

D6.5 CREATION AND DELIVERY OF RUN-EU SAPS

IPCA I Polytechnic of Cávado and Ave (WP6L)

26 of December, 2023

1. Catalogue introduction.

Within the ambitious plan of the RUN-EU Alliance, WP6 Short-Term Advanced Programmes has been responsible for designing and delivering Short-Term Advanced Programmes (SAPs) based on transnational curriculum and focusing on future needs and advanced skills, enabling the promotion of flexible international student mobility, innovative pedagogies and blended learning activities.

RUN-EU has conducted an amendment where the initial objectives were reformulated and adjusted by reviewing the number of SAPs to be held, from 80 to 55, and above all, by redesigning the educational offer.

However, in the last year of RUN-EU, it was possible to speed up the whole process and carry out several activities very close to the number initially indicated in the application, as we'll see below.

We developed the Research Challenge SAP's. A short advanced programme dedicated to research with a one-week duration. Intense challenges aligned with our Innovation HUB's, Research Areas, and Europe's objectives.

We have also created SAPs for Staff. Training programmes counted towards on-the-job training that aimed to internalise RUN-EU in the partner universities—disseminating the alliance's mission and commitment to workers at partner universities who, in principle, would not be directly related to the alliance's tasks. The experience of these SAPs (1st at IPCA, 2nd at SZE) for Staff proved to be a winning bet; not only did it have an extraordinary turnout, but the feedback was highly positive. An intercultural SAP and a sharing of good practices.

In addition to holding these SAPs, which mobilise students, researchers and Staff, we have created and developed Summer/Winter Schools that enable greater inclusion, sharing and mobility within the network. These new proposals, Youth Exchange Schools YES, are flexible, allowing groups of young people from different countries of the alliance to meet, live together and work on shared projects for short periods in the following EU values.

In this document, we present the complete catalogue of all the activities organised by WP6. Activities that could be replicated soon in different editions. This catalogue is also deposited on the official RUN-EU website and the platform created for developing SAPs.

<https://run-eu.eu/study-programmes/>

<https://web.ipca.pt/sap/wp-content/codevision/training/index.php?>

2. SAPs short description.

A shared and transparent definition of Short Advanced Programmes (SAPs) is fundamental to fostering common understanding, further development and trust within RUN-EU.

SAPs are transnational *curricula* focusing on the future advanced skills needs, enabling the promotion of flexible transnational mobility of students, innovative pedagogies and blended learning activities.

SAPs are means to increase the effectiveness and flexibility of Higher Education (HE) and to provide upskilling and reskilling opportunities to the labour force.

SAPs are designed to provide the learner with specific knowledge, skills or competencies that respond to societal, personal, cultural or labour market needs.

SAPs must have explicitly defined Learning Outcomes (LO) indexed at a Qualification Framework level, indicating associated workload in ECTS credits, assessment methods and criteria, and be subject to quality assurance in line with the European Standard Guidelines for Quality Assurance (ESG).

SAPs must have commonly agreed standards and a clear definition regarding mode of delivery, duration, workload, LO, ECTS range, assessment process, validation, and stackability, among others. SAPs have a common platform where students apply transparently to all partner institutions.

SAPs can be presented in diverse formats, have different typologies and be offered in multiple ways. This diversity and flexibility form part of their strength and allow for developing rich, meaningful and competitive solutions.

SAPs must be collaborative and involve at least 2 RUN-EU International full members. English is proposed as the standard working language for SAPs, but other languages may be used, notably for the SAPs focused on Culture and language.

Student-centred learning and teaching are essential in stimulating students' motivation, self-reflection, and engagement in the learning process. In the scope of the RUN-EU mission, SAPs are considered a means to promote and develop joint student-centred challenge and work-based flexible learning activities through collaborative and pedagogically innovative inter-university and interregional approaches to higher education.

In the first cycle of RUN-EU, the SAPs were explicitly aimed at students. Still, in the future, a wide range of target groups will be envisaged: students from all cycles of studies, academic Staff Staff, researchers, professionals, and life-long learners from regional and international stakeholders.

3. SAPs and YES in numbers.

By the beginning of 2022, we had carried out 25 SAPs. Still, considering that the covid 19 pandemic plagued the first years of RUN-EU and that travelling was almost impossible, the number proposed in the amendment was ambitious: 55 SAPs by the end of 2023. However, in 2023, it was possible, with the active collaboration of all the partners, to carry out a further 40 SAPs and 7 YES (one for each partner), totalling 72 activities. It should be noted that around ten new SAPs are planned and approved for 2024 as part of the project's continuity. We have exceeded the initial objectives in terms of creating activities at RUN-EU.

