

Erasmus+ Proje Sonuçlarının Paylaşılması ve Yaygınlaştırılması Toplantısı DEOR 16 Nisan 2019

Bu kitapçıkta, Erasmus+ proje sahibi kişiler ile proje çıktılarının ilgili olduğu düşünölen kurum ve kuruluşların temsilcilerinin bir araya geldiđi, 16 Nisan 2019 tarihinde Ankara'da gerçekleştirilen Erasmus+ Proje Sonuçlarının Paylaşılması ve Yaygınlaştırılması Toplantısı'nda (DEOR) sunumları yapılan projelere yer verilmektedir.

ERASMUS+ PROJE SONUÇLARI PLATFORMU



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Project Title

Parametric Design for Marine and Coastal Structures

Project Coordinator

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Project Information

Identifier 2017-2-TR01-KA205-047156
Start Date Sep 1, 2017
End Date Aug 31, 2019
EC Contribution 242,985 EUR
Partners YILDIZ TECHNICAL UNIVERSITY (TR) , UNIVERSITY OF SOUTHERN CALIFORNIA (US) , Tera Ankara Musavirlik Mimarlik Muhendislik Taahhut Ticaret Ltd Sti (TR) , POLYTECHNEIO KRITIS (EL) , UNIVERSIDAD DE CANTABRIA (ES) , Fatmagul Aslaner Gegeoglu Mimarlik Burosu (TR)
Topics New innovative curricula/educational methods/development of training courses

Project Summary

“In the last two decades of the twentieth century the computer has assumed an increasingly important role ... Initially it was chiefly a tool useful in the process of laying out a design. Then it became a medium for devising the design. Now it is being recognized as a force that will significantly reshape” the built environment. At this point, parametric design provides a methodology to cope with this complex parameters that should be integrated into any design process. “The ground of parametric design is the generation of geometry from the definition of a family of initial parameters and the design of the formal relations they keep with each other.”

Marine and coastal structures can be considered as an interface of water and land, urbanites and visitors and from civil engineering perspective a clash of contradicting parameters, which must be optimized and integrated to the city life.

Being one of the important topics of Civil engineering, marine and coastal structures are also one of the main research subjects of City Planning and Architecture, because of their undeniable mark on the city scape and on the citizen's and visitor's memory. They portray an image of the city.

Parametric design can encompass, a wide range of scale for marine/coastal structures from building blocks to mega-structures.

Since parametric design is widely used for generating patterns, (or rather discover the inherent patterns) analysing the parameters of materials (durability, flexibility, corrosiveness etc.) and parameters of context (wind and water load, humidity etc.) it can be a helpful tool for designing building blocks for waterfronts.

TARGET GROUP 1) YOUTH: Main target group of this project is university students, especially in the engineering and architecture departments. It is very important for engineering and architecture students to have this kind of new and innovative approach during which will be a great asset for their creativeness in their future professional career.

TARGET GROUP 2) YOUTH WORKERS: Parametric design is a new approach with its innovative structure, therefore, it is very important for the academicians to learn and reach to a certain level of capacity in parametric design. For this purpose, our second target group is academicians as the youth workers since they will transfer this knowledge to youth in the future.

The methodology that will be followed item by item in order to reach our final goal under this project is as follows:

1) Handbook for Parametric Design: This handbook will include these basic sections, not limited to;

- a general overview for parametric design approach
- the importance of design parameters in marine and coastal structures
- parameters used for the design of marine and coastal structures with conventional approach
- parametric design concept in marine and coastal structures

2) Developing a software containing an algorithm for parametric design for marine and coastal structures: A software based algorithm will be developed where contains all parameters to be considered for parametric design for marine and coastal structures. This software (algorithm) will be a part of the training methodology and the training activities specified below.

3) Training of young trainers on parametric design for marine and coastal structures: Our main target group to be trained under this activity is university students in the departments of engineering and architecture. These young trainers will be trained by using the handbook specified above.

4) Training of youth workers on parametric design for marine and coastal structures: In this training activity, our main target group is especially academicians in the related departments of the universities, experts and researchers etc. whom are active in the field of youth area.

