Transnational Cooperation Opportunities and Funds for Higher Education Institutions

Elisabetta Delle Donne

Pixel (Italy)
elisabetta@pixel-online.net

Abstract

This paper presents the main current European programme managed by the European Commission in the field of higher education as well as the funding available for specific actions. Examples of initiatives already funded by the European Commission are also provided.

The Political Framework

Europe 2020 is the growth strategy of the European Union that aims to creating the conditions for a smarter, sustainable and inclusive growth.

Five key targets have been set for the European Union to achieve by the end of the decade focusing on:

- 1. Employment (75% of the 20-64 year-olds to be employed).
- 2. Research and development (3% of the GDP to be invested in R&D).
- 3. Climate change and energy sustainability (greenhouse gas emissions 20% or even 30%, if the conditions are right lower than 1990); 20% of energy from renewables; 20% increase in energy efficiency
- 4. Education (reducing the rates of early school leaving below 10%. At least 40% of 30-34—year-olds completing third level education)
- 5. Fighting poverty and social exclusion (at least 20 million fewer people in or at risk of poverty and social exclusion).

The Europe 2020 strategy also includes seven main priorities such as innovation, the digital economy, employment, youth, industrial policy, poverty, and resource efficiency.

In May 2009, the European Council adopted their Conclusions on the strategic framework for European cooperation in education and training (ET 2020). These conclusions provide for a strategic framework to support Member States in further developing their educational and training systems. The conclusions set out four strategic objectives for the framework:

- 1. making lifelong learning and mobility a reality
- 2. improving the quality and efficiency of education and training
- 3. promoting equity, social cohesion and active citizenship
- 4. enhancing creativity and innovation, including entrepreneurship, at all levels of education and training

Introduction to the Erasmus+ Programme

Erasmus+ is the new EU programme for education, training, youth and sport that replaces the Lifelong Learning Programme, Youth in Action as well as five other international programmes starting from 2014. The general aim of the Erasmus+ Programme is to contribute to the achievement of the objectives of the Europe 2020 Strategy, as well as of the objectives of the strategic framework for European cooperation in education and training (ET 2020), including the corresponding benchmarks.

The specific objectives of the Erasmus+ Programme are to:

- improve the level of key competences and skills, with particular regard to their relevance for the labor market and their contribution to a cohesive society;
- foster quality improvements, innovation and internationalization of education and training institutions;

- promote the emergence of a European lifelong learning area and support the modernization of education and training systems, in particular through enhanced policy cooperation, better use of EU transparency and recognition tools and the dissemination of good practices;
- enhance the international dimension of education and training;
- improve the teaching and learning of languages and to promote the EU's broad linguistic diversity and intercultural awareness.

The current annual priorities of the Erasmus+ Programme are to:

- develop basic and transversal skills (e.g. entrepreneurship, digital skills and multilingualism);
 promote student-centered pedagogical approaches and develop appropriate assessment and certification methods, based on learning outcomes;
- enhance the application of Information and Communication Technologies (ICT) in teaching and learning, through the support of learning and access to open educational resources (OER), as well as support ICT-based teaching and assessment practices;
- promote transparency and recognition tools, so as to ensure that skills and qualifications can be easily recognised across borders;
- support the development of improved funding approaches for skills development.

In addition, there are specific priorities as regards:

- higher education: the focus should be on the modernization of Europe's higher education systems;
- vocational education and training: the focus should be on the development of partnerships between
 education and employment (in particular companies and social partners), the development of shortcycle post-secondary or tertiary qualifications in accordance with the European Qualifications
 Framework (EQF) and address potential growth areas or areas with skills shortages;
- school education: the focus should be on the attainment of young people, particularly those at risk of
 early school leaving and with low basic skills, including through high quality and accessible Early
 Childhood Education and Care (ECEC) services. In addition, priority will be given to projects aimed
 at revising and strengthening the professional profile of the teaching professions;
- adult education: the focus should be on the reduction in the number of low-skilled adults by providing
 information on access to lifelong learning services, such as information on the validation of nonformal and informal learning and career guidance, and by offering tailored learning opportunities to
 individuals.