We asked the partners to report on student mobility and 1097 grants were declared by the partners. In addition, more than 1,500 students took part in the activities, including the hosts' students. Bearing in mind that each activity involves around five teachers on average and that these teachers also take part in mobilities, both before the activity and in face-to-face preparatory meetings (Group Exploratory Missions). In teaching at the partner universities, the numbers involved in the WP activities will naturally be higher and amount to approximately 2000 participants.

4. Catalogue of activities. Short Advanced Programmes (SAP) – Chronological Path.

SAP Diversity, Equity and Inclusion in an Educational Environment



The Short Advanced Programme (SAP) 'Diversity, Equity and Inclusion' is jointly organised by the NHL Stenden University of Applied Sciences (NHL Stenden), and by the Technological University of the Shannon (TUS). This SAP focuses on what extent are diversity, equity and inclusion taken into account when students take their first steps in a new learning environment

Achieving a diverse and inclusive learning and working environment is a pressing and complex challenge for both students and staff in higher education. It requires innovative forms of education. Research has shown that this starts at the beginning, with the induction of students.

SAP European Values and the 2024 European Parliament Elections



The Short Advanced Programme (SAP) 'European Values and the 2024 European Parliament Elections' is jointly coordinated by the NHL Stenden University of Applied Sciences (NHL Stenden) and the Polytechnic University of Leiria (IPLEiria).

This SAP will immerse students in the exploration of European values and their impact on the 2024 European Parliament elections, blending theoretical learning with practical projects.

It fosters key skills such as teamwork, critical thinking, and project management, relevant across various professional fields.

SAP Aspects of Interregional Development - Sustainable Growth and competitiveness Challenge



The Sustainable Growth and Competitiveness Challenge is jointly organised by the IPEiria, and the NHL Stenden University of Applied Sciences (NHL Stenden). This challenge is framed by the Sustainable Development Goals (SDGs) of the UN and addresses key issues related to the sustainable growth and development of regions, as it holds the utmost importance for fostering economic prosperity, enhancing social welfare, and bolstering the overall competitiveness of the European Union (EU).

SAP Aspects of Interregional Development - cooperation and inclusiveness Challenge



The Cooperation and Inclusiveness Challenge is jointly organised by the IPEiria, and the University of Győr – Széchenyi István University (SZE).

This programme is framed by the Sustainable Development Goals (SDGs) of the UN and addresses cooperation and inclusiveness challenges and opportunities that deepen into key aspects of interregional development.

With this learning experience, you will have the opportunity to be part of an interdisciplinary international group that will understand the essence of the European spirit and the principles that underpin cooperation within the European Union. Participants will explore policies, initiatives, and inclusive cross-border collaborations that reflect Europe's commitment to educational advancement and societal well-being.

advancement and societal well-being.

SAP Aspects of Interregional Development - Cultural Challenge



The Cultural Challenge is jointly organised by the IPEiria and the Polytechnic University of Cávado and Ave (IPCA). In a culturally friendly society, active participation is encouraged. It emphasises active involvement in achieving effective cultural democracy and cultural citizenship, but also in the everyday cultural production, the appreciation of cultural experiences, and deep respect for the diversity of values, models, practices, and views.

To achieve a comprehensive understanding of a society's cultural needs and recognise the significance of cultural rights and the need for renewed cultural policies, it is essential to foster synergy between culture and education, as well as artistic and cultural production.

SAP Aspects of Interregional Development - Digital Challenge



The Digital Challenge is jointly organised by the IPEiria, and the Vorarlberg University of Applied Sciences (FHV).

This programme addresses digital challenges and opportunities that delve into key aspects of interregional development and gain valuable insights into how digital goods and services are both a catalyst and a disruptor.

With this learning experience, you will have the opportunity to be part of an interdisciplinary international group that will propose novel, potentially disruptive, sustainable solutions where digital aligns with values of equity, diversity, and inclusion.

SAP Entrepreneurial Thinking in a Global Context - Research Challenge



Jointly organised by the Technological University of the Shannon (TUS) and the Polytechnic of Cávado and Ave (IPCA), the SAP Research Challenge 'Entrepreneurial Thinking in a Global Context' is an introduction on the principles of entrepreneurship and entrepreneurial thinking.

Students will explore the range of skills and the knowledge required to become successful entrepreneurs or intrapreneurs in a global business environment.

This SAP focuses on the development of simple business ideas, understanding fundamental business types, and examples of practical business planning.