5) Design of a virtual marine and/or coastal structure by a selected group trained under "training of young trainers": This will be a kind of case study where the selected group among young trainers will experience and implement all the technical learnings about parametric design approach and design a virtual structure with all

aspects. By this activity, young trainers will have the capacity of, not only theoretical approach but also the practical implementation.

6) Training methodology: A training document will be prepared by considering the whole experience and knowledge gained through the whole steps indicated above. This training document will include the design activity indicated in item (4) as an example parametric design for marine and coastal structures. It will also include how to use the software (algorithm) during parametric design for marine and coastal structures.

7) Training seminars for youth by a selected group of young trainers: A certain number of training seminars will be organized especially for university students in the related departments and also in unities, associations, institutions etc.

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Project Title

Social Entrepreneurship for Young Community Media Makers

Project Coordinator

Organisation EGE UNIVERSITY
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Website <http://www.ege.edu.tr>

Project Information

Identifier 2016-2-TR01-KA205-036191
Start Date Sep 1, 2016
End Date Feb 28, 2019
EC Contribution 212,133 EUR
Partners Consultis - Consultoria Empresarial, Unipessoal Lda. (PT) , ZGURA-M EOOD (BG)
Topics New innovative curricula/educational methods/development of training courses ; Entrepreneurial learning - entrepreneurship education ; ICT - new technologies - digital competences

Project Summary

The project based its priority selection based on the fact that Employment & Entrepreneurship are 1 of the 8 fields of action promoted by the EU Youth Strategy (2010-18) and the latest EU Youth report (issued 15/09/2015). It is closely linked to the EU2020 strategy and makes a significant contribution to society. Europe needs active young citizens who are media literate and capable and of developing quality media content that will make a positive impact in their local communities. Community Media created and directed by young people is an area that, can help develop active citizenship and social capital throughout Europe. In order to build the capacity of young people their media capacity must be increased. Community Media is comprised of a set of tools and networks that young people can use in order to make their voice heard and through subsequent media actions in the community and at European citizenship level, become more empowered. The project's main idea is to develop new educational modules, for young members of local communities in the area of a) Community Media technical skills. b) Entrepreneurship skills c) Management of the collaborative involvement of community, members, and target groups, The Social Entrepreneurship for Young Community Media Makers project aims to be in accord with the recent Media Literacy strategies to increase access to media training opportunities, media skills training and hands-on coaching in media tools. The project aims to increase the access to media skills training and media, so young people are able to voice their concerns and contribute to public discourse. In addition the project will provide young people with social entrepreneurship skills in Community Media and empower them to bring their community issues and challenges into the public domain, become self-organized and develop their communities. There are four partner countries (TR, PT, CY and BG) , all of which have experience in volunteer and youth training and specialise in core fields such as community media, cyber volunteering, community video production, technology/ICT training and educational research and training. The Intellectual outputs of the project are: 1. Community media training need analysis report 2. Community media and social entrepreneurship training curriculum 3. E-learning modules with practical exercises 4. Assessment and impact scales strategy

Link to project card: [Show project card](#)

Project Title

Enhancing YOUTH (18-26) Employability in Bakery Sector

Project Coordinator

Organisation	Bursa Buyuksehir Belediyesi, Bursa Ekmek ve Besin Sanayi ve Ticaret A.S.
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Project Information

Identifier	2017-1-TR01-KA205-039233
Start Date	Jun 1, 2017
End Date	Mar 31, 2019
EC Contribution	147,655 EUR
Partners	INSTITUTUL NATIONAL DE CERCETARE-DEZVOLTARE PENTRU BIORESURSE ALIMENTARE (RO) , MINISTRY OF FOOD AGRICULTURE AND LIVESTOCK (TR) , Bursa Il Gıda Tarım ve Hayvancılık Mudurlugu (TR) , Toidu- ja Fermentatsioonitehnoloogia Arenduskeskus (EE) , CENTRAL RESEARCH INSTITUTE OF FOOD AND FEED CONTROL (TR)
Topics	Open and distance learning ; Labour market issues incl. career guidance / youth unemployment ; Youth (Participation, Youth Work, Youth Policy)

Project Summary

High rate of unemployment is the biggest challenge for youth in EU countries and Turkey. The main reason for unemployments in youth (21.4% in EU countries and 18.4% in Turkey) is low competence, unschooled, inability to follow developments in specific sectors.

