

MAIN RESULTS AFTER THE PROJECT

Increased number of participants in the learning community

Improvement of skills of professionals from other EU countries

Increased demand for specialized, continuous and quality training for professionals working in the agri-food industry

STAY UPDATED

Visit DTRaIN Project social media and website for more information and updates.

dtrain.eu

facebook.com/Dtrain

twitter.com/dt_ra

instagram.com/dtrain_project

Co-funded by the
Erasmus+ Programme
of the European Union



PROJECT PARTNERS

Region of Crete (GR) -

University of Valladolid (ES)

European Center in Training for Employment (GR)

Mediterranean Agronomic Institute of Chania (GR)

SQLEARN (GR)

Centro Machiavelli S.r.l. (IT)

LDI UG (DE)



Design Thinking for Entrepreneurship in Agri-food sector



2019-1-EL01-KA202-062997

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

THE DTRAIN PROJECT

The **DTRaIN Project** objective is to **revitalize the production in the agri-food sector of partner regions, by promoting the acquisition of high-quality skills for managing staff and entrepreneurs working in the sector.**

To address this objective, a European “Design Thinking” professional profile will be developed, based on a qualification scheme for validating learning outcomes, according to ECVET recommendations



PROJECT OBJECTIVES

Design a VET Curriculum and develop training content for professionals in the agri-food sector, willing to upgrade their skills in Design Thinking

Design an innovative educational model based on a learner-centered approach, in a flipped classroom ubiquitous environment .

Develop training material based on the Educational Model

Develop a Qualification scheme.

MAIN RESULTS DURING THE PROJECT

Develop a learner-centered Educational Methodological Model for flipped classroom ubiquitous methodology for teaching Design Thinking methodology.

Increase the knowledge base of professionals' on their learning needs and priorities

Curriculum Development - Produce the structure and contents of the training materials in line with ECVET procedures

Online Training material - Serious Games

Design Thinking Challenges

WHO IS IT FOR?

Direct target group and users of the training material are professionals managing staff in agri-food companies that act as work-based trainers in their companies as well as educators in initial and continuous Vocational Training Institutes (EQF level 4&5)

Consolidation of a MOOC platform for learning and training resources for agri-food professionals

Development of a European Design Thinking professional profile in the agri-food industry

Development of a trainers guide

Improving the skills of professionals involved in pilot training that will be developed during the project.

Promoting motivation towards lifelong learning, especially for vocational training of professionals working in the agri-food industry.