Activities are designed to introduce concepts such as idea generation, feasibility analysis, competition analysis, branding, and promotion, alongside an overview

of financial forecasting and tracking. In addition, topics related to cross-cultural communication and multicultural teamwork are highlighted as crucial skills for a global entrepreneurial mindset.

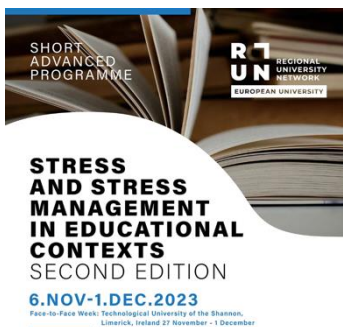
SAP Geopolitics in a Rapidly Changing World



Jointly organised by the NHL Stenden University of Applied Sciences (NHL Stenden) and the University of Győr – Széchenyi István University (SZE), the RUN-EU Short Advanced Programme (SAP) 'Geopolitics in a Rapidly Changing World', will help prepare RUN-EU students for the challenges in geopolitical context.

This SAP goal is to develop students' critical thinking skills and provide them with a framework for understanding the interplay between geography, power, economics, and international relations in global affairs. Which will entail analysing geopolitical phenomena from four different angles: legal, security, economic and environmental.

SAP Stress and stress Management 2nd Edition



Jointly organised by the Technological University of the Shannon (TUS) and the Polytechnic of Leiria, the second edition of the RUN-EU Short Advanced Programme (SAP) 'Stress and stress management in educational contexts', offers an active learning journey and approach, from the understanding of stress, to how to cope with it, particularly in educational contexts.

The goal is to provide participants with practical resources to better manage stress and increase participant skills to manage emotional and social well-being, as well as an understanding of when and how to seek support.

SAP Challenge for Staff RUN-EU Path – 2nd Edition



RUN-EU is an alliance of higher education institutions drawn from all regions of Europe.

The EU and RUN-EU both aim to foster common understanding, further development, and trust among its members, which brings certain challenges.

The Short Advanced Programme (SAP) 'Challenge for Staff' will help prepare staff for those challenges by addressing questions such as:

16-20.OCTOBER.2023

- What is this world of RUN-EU?
- What does it mean to promote a European University that embodies the values of sustainability, multiculturalism, and inclusiveness in all its work? How can I navigate my way through it?
- How can I operate and work effectively in such a multicultural and multilingual context among the alliance regions?

The aim of this SAP is to develop staff awareness among RUN-EU that contributes to its mission, aims, and goals.

SAP Game Changing Games – 3rd Edition



The complexity of global challenges is constantly rising. Can we change the game with games? Taking this question as a starting point, in this SAP, students will understand how game designers can address these complexities to incite change, fostering the sustainable co-existence of humans and the ecological systems. Creating games that motivate people to engage with these topics in a playful way could be one way of making critical issues intelligible and experienceable. This SAP is jointly coordinated by the Vorarlberg University of Applied Sciences (FHV), the Polytechnic of Cávado and Ave (IPCA), and the NHL Stenden University of Applied Sciences (NHL Stenden).

2-27.OCTOBER.2023

Face-to-Face Week: Vorarlberg University of Applied Sciences, Austria 16-20 October

SAP Mapping the Identity of the RUN-EU-er 3rd Edition



Europe, as a region, is known for its cultural diversity and pluralism and RUN-EU, as part of that community, reflects this mosaic of cultures and languages.

The European Union and RUN-EU aim to foster common understanding, further development, and trust among its members, which raises some challenges.

This SAP will help prepare RUN-EU students for those challenges by addressing questions such as: What is this world of RUN-EU? How can I navigate through it? Who am I in it? Who is the RUN-EU-er? How can I study and work effectively in such a multicultural context?

2.OCT-10.NOV.2023

Face-to-Face Week: Vorarlberg University of Applied Sciences, Austria 6-10 November

This SAP aims to develop students' intercultural skills to enable them to operate within several cultures at the same time.

Conflict Resolution Mediation in Action



Mediation is an alternative dispute resolution (ADR) mechanism based on the dialogue between parties, facilitated by a mediator, aimed at the construction of an agreement that satisfies their interests.

It empowers individuals, families and communities by providing them with the necessary knowledge, resources and strategies to create meaningful solutions that will work for all parties involved. With the right support, mediation can be a powerful and transformative tool for resolving conflicts and improving relationships.

With this course it is intended that the students become familiar with the characteristics of mediation, its procedure and its practical application. Students will also acquire communication and conflict management techniques and will develop ethical and cultural awareness, emotional sensitivity, personal empathy, creativity, and balance.