The significant challenge for increasing youth employability is to support them in the effort of achieving new competencies to become more competitive on the labor market, as well as designing new, youth tailored' activities, characterized by high adaptability, and new working skills and sustainability in the sector. By the help of innovative, smart, free of charge, easy to use, accesible, user friendly learning materials we should improve the competence of youth people to increase employability.

Bakery represents a major component of food production and it is one of the potential sector for youth employees in Turkey and also majority of young people working in this sector are primary school graduates.

The project will be a response to the problem of young people in Turkey, partner countries lacking professional skills and knowledge in bakery sector, which leads to them fitting in the present labour market.

The Project is in accordance with the horizontal priority "Achievement of relevant and high quality skills and competences" supporting individuals in acquiring and developing key competences in order to foster employability, socio-educational and professional development.

The Project also will contribute to promote self confidence and "social inclusion " of target group, in particular through innovative integrated approaches by rising awareness of youth in bakery production, by integrating non-educated youth to social activities of the projects and by inclusive training activities (pilot training of youth)

The Project will also support the development of social, intercultural competences enhance the access, participation and learning performance of disadvantaged learners (non educated youth).

Objectives of the project;

- To provide opportunity to youth who quit school early or poorly educated, through free, innovative training materials about bakery sector to increase young people's employability
- To promote integration of young people in the labour market,
- To encourage employers to transfer knowledge, skills and experience from experienced staff to those who need their knowledge – new (young) employees
- To prepare youth workers to professional life
- To develop innovative approaches (methodologies, tools and practices) for personal and professional development of the youth workers to prepare flexible, smart training materials so that they can easily access and utilize.

The project consortium has six partners from three countries. The project will be coordinated by BESAS Ar-Ge Center. BESAS Ar-Ge is a research and development center where scientific product development works are carried out. It can produce all types of bakery products with its infrastructure, and it provides practical training opportunities to youth.

The other core partners are:

- Central Research Institute of Food and Feed Control (CRIFFC, Turkey)

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- Ministry of Food Agriculture and livestock/ General Directorate of Agricultural Research and Policies (GDAR)
 - Bursa Directorate of Provincial Food Agriculture and Livestock(Turkey),
 - The National Institute of Research & Development for Food Bioresources (IBA Bucharest, Romania),
 - Center of Food and Fermentation Technologies (TFTAK, Estonia),

The short-time impact of Project; to prepare young employees and young employee candidates to business life by flexible, smart, free of charge, user friendly, easy to access, articulate training materials.

-It will help to reach incomprehensible, complex legislations, informations and new technologies easily. So young uneducated people can easily develop their competences in bakery sector.

-The expected long term outcomes will be the decline in the unemployed young population as the employment rate of the young population increases in the bakery sector in the participating countries. And more qualified workers will be employed in bakery sector.

Link to project card: [Show project card](#)

Project Title

International Green Entrepreneurship and Innovative Employment Center

Project Coordinator

Organisation	Municipality of Büyükçekmece
Address	Mimarsinan Mah. Cumhuriyet Cad. No:24 , 34535 Büyükçekmece , İstanbul , TR
Website	http://www.bcekmece.bel.tr/tr-tr/Sayfalar/default.aspx

Project Information

Identifier	2016-3-TR01-KA205-036974
Start Date	Mar 1, 2017
End Date	May 31, 2019
EC Contribution	282,536 EUR
Partners	ACADEMY OF ENTREPRENEURSHIP ASTIKIETAIRA (EL) , EUROPOS SOCIALINIS VERSLUMO UGDYMO IR INOVATYVIU STUDIJU INSTITUTAS (LT) , IMRO-DDKK Nonprofit Kft. (HU) , Kuresel Cevre Dernegi (TR)
Topics	Labour market issues incl. career guidance / youth unemployment ; Entrepreneurial learning - entrepreneurship education ; New innovative curricula/educational methods/development of training courses

Project Summary

According to Michael Porter's classification Turkey takes place in productivity oriented economies. Though Turkey fits in the description of the countries called middle income trap. Turkey needs high qualified entrepreneurship on its way to innovation oriented economy in order to save itself from the handicap that is described as middle income trap. Thus last few decades, stood out entrepreneurs who consider sustainable development studies based on increasing the life quality while avoiding harming natural resources, innovation and creativity. At the end of the process a new kind of entrepreneurship, eco/green employment which is environment and ecology centered, appeared.

