NEARVET

NETWORK OF EXCELLENCE FOR APPLIED RESEARCH IN VET

Action Applied Research Project Contest

A Strategic Approach to Fostering Innovation and Applied Research

Acknowledgements and Disclaimer

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Further information about the project is available at: https://nearvet.projectlibrary.eu/

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Content

1. NEARVET Action Research Project Contest: Aims and Objectives

The NEARVET Action Research Project Contest is designed to foster innovation and applied research in the Vocational Education and Training (VET) sector, encouraging collaboration between educational institutions, businesses, and industry stakeholders. The contest invites participants to apply the skills developed through the NEARVET program to address real-world challenges, contributing to sustainability and transformation in various industrial ecosystems.

Its main aim is to uncover the Applied Research experiences that exist already or that are in their initial conception stage in the European landscape and have the potential to foster the production of creative proposals. It is looking at experiences and concepts with a potential or already concrete impact on VET innovation, both that they have been initiated by companies, VET managers and teachers, students, research institutions.

The contest is also aiming at providing a nurturing environment for those projects, ideas and proposals to further gain visibility, attract the interest of stakeholders on the National and European level and contributing to their sustainability perspectives.

Key Objectives:

- Encourage practical application of NEARVET skills.

- Promote collaboration between education and industry.

- Reward innovative solutions to sector-specific challenges.

- Attract sponsorships and partnerships for project funding and further development.

2. Requirements and conditions

The Contest is open to receiving applications showcasing Applied Research projects, experiences and cases from European countries.

Participants can choose to apply:

a) by developing a completely new proposal

b) by presenting a project, case study or experience already completed. Projects and case studies completed within the last five years (from 2019) until the contest end date are eligible for submission.

Projects may focus on innovative vocational education and training (VET) activities, partnerships with companies, product development, VET-focused research initiatives initiated by VET centres, teachers,

companies, or higher VET education institutions that are aimed at fostering cross-sector cooperation. Example of relevant submissions include projects that resulted or will result in the creation of social content, audiovisuals, products, apps, or reports on educational innovations.

- **Participants**: the contest is open to individuals, informal teams, organisations (public or private) and groups of organisations. Agents from including VET institutions, practitioners, businesses, research staff, teachers, and students are eligible to participate.

- **Sectors and industrial ecosystems**: Projects may fall within all fields and industrial ecosystems concerned with vocational education. A non-exhaustive list of possible focus sectors include tourism, creative industries, finance, manufacturing (e.g. construction, woodworking, mechanics), technology (e.g., electronics, web development), logistics (e.g., warehousing, transport), services and commerce (e.g., personal care, sales). This is not an exhaustive list, and submissions from other relevant fields are welcome.

3. Awards and Recognition

The **top three projects** selected by the Evaluation Committee from across all participating countries and regions will receive awards valued **€ 800 each**, designed to encourage the active participation of VET schools, students, and other stakeholders. These awards may include items such as software licenses, course subscriptions, study visits, or in-kind resources like computers, tablets, and other valuable tools.

The award-winning applications will be showcased at the final NEARVET project conference, scheduled for December 12th in Larissa.

4. Submission and Deadlines

Submission Platform: Projects must be submitted online via the following link. A template for the Application Form can be found at the bottom of these Guidelines.

Deadline: **The contest timeline is as follows:**

- Project Submission deadline: **5th December 2024, h. 17.00**

- Publication of Final Ranking List: **10th December 2024**

- Awards and Ceremony: The winning applications will be showcased at the NEARVET project's final hybrid conference on **December 12th in Larissa**

5. Evaluation and Award Criteria

Projects will be evaluated based on the following criteria:

Criteria	Description	Scoring
Relevance	The clarity of the problem statement; the relevance of the project idea in addressing the challenges faced by the company or sector; the extent to which it describes and involves the necessary actors and stakeholders	20

Methodology and Innovation	Clarity and consistency of the methodology outlined. Innovation of the proposal – innovation can relate to the originality and creativity demonstrated in the project by introducing new methods, resources, products or processes which did not exist before; or which did not exist in the sector; or which existed in a different context or territory.	25
Feasibility	The practicality of implementing the project within the chosen context, i.e. education sector and/or industry	20
Impact and Scalability	The potential for the project to be scaled or replicated	20
NEARVET Added Value	The alignment of the project with the 15 specific NEARVET competencies. In case of a tie, the consistency of the project with these competencies will serve as a deciding factor[1]	15

6. NEARVET Action Research Project Contest: Application form description

Main information that will be required when filling out the participation form:

- **Title of the project** (Max. 200 characters)
- **Short description of the project** (Max 1.500 characters)
- **Applicant Information**
- **Motivation** (a short description of motivation to present this application and, if relevant, experience(s) in the sector where you present your idea) - max. 1.500 characters
- **Relevance:**

- **Problem statement and sector**: defining the sector relevant to your project and the real-world challenge your project addresses or aims to tackle and the (max 2.000 characters)
- **Objectives:** outlining the main goals of your project (max 2.000 characters)
- **Actors and stakeholders involved**: outlining who the actors and stakeholders involved in your proposal are and how they will participate. (max. 1,500 characters)

- **Methodology and Innovation:**

- **Innovation**: identifying whether your project involves a product, process, service, or organizational innovation, and describe its unique aspects. (max 1.500 characters)
- **Research Approach:** describing the research methods and techniques you will use or have utilized and how they are feasible and suitable to the objectives pursued. (max 1.500 characters)
- **Target groups and end-users**: Defining the target audience(s) for your project (max 1.500 characters)
- **NEARVET added value**: describing how your project aligns with the 15 specific NEARVET competencies, drawing on knowledge from the NEARVET digital learning resources. (Max 1,500 characters)

- **Impacts and Scalability:**

- **Expected or appearing impacts**:
Explaining whom and how your project has benefited or will benefit in one or more of the following areas (you can add areas and specify):
o   At sector/industry level (e.g., company(ies), VET or research actor(s) involved)

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[1] The digital learning resources are freely accessible and usable from the NEARVET Digital Hub
https://nearvethub.projectlibrary.eu/

o   At educational level (e.g., methods innovation, educational strategies and outcomes)

o   At professional development level (e.g., methods innovation, professional development strategies and outcomes) (max 2.000 characters)

- Scalability: Discuss the potential for scaling your project within the targeted sector. (max. 1,500 characters)