Critical Thinking



Critical thinking is the analysis of available facts, evidence, observations, and arguments to form a judgment. It is the art of making a judgment through the use of rational, skeptical, unbiased, and scientific thinking when analysing or evaluating factual evidence.

Employers value employees who possess these skills, as they contribute to the growth and success of the company.

The RUN-EU Short Advanced Programme (SAP) 'Critical Thinking' will enable students to analyse information objectively, identify problems and find effective solutions, improve communication skills, and think creatively.

Engineering Applications in Python, 2nd Edition



This SAP aims to give an initial introduction to programming for undergraduate and postgraduate students with some knowledge of a programming language and is oriented to engineering applications. We will use the Python programming language, which is an object-oriented, high-level programming language with dynamic semantics, will be used. It is open-source and available for all major platforms and is being used by a large and supportive community of users. Since Python supports modules and packages, programme modularity and code reuse are encouraged. Contributors have made many Python modules and packages available, expanding Python capabilities and applications.

Living Playground in Finland



The SAP Living Playground proposes the knowledge and enhancement of the social and environmental heritage of the chosen territory and setting up proposals for the intervention in the public space that promote individual and collective wellbeing, creating dynamics of living space that involve the community, encouraging their direct participation in its preservation and development. The programme's strategic approach is based on the knowledge of the site's identity, within its various dimensions (native flora and fauna, land conditions, current and past uses, sun exposure, hydrographic index, winds, e.g.), as the genesis of a plan, restoring and establishing ecosystems, from a micro to a macro scale.

Hack Your Device, Explore an Island – Fundamentals of Cyber Security



This SAP is coordinated by NHL Stenden, Polytechnic of Leiria, IPCA, TUS and FHV. Work in groups to perform a penetration test on an “Internet of Things” device of your choice. Learn how to hack the device, showcasing your creativity and problem-solving skills. Final deliverables include a pen testing report, presentation, and plenty of fun. Basic computer knowledge and comfort with technology required. Focus on diagnosing IoT-related threats, detecting current and future attacks, effective communication for information security, and applying business principles for analysis and decision-making. Introduction to cybersecurity, network security, cryptography, and intercultural competence in (neuro)diverse teams. Gain practical insights on IoT, Cyber Security, and pen testing for the future job market.

RUN-EU Research Challenge SAP “Tourism”



This SAP Research Challenge aims to promote the development of in-person R&D activities focused on the field of Marketing, Hospitality and Tourism. The SAP program is divided into two components: training and group research. The training component will be based on the short thematic workshops taught by experts. These workshops will focus on emerging topics namely, Digital Marketing, Consumer behavior in a digital world, Human Resources in tourism, Territorial Marketing, Sustainable tourism, creative tourism, and training in basic research components, namely, Research Methodologies, Data Analysis, Scientific Writing, Preparations of Scientific Pitches, and Funding Opportunities.

RUN-EU Research Challenge SAP “Accounting and Finance CCISF”



This SAP Research Challenge aims to promote the development of in-person R&D activities focused on the field of New Perspectives in Accounting and Finance Research. The SAP program is divided into two components: training and group research. The training component will be based on the short thematic workshops taught by experts. These workshops will focus on emerging Accounting and Finance related topics, namely, digital and dialogic accounting, accountability and reporting on SDGs, green tax, finance topics, entrepreneurship, and communication, and training in basic research components, namely, Research Methodologies, Data Analysis, Scientific Writing, Preparations of Scientific Pitches, and Funding Opportunities.

RUN-EU Research Challenge SAP “Artificial Intelligence 2AI”



This SAP Research Challenge aims to promote the development of in-person R&D activities focused on the field of Artificial Intelligence (AI). The SAP program is divided into two components: training and group research. The training component will be based on the short thematic workshops taught by experts. These workshops will focus on emerging AI-related topics namely, Natural Language, Processing, Deep Learning for Computer Vision, Tiny AI, Collaborative Robots, Simulation and Additive Manufacturing and training in basic research components, namely, Research Methodologies, Data Analysis, Scientific Writing, Preparations of Scientific Pitches, and Funding Opportunities.

RUN-EU Research Challenge SAP “Design ID+”



This SAP Research Challenge aims to promote the development of in-person R&D activities focused on the field of Design (ID+). The SAP program is divided into two components: training and group research. The training component will be based on the short thematic workshops taught by experts. Project coordinators presenting current projects. Also, we will have training in basic research components, namely, Research Methodologies, Data Analysis, Scientific Writing, Preparations of Scientific Pitches, and Funding Opportunities.