On the other hand, young unemployment is a problem that is usually encountered in low contributed economies. Our country also faces the young unemployment problem due to its high young population. This problem is also one of the biggest of EU's especially Mediterranean countries' problem. In our country according to TUIK's data young unemployment rates are %27, 9 among the age group who are 15-24. College graduated unemployment rates have been higher than any other years for the last 20 years. This, points out that universities are insufficient in the matter of being employed and lots of young have been considered as a lost generation. Young unemployment rates are %50 for Greece and Spain, %43 for Italy and Croatia and %20 as for our project partner, Hungary.

Green entrepreneurship which is one of the top topics that EU prioritizes, eco-innovation processes and creating a supportive system for the needs of young are going to be considered as a whole in our project. EU's "2020 Smart, Sustainable and Inclusive Growth" Strategy, supports the working models that focus on green growth so while sustaining welfare it does not harm the nature. It's targeted that by 2020 creating employment in the sector for 3, 5 millions of people and reaching the resource efficiency in working processes by 2030. Between the years of 2014 – 2020, 220 million Euros were planned to be used for the purpose.

These problems that mentioned above are affecting young directly in middle and long periods. It's not likely to overcome this problem that can't be overcome ever since the crisis in 2009. This process that will almost take 10 years is a preview of a lost generation thus loss of welfare. There is no substantial enterprise that can meet these needs in neither our countries nor other countries that face young unemployment and lack of new qualified enterprises. In order to solve these problems, we need a pilot application that leads the way for an ecosystem that offers these services.

Creating an employment center that prioritizes sustainability and environmental sensitivity, plays a facilitator role in the matter of catching up with the transformation of the industry and information era, providing a networking platform and a consultancy in the matter of current green employment opportunities as well as green entrepreneurship will be the tools on our way to achieve our project' goals. Within our project an International Green Entrepreneurship and Innovative Employment Center (IGEC) will be built. This green enterprise center will work as a network and be a center of consultancy, education, business development activities. By bringing staff that will work within the center, independent experts, NGO workers, investors, academicians and entrepreneur candidates together this center will hold some activities such as; idea workshops, joint study grounds, workshops, education activities and consultancy service. Besides this center, 4 different outputs will produce in cooperation with 4 different partners from 4 different countries. In addition to intellectual outputs, international meetings, training and learning activities, dissemination activities and study visits will take place. Project design base on non-formal learning methods and tools by targeting youth' needs and problems by using ICT tools for 24 months.

Link to project card: [Show project card](#)

Project Title

Green Energy Skills for Youth

Project Coordinator

Organisation	TURKISH-GERMAN UNIVERSITY
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Project Information

Identifier	2016-2-TR01-KA205-036001
Project Web Site	http://www.gree4uproject.eu
Start Date	Jan 1, 2017
End Date	Jun 30, 2019
EC Contribution	215,230 EUR
Partners	KULTURNO IZOBRAZEVALNO DRUSTVO KIBLA (SI) , STUDENT COMPUTER ART SOCIETY (BG) , UNIVERZA V MARIBORU (SI) , ZentralWeb GmbH (DE) , Zeta Bilgi Teknolojileri Yatirim Danismanligi Proje Arastirma Egitim Ic ve Dis Tic.Ltd.Sti (TR)
Topics	Environment and climate change ; ICT - new technologies - digital competences ; Youth (Participation, Youth Work, Youth Policy)