The Structure of Erasmus+

In order to achieve its objectives, the Erasmus+ Programme implements the following Actions:

KEY ACTION 1 - MOBILITY OF INDIVIDUALS

This Key Action supports:

- Mobility of learners and staff in higher education, VET, school education, adult education
- Mobility of young people and youth workers
- European Voluntary Service Events
- Joint Master Degrees.
- Master Student Loan Guarantee.

KEY ACTION 2 – COOPERATION FOR INNOVATION AND THE EXCHANGE OF GOOD PRACTICES This Key Action supports:

- Strategic Partnerships aimed to promote innovation, exchange of experience and know-how between different types of organisations involved in education, training and youth.
- Knowledge Alliances between higher education institutions and enterprises which aim to foster innovation, entrepreneurship, creativity, employability, knowledge exchange and multidisciplinary teaching and learning;

- Sector Skills Alliances supporting the design and delivery of joint vocational training curricula, programmes and teaching and training methodologies, drawing on evidence of trends in a specific economic sector and skills needed in order to perform in one or more professional fields;
- Capacity Building projects to support organizations, institutions and systems in their modernization and internationalization process.

KEY ACTION 3 - SUPPORT FOR POLICY REFORMS

Structured Dialogue meetings taking the form of meetings, conferences, consultations and events
promoting the active participation of young people in democratic life in Europe and their interaction
with decision-makers.

JEAN MONNET ACTIVITIES

The Jean Monnet Activities support:

- Jean Monnet Modules that are short teaching programme in the field of European Union studies at a higher education institution.
- Jean Monnet Chairs that is a teaching post with a specialization in European Union studies for university professors or senior lecturers.
- Jean Monnet Centers of Excellence that is a focal point of competence and knowledge on European Union subjects.
- Jean Monnet Support to institutions and Associations that enhance teacher and training activities on European Union subjects.
- Jean Monnet Networks that foster the creation and development of consortia of international players (HEIs, Centers of Excellence, departments, teams, individual experts, etc.) in the area of European Union studies.

SPORT ACTIONS

- Collaborative Partnerships, aimed to combat doping at grassroots level, to fight against match-fixing, to contain violence and tackle racism and intolerance in sport.
- Not-for-profit European sport events, granting individual organizations in charge of the preparation, organization and follow-up to a given event.

Eligible Countries for Participation in Erasmus+

The 28 Member States of the European Union, the EEA/EFTA countries (Iceland, Liechtenstein, Norway), as well as candidate countries (Turkey, Switzerland, the former Yugoslav Republic of Macedonia) can fully take part in all actions of the Erasmus+ Programme.

The following countries can take part in certain Actions of the Programme, subject to specific criteria or conditions:

- Eastern Partnership countries: Armenia, Azerbaijan, Belarus, Georgia, Moldova, Ukraine
- Southern Mediterranean countries: Algeria, Egypt, Israel, Jordan, Lebanon, Libya, Morocco, Palestine, Syria, Tunisia
- Western Balkans: Albania, Bosnia and Herzegovina, Kosovo, Montenegro, Serbia
- Russian Federation

Some Actions of the Erasmus+ Programme are open to any Partner Country of the world.

Eligible Applicants for Erasmus+

Eligible applicants for submitting proposals in the framework of the Erasmus+ Programme are:

KEY ACTION 1 - MOBILITY OF INDIVIDUALS

- Students in higher education institutions, recent graduates.
- VET organizations; coordinators of national VET consortiums.
- staff members of adult education organizations

public or private organization active in the field of youth.

KEY ACTION 2 – COOPERATION FOR INNOVATION AND THE EXCHANGE OF GOOD PRACTICES Private or public organization established in an eligible country

For Capacity Building projects, only the following organizations are eligible: non-profit organizations, associations, NGOs, national youth council, public bodies.