Numerical Methods in Python Programming



This SAP aims to introduce numerical methods to undergraduate students with some basic Python programming language skills and some mathematics skills in differentiation and integration. Students should have some prior knowledge of working with a computer, editing files, and downloading and installing software. The students will acquire general skills in elementary numerical analysis, and knowledge and techniques associated with problems and engineering sciences applications. In this SAP we propose the use of the Python framework provided by Anaconda and the classes will be supported by Jupiter Notebook. It is assumed that if students use their own computers in classes, they will already have installed the Anaconda framework in their computers.

SAP CHALLENGE FOR STAFF RUN-EU PATH



RUN-EU is an alliance of higher education institutions drawn from all regions of Europe. The EU and RUN-EU both aim to foster common understanding, further development, and trust amongst its members. This brings with it certain challenges. This SAP will help prepare staff for those challenges by addressing questions such as: What is this world of RUN-EU? What does it mean to promote a European University that embodies the values of sustainability, multiculturalism, and inclusiveness in all its work? Among others.

Sustainable Footwear Futures



Sustainable Footwear Futures is a skill enhancing and sustainable practice-based programme enabling participants from design, fine art and engineering degrees to explore creative applications for regenerative fibers and digital fabrication techniques for textiles, pattern drafting, technical footwear production techniques and innovative digital design processes. Each of the partners comes from a strong background in Fashion, Textiles and Footwear Design.

RUN-EU Research Challenge SAP Delivering on the Socio-Economic Transition within the EU



24-28.APRIL.2023

RUN-EU Research Challenge SAPs will bring together research students from all members of RUN-EU to develop joint innovative approaches and research project proposals focused on addressing the EU priority areas of socio-economic challenges. As part of this SAP program research students will be provided with master classes in the EU priority areas, innovation and educators of the RUN_EU community.

RUN-EU Research Challenge SAP Delivering on the Socio-Economic Transition within the EU



24-28.APRIL.2023

RUN-EU Research Challenge SAPs will bring together research students from all members of RUN-EU to develop joint innovative approaches and research project proposals focused on addressing the EU priority areas of socio-economic challenges. As part of this SAP program research students will be provided with master classes in the EU priority areas, innovation and educators of the RUN_EU community.

RUN-EU Research Challenge SAP Delivering on the digital transition within the EU



24-28.APRIL.2023

The participants will get a general insight into the main paradigms of Industry 4.0. After the general overview, some sub-topics will be discussed in more detail. The concept of digital twins, industrial modelling and high-performance computing, image processing with medical applications, robotics, and automation are also covered during the week. Lectures involving internationally recognized professors from the field of innovation, design, sustainability and green future enhance future collaboration and responsible problem-solving.

RUN-EU Research Challenge SAP Delivering on the Green Transition within the EU




SHORT ADVANCED PROGRAMME

RUN-EU RESEARCH CHALLENGE SAP DELIVERING ON THE GREEN TRANSITION WITHIN THE EU

24-28.APRIL.2023

In this challenge of delivering on the Green Transition within the EU, the participants will get the opportunity to learn about the cutting-edge sustainability topics essential for the green transition in our economy. They can acquire this knowledge through sub-topics closely connected to this SAP's goal. The subject of green products cities, architecture, and mobility will be incorporated. During the week, the participants get insights into the relevant and up-to-date results of sustainability research from internationally recognized professors.

Stress and Stress Management in Educational Contexts 1st Edition



SHORT ADVANCED PROGRAMME

STRESS AND STRESS MANAGEMENT IN EDUCATIONAL CONTEXTS

29.MAY-23.JUN.2023
Face-to-Face Week: Polytechnic of Leiria, Leiria, Portugal 19-23 June

This SAP offers an active learning journey and approach from the understanding of stress to how to cope with it, particularly in educational contexts. The programme comprises 4 weeks of online workshops and 1 intensive in-person workshop week.

The objective is to provide participants with practical resources to better manage stress and increase participant skills to manage emotional and social well-being, as well as an understanding of when and how to seek support.

Engineering Applications in Python



SHORT ADVANCED PROGRAMME

ENGINEERING APPLICATIONS IN PYTHON

17.APR-7.JUL.2023
Face-to-Face Week: Polytechnic of Leiria, Portugal 3-7 July

This SAP aims to give an initial introduction to programming for undergraduate and postgraduate students with some knowledge of a programming language and is oriented to engineering applications.

