissemination actions: 7 articles in newsletters among all 31 members, 2 workshops at their branch in Portugal, 1 webinar



#### **CESOL**

Contributes to the dissemination actions: 2 workshops, 2 demonstrative training sessions, 1 contest on simulator, 1 webinar

#### IIS

Elaborates the Dissemination Plan and contributes to the dissemination actions: 2 workshops, 1 webpage, 1 Facebook account, 1 Twitter account, 1 Youtube account

#### **ATS**

Contributes to the dissemination actions: 2 workshops, 3 demonstrative training sessions, 2 contests on simulator, 1 webinar

#### CNT

Contributes to the dissemination and demonstrative actions: 2 workshops, 1 demonstrative training session, 1 contests on simulator, 1 webinar

### 3.3 Target Audience

The target groups/audience are:

- Apprentices from VET and high schools (16-20 years old) it will be contacted min 60 students / country
- Teachers/trainers from technical schools (any type: VET, high) it will be contacted min 20 trainers / country
- Stakeholders from the education system it will be contacted min 20 schools / country
- Welding specialists from industry part of the 80 participants to the workshops
- Stakeholders from industry part of the 40 participants to the workshops

## 3.4 Message

Despite WBL (work based learning) schemes including a considerable number of young people, in light the decreasing from 27,2 % to 26,5 % of the IVET work-based students, one might say that work-based learning in formal education is under pressure in Europe. Moreover, students does not like to learn in conventional environment and to practice in industry. However, the lack of welders in European labour market requires measures for making the welder professional qualification more attractive for students/apprentices. Welding is a special procedure and requires specific skills and competences. Therefore, the graduates of welding specializations from different types of formal education system cannot fit easily to job due to the large various welding applications in industry. They need to follow other non-formal study programmes in order to be qualified in specific welding



procedures and then to pass an additional exam in order to be certified by an national/international body. Moreover, the certification in specific welding procedure must be renewed after a certain period. During VET studies, the students can apply for apprenticeship/internship stages if the education and training entity has signed agreements with industrial partners. This will allow them to acquire the necessary skills using WBL concept. However, WBL approach lead to additional costs for industrial partners in term of materials and energy. These costs can be reduce if a certain time allocated for practical stage will be covered by practice on welding simulator.

#### 3.5 Dissemination Tools

It is important that a variety of tools are used to achieve effective communication towards the project. Efforts should be made to communicate project results to the general public as well as to the main stakeholders. Such efforts may include communication tools such as articles, Internet and social media. It is strategically important for the DIGIWELD Project to have active partners in their local and national communities in order to create public awareness of the project and its results.

Specific tools that can be used to communicate are described in detail in the following table.

Channel	Tool
Project Website	www.digiweld.eu
Workshop	Presentation of project to people that can be interested on digital tools such as welding instructors, students, apprentices.
Social Media	Twitter, Facebook and Youtube official accounts
Flyer	See annex IV
Web pages	Web pages on the official websites of partners
Articles	Articles in newsletters





## ANNEX I- Template for reporting Dissemination

•	Activity Designation		Members Involved	_	Larget groups	Organization type	Medium used	Publication date	Expected impact
•••	•••	•••	•••	•••	•••	•••	•••		•••

Fill in also file DIGIWELD Dissemination plan report table, as pertaining to.





## ANNEX II- Key Outputs

The **Key outputs** from the project proposal are:

Activity / Product	Who is involved	Period of implementation	To whom is dedicated		
1 Website+6 Webpages	All				
7 Articles for newsletters	EWF				
12 Workshops	All				
8 Demonstrative training session	ASR, CESOL, ATS, CNT		Month 4-24		
6 Webinar	ASR, EWF, CESOL, ATS, CNT	Month 4-24			
1 Twitter/1 Facebook account	All				
500 Flyers+120 Posters	All				
1 Youtube channel	All				
4 Contest on simulator CESOL, ATS, CNT					





## ANNEX III- Expected impact of dissemination

Estimated impact resulting from Dissemination activities and getting informed about the project and its results.

Activity / Product	Expected impact
1 Website+6 Webpages	3000 individuals
7 Articles for newsletters	800 individuals
12 Workshops	10 partecipants/event
8 Demonstrative training session	10 partecipants/event
6 Webinar	30 partecipants/event
1 Twitter/1 Facebook account	1095 individuals (including Youtube channel)
500 Flyers+120 Posters	620 individuals
1 Youtube channel	1095 individuals (including Twitter and facebook account)
4 Contest on simulator	10 partecipants/event





### ANNEX IV- DIGIWELD flyer