KEY ACTION 3 - SUPPORT FOR POLICY REFORMS

Non-profit organizations, associations, NGOs, national youth council, public bodies.

JEAN MONNETACTIVITIES

Higher education Institutions holding an Erasmus Charter for Higher Education (ECHE).

SPORT ACTIONS

Any non-profit organization or public body established in an eligible country

Grants awarded by the Erasmus+ Programme

The maximum grant awarded for the different actions is:

- KA2, Strategic partnerships: 300.000 euro for a 2-year project, 450.000 euro for a 3-year project.
- KA2, Knowledge Alliances: 700.000 euro for a 2-year project, 1.000.000 euro for a 3-year project.
- KA2, Sector Skills Alliances: 700.000 euro for a 2-year project, 1.000.000 euro for a 3-year project.
- KA2, Capacity Building projects: 150.000 euro covering maximum 80% of total eligible costs
- KA3, Structured Dialogue meetings: 50.000 euro
- Jean Monnet Modules: 30.000 euro covering maximum 75% of total eligible costs
- Jean Monnet Chairs: 50.000 euro covering maximum 75% of total eligible costs
- Jean Monnet Centres of Excellence: 100.000 euro covering maximum 80% of total eligible costs
- Jean Monnet Support to institutions and Associations: 50.000 euro covering maximum 80% of total eligible costs.
- Jean Monnet Networks: 300.000 euro covering maximum 80% of total eligible costs
- Sport Action: 500.000 euro covering maximum 80% of total eligible costs

Further informations on the Erasmus+ Programme is available on the European Commission's website at: http://ec.europa.eu/programmes/erasmus-plus/index_en.htm

Examples of successful projects for the innovation of educational and training practices and methods funded by the former funding programmes addressed to Education, Training and Youth fields

- EET Economic e-Translations
 - The EE-T, Economic e-Translations project is funded by the European Commission in the framework of the Lifelong Learning Programme Erasmus Multilateral projects. The project, aims to assess the impact of translations of economic texts on the European history of economic thought.
 - Website: http://eet.pixel-online.org/index.php
- · History On Line
 - The History On Line project is funded by the European Commission in the framework of the Lifelong Learning programme Erasmus Multilateral Projects. The project aims to develop an Internet Portal for history teaching based on the effective use of ICT potential.
 - Website: http://www.historyonline.eu/

Website: http://nellip.pixel-online.org/

• Chemistry Is All Around Network

The Chemistry is All around Network project is funded by the European Commission in the framework of the Lifelong Learning programme Comenius Subprogramme aims at stimulating the interest of pupils towards the study of Chemistry. It also intends to create a network of science education institutions. Website: http://chemistrynetwork.pixel-online.org/

Learning Game

The Learning Game project is funded by the European Commission in the framework of the Life Long Learning Programme - Comenius Multilateral Projects. The project aims to implement e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames.

Website: http://www.learningame.org/

Play the Learning Game

The Play the Learning Game project is funded by the European Commission in the framework of the Lifelong Learning Programme, Leonardo Da Vinci Sub-Programme, Transfer of Innovation Action. The Play The Learning Game project aims to improve and transfer the results of the The Learning Game to promote the effective use of videogames in education.

Website: http://www.learningame.org/info/

Goerudio - Managing Learning process in science education

The Goerudio project is funded by the European Commission in the framework of the Lifelong Learning Programme - KA4. The project aims to explore and exploit the results of existing projects and experiences addressing the promotion of scientific knowledge at all level of education.

Website: http://goerudio.pixel-online.org/

Edu Robot

The Edu Robot project funded by the Socrates Minerva Programme aims to train students from technical schools on an efficient use of the methodologies used for transnational collaboration in the research sector, focusing in particular, on the sector of robotics.

Website: http://edurobot.edulife.com