To accomplish this goal, we will use the Python programming language (<https://www.python.org/>). The Python programming language is an object-oriented, high-level programming language with dynamic semantics. It is open source and available for all major platforms. Python is being used by a large and supportive community of users.

Sustainable Tourism Destinations



Sustainability in tourism is an inevitable path and is being embraced with increasing awareness by stakeholders in the sector worldwide.

Sustainable tourism must make appropriate use of environmental resources, respect the socio-cultural authenticity of communities and ensure that economic activities are viable in the long term.

This course provides an insight into the social, cultural, economic and environmental perspectives of tourism. It aims to raise awareness of sustainability and circularity, reflect on good sustainability practices related to the tourism sector, and train the students in applied research and consultancy in the field of sustainable development.

Ethics & Values in Hospitality and Tourism Management



This module will introduce students to the latest research, issues and challenges in the hospitality and tourism industry in the context of ethics and values. The United Nations Sustainable Development Goals provide a framework for the module.

The aim of the module is to develop in students a critical understanding of ethical and value related research relevant to hospitality management and to provide experience of learning in a field-based setting.

Smart Everything: A Collaborative Process – 2nd Edition



Co-creation has proven to be one of the most successful ways to generate value, enrich consumers' experiences, and ultimately create products that seamlessly solve real problems sustainability and ethically.

The course introduces students to how new technological developments, interconnectedness, and product development with visual programming and AI, IoT, or AR are applied. It will do so with an industry-focused curriculum across multiple sectoral domains.

This course invites us to fulfill the urgent coordination between the makers (IT) and the marketers. It rethinks the practice of design, development, and consumer relationship into a more collaborative process.

Supportive Care in Loss, Grief, and Bereavement: An Interdisciplinary Approach



This SAP will consolidate learning, drawing on previous knowledge and skills to develop confidence and competence in managing holistic support of people during the process of loss, death and dying. The content of this module is such that students will be able to be more confident and competent in working with people who are experiencing a loss or have been bereaved. The support of those experiencing loss, including the ones suffering from traumatic losses (suicide, homicide, overdose...) and bereavement is a fundamental principle to deal with suffering and existential issues. Students will be encouraged to routinely reflect on the work undertaken throughout the module and to apply this into practice to enhance compassion and competence when working with bereaved people who are experiencing a loss.

Person-Centred Social and Health Services in Finland



The traditional model of care is transitioning from an acute hospital-based model to a socially driven wellbeing model. This requires health and wellbeing faculties delivering nurse and wellbeing education programmes across Europe to include the social needs of people utilising health and social care services in the modern era. This SAP will help prepare students for that future.

Social and Community Engagement in the Irish Health and Social Sector



The traditional model of care is transitioning from an acute hospital-based model to a socially driven wellbeing model. This requires health faculties delivering nurse education programmes across Europe to include the social needs of people utilising health and social care services in the modern era. Many of these services are delivered by both government-sponsored and non-governmental organisations and it is therefore essential that students develop an understanding of these changing services in diverse regional contexts as they are impacted by national and regional factors.

Six-Sigma Manufacturing Processes Improvement



Six-sigma is a method to improve the performance and capability of business processes to consistently provide compliant product parts.

Objectives

Learn the fundamentals of Lean and six sigma to define and lead a process improvement project.

Acquire statistical skills to measure, analyse, improve and control Six Sigma projects.

Gain knowledge of methods to implement changes in production processes ensuring that those changes have had the desired effect and are sustainable.

Who Are We? Mapping the Identity of the RUN-EU-er – 2nd Edition



The aim of this SAP is to develop students' intercultural competence to enable them to operate within several cultures at the same time. By promoting multiculturalism and multilingualism among the alliance regions, supported by student mobility, innovative pedagogies and blended learning activities, the programme also aims to contribute to societal needs and lifelong learning.

Preventing the Social Exclusion of Young People – 2nd Edition



Young people are among the most vulnerable in society. 1 out of 5 children live in families that are at risk of poverty, and one third of young adults in Europe are currently unemployed, not in education or training and face social exclusion. Creating an inclusive community was a primary goal in the process of European integration from its start and the economic crisis places new weight on this objective. It's important to ensure the inclusion of all young people in a society in which they are environmentally active, educated and able to make a difference. Social service can provide innovative and creative approaches to build inclusive and sustainable communities for youth and to minimise social and climate inequalities.