Project Summary

Environmental challenges raise serious concerns for the welfare of current and future generations. Responses should be driven by independent but commonly reinforcing policies for environment, energy, transportation, employment, and training. In recent years, the effects of global warming have been witnessed over the world. Studies point to human action, like pollution and deforestation, as key reasons for global warming and adverse climate changes. There is an urgent need for all of us, individually and collectively, to become more aware of our environmental responsibilities. "Green energy skills for youth" is an Erasmus+ Strategic Partnership – Youth Programme proposal that will include comprehensive collection of 'green education' programmes and activities for youth aged between 13 and 25. The main objectives of the project is to increase awareness and competences of youth for green energies so that they will get skills on climate change, energy production, management of waste, water supply, flood management, biodiversity, etc. "Green energy skills for youth" proposal will help to improve the quality, attractiveness and accessibility of the opportunities for lifelong learning available by developing interactive mobile games and 3D stimulations by user generated scenarios for acquiring transversal competencies of youth. The proposal "GREEN4U" addresses to improve the green skills, awareness and competences on education enhancing creativity and innovation by using serious games and 3D simulations as pedagogy is definitely creative, attractive and efficient learning. "Green Energy Skills for Youth (GREEN4U)" will provide an interactive resource for youth ages 13 to 25 years old who have a passion for science, natural resources and renewable energy, like to brainstorm ideas, research and conduct experiments and have fun. In this content, there will be educational serious game scenarios where youth research and explore answers to their questions while learning valuable critical thinking, problem-solving and decision-making skills. Games topics will be: - Climate change- Ecosystem- Energy and conversation- Pollution- Waste management and recycling- Carbon dioxide footprint Three different "Sustainable Energy Youth Academy" are planned as learning/teaching/training activities. Those activities will take place in Sofia, Maribor and Istanbul. The academies will provide space to young people, civil society or local community actors, environmental activists to learn new skills and gain experience within the renewable energy sources. At the academies, participants will gain practical knowledge and know-how on the renewable energy systems by teaching them how to build your own solar, wind, biomass or hydroelectric power, how to engage community members, how to plan the development of community energy projects, to learn how much energy we consume during our everyday activities and many other skills. "Sustainable Energy Youth Academy" innovative ways are: - A public space to promote new ideas, - Get training from local and international trainers- Quality education and training in renewable energy- Seminars and workshops to learn practical and useful skills Main outputs of the project are: 1. Scoping Report about Energy Skills 2. Green Skills Games Content for Youth 3. Interactive Games for Green Skills 4. Usability evaluation, implementation phase and piloting Project consortium represents a multidisciplinary team for achieving the aims and objectives of this proposal. Each partner comes with unique expertise and experience either in the field of energy systems, environmental engineering, creativity skills, digital competencies, interactive technologies and gaming, policy makers in school or education etc. Project partners are universities, NGOs and mobile multimedia programming and development companies from Turkey, Bulgaria and Slovenia.

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Project Title

BIOMIMICRY FOR ENTREPRENEURS

Project Coordinator

Organisation TUKETICI VE CEVRE EGITIM VAKFI
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Website www.tukcev.org.tr

Project Information

Identifier 2015-3-TR01-KA205-024900
Start Date May 1, 2016
End Date Apr 30, 2018
EC Contribution 180,467 EUR
Partners Mostar Friedensprojekt e.V. (DE) , Biomimicry Iberia Association (ES) , TOBB EKONOMI VE TEKNOLOJI UNIVERSITESI (TR) , Stichting biomimicryNL (NL) , ISTANBUL SEHIR UNIVERSITESI (TR) , Trenddesk, Inc. (US) , MENTOR MEDYA LTD. STI. (TR)
Topics International cooperation, international relations, development cooperation ; Entrepreneurial learning - entrepreneurship education ; Open and distance learning

Project Summary

“Biomimicry for Entrepreneurs” aims at reaching current and future entrepreneurs and also business ecosystem in Europe with an alternative and inspiring perspective on entrepreneurship. ‘Bio’ means life. ‘Mimicry’ means to stimulate. Biomimicry is learning from nature and then emulating its forms, processes, and ecosystems in order to create more sustainable designs and address design challenges in creative ways. Also brings collaboration, rapidly renewability, sustainability inside. In the context of this project, the challenge we will address is how to be better entrepreneurs. The quality, quantity and speed of solutions that will address these challenges and risks will shape the future. Raising better entrepreneurs will increase the chances of our species to continue its existence more gracefully on this planet. And also helps economically and socially development of countries. Nature is the greatest entrepreneur of all times – it creates continuously, takes risks, fails, and regenerates. The cycle of life on Earth is a cycle of entrepreneurship. Turning to nature and asking questions such as “what kind of an entrepreneur is nature?” and “what makes nature a good entrepreneur?” will reveal valuable insights that will help entrepreneurs pursue their endeavors towards designing a more sustainable future. Combining biomimicry knowledge with entrepreneurship education is realistic and effective way for creating future generation ideas, start-ups, designs, products, business models and specialized economies.

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