The Power of the Dutch Social and Health System



The traditional model of care is transitioning from an acute hospital-based model to a socially driven wellbeing model. This requires health and wellbeing faculties delivering nurse and wellbeing education programmes across Europe to include the social needs of persons utilising health and social care services in the modern era. This SAP will provide a mechanism for students to gain an insight into the delivery of services at both national, Dutch and wider European level through a collaborative cross-faculty approach in the delivery and assessment of this SAP. It is essential for all involved, participants and organisations, this SAP to develop internationalisation for nursing students at this time to meet the professional regulatory requirements and ensure the quality of student learning towards 2030 in line with the WHO guidance.

Impactful Content Creation – Making Media That Matters



Any impactful content has three pillars: timelessness, relevance, and engagement. Therefore, each piece of content must have an endearing message that people can connect with for years to come. This has emerged as a key pillar in today's dynamic media environment.

Therefore, the purpose of this SAP is to gain knowledge regarding the creation of value for all stakeholders through impactful (meaningful) content.

Design Based Education centers around design, because design is about co-creating value.

Living Playground in Portugal



The SAP Living Playground proposes the knowledge and enhancement of the social and environmental heritage of the chosen territory and setting up proposals for intervention in the public space that promote individual and collective well-being, creating dynamics of living space that involve the community, encouraging their direct participation in its preservation and development.

The programme's strategic approach is based on the knowledge of the site's identity, within its various dimensions (native flora and fauna, land conditions, current and past uses, sun exposure, hydrographic index, winds, e.g.), as genesis of a plan, restoring and establishing ecosystems, from a micro to a macro scale.

Sustainable & Inclusive Marketing Strategies



The objective of this SAP is to provide interdisciplinary students from across the RUN EU network (future graduate global citizens) with an awareness of an ethical and sustainable approach to designing and implementing marketing strategies within the organisations they will work with and for that contributes to the triple bottom line of planet, people and profits. In the future it is hoped that all organisations will adapt socially responsible marketing practices and our students will be leaders in this area. This SAP will not only identify current tools and models of marketing strategy, but it will also apply these to a real-life non-profit organisation/Public Sector Institution. The SAP will be delivered using principles of Universal Design Learning (UDL).

Circular Design with Plastics – 2nd Edition



This is an introductory course aimed at those interested in becoming familiar with Circular Design (specifically with Plastics), Circular Economy, and Circularity. Participants will be introduced to the topic of Circular Design, starting from a variety of concepts, passing through several important approaches and methodologies, and finally covering some specific tools (in terms of their purpose and how they are employed, and not learning to use them in detail).

Aspects of Wellbeing Societal Challenge



Businesses nowadays are becoming more concerned about the sustainable future of our planet and society. But in order for changes to start happening, it needs leaders who understand that actions taken have to also consider people. A sustainable planet includes a sustainable population. The economy done with purpose is focusing on the wellbeing of society and environment. Valuable meaning has to be added to this shift, companies need to enable personal growth and cultivate supportive mindset for a greener future.

Aspects of Wellbeing Financial Challenge



Businesses nowadays are becoming more concerned about the sustainable future of our planet and society. But in order for changes to start happening, it needs leaders who understand that actions taken have to also consider people. A sustainable planet includes a sustainable population. The economy done with purpose is focusing on the wellbeing of society and environment. Valuable meaning has to be added to this shift, companies need to enable personal growth and cultivate supportive mindset for a greener future.

7-11.NOVEMBER.2022
Face-to-Face Week: HAMK, Hämeenlinna, Finland 7-11 November

Aspects of Wellbeing Personal Challenge



Businesses nowadays are becoming more concerned about the sustainable future of our planet and society. But in order for changes to start happening, it needs leaders who understand that actions taken have to also consider people. A sustainable planet includes a sustainable population. The economy done with purpose is focusing on the wellbeing of society and environment. Valuable meaning has to be added to this shift, companies need to enable personal growth and cultivate supportive mindset for a greener future.

7-11.NOVEMBER.2022
Face-to-Face Week: HAMK, Hämeenlinna, Finland 7-11 November

Aspects of Wellbeing Ecological Challenge



Businesses nowadays are becoming more concerned about the sustainable future of our planet and society. But in order for changes to start happening, it needs leaders who understand that actions taken have to also consider people. A sustainable planet includes a sustainable population. The economy done with purpose is focusing on the wellbeing of society and environment. Valuable meaning has to be added to this shift, companies need to enable personal growth and cultivate supportive mindset for a greener future.

7-11.NOVEMBER.2022
Face-to-Face Week: HAMK, Hämeenlinna, Finland 7-11 November

Simulating Complex Realities with Serious Gaming



The purpose of the program is to introduce students to a design-based research approach to the development of serious games for dealing with complex issues of change and sustainability. The focus will be on the questions of how to develop serious games for learning and research of sustainability issues and how to ensure that serious games deliver the expected value to the stakeholders involved.

Game Changing Games 2nd Edition



The complexity of global challenges is constantly rising. Can we change the game with games?

Taking this question as a starting point, in this short-advanced program our goal is to understand how game designers can address these complexities to incite change, fostering the sustainable co-existence of humans and the ecological systems. Creating games that motivate people to engage with these topics in a playful way could be one way of making critical issues intelligible and experienceable.

Drawing and Technology: The role of drawing and technology towards the preservation of cultural heritage



In today's technologically driven society what role does traditional drawing have in the preservation of our cultural heritage? Discover how these traditional values intersect with contemporary art & design practice and technological sophistication.

Exploring the rich culture of the city of Barcelo's, students are encouraged to make architectural studies, examine museum artifacts, and create renderings of the living presence of the city's inhabitants. These traditional approaches to drawing and illustration are to be finalised in a digital format, where student's work will be displayed in an augmented reality exhibition walk.

Who are we? Mapping the Identity of the RU-EU-er



The aim of this SAP is to develop students' intercultural competence to enable them to operate within several cultures at the same time. By promoting multiculturalism and multilingualism among the alliance regions, supported by student mobility, innovative pedagogies and blended learning activities, the programme also aims to contribute to societal needs and lifelong learning.

In this context, students will:

- explore their own culture and learn about other cultures
- characterise the ideal RUN EU-er
- develop a critical cultural awareness of their immediate, regional, global environments (e.g., RUN-EU)
- develop cross-communication skills when exchanging ideas with others from different backgrounds.
- 'taste' the languages of RUN-EU by participating in language taster session.

Design Expedition Arctic Super Food Challenge



Design Expedition is blended project and challenge-based learning experience, where both multidisciplinary and multinational student teams aim to create solutions to task provided by a business partner. The Design Expedition includes lectures, workshops and project work. The Design Expedition project also includes a final pitching event and a reflective session, where the students will assess their own learning during the course. Coaches from RUN-EU partner universities will be aiding the student teams during the project period.

In Design Expedition students will learn design thinking and doing and business design in an authentic real life business challenge. Students will discover, define, develop, deliver and evolve problems and solutions. Various design thinking and business design tools are used.

Design of Cold-Formed Steel Structures



This SAP aims to address the design of cold-formed structures according to the Eurocodes. Special attention is given to the specific challenges involved, particularly concerning structural principles of stability and failure modes not found in the design of hot-rolled and fabricated steel structures.

Due to its sustainability the use of the Light steel framing (LSF) systems is increasingly growing. Today light steel members are used for purlins and other secondary elements in steel construction. The complexity of design of these structures/ members makes this a hugely relevant short course for the industry.

How to Navigate Through Unfamiliar Contexts



05-31.MAY.2022
Face-to-Face Week! HAMK, Finland 16-20 May

To face the challenges demanded by a changing and uncertain world, we need a variety of skills to navigate through unfamiliar contexts. These kinds of skills are called generic competences or future skills. These skills include, for example collaborating with others, problem solving, flexibility, and taking responsibility. Also, balancing with contradictory demands requires empathy, compassion and respect towards oneself and others. Moreover, skills to learn in a self-directed manner and reflecting on own development play an increasingly important role in the future of work. Overall, future skills are important for employability and success in

the world of work and most importantly, they have the potential to enhance individual and collective wellbeing. The aim of the SAP is that the participants recognise the importance of future skills and set goals for developing their own future skills.

Challenging Game Development



9-20.MAY.2022

This Short-Advanced Programme is an introductory course for digital game development, covering the whole game development lifecycle, from the idealization to its analysis, creation of a storyboard, preparing assets, codifying the game logic, and testing. These topics will be addressed at a high level, allowing attendees to understand the different development phases, and how they integrate into a game project. The Challenging Game Development course will not teach programming basics or advanced animation techniques. The main goal is to allow participants to know how to communicate inside heterogeneous teams.

Preventing the Social Exclusion of Young People



15.MAR-25.APR.2022

Young people are among the most vulnerable in society, particularly during a serious economic downturn 1 out of 5 children live in families that are at risk of poverty, and more than one third of young adults (18 and 24) in the European Union are currently unemployed and not in education, employment or training. Social exclusion doesn't just affect people who are materially deprived. Approximately 1 out of every 3 people in Europe face social exclusion. Creating an inclusive community was a primary goal in the process of European integration from its start and the latest economic crisis placed new weight on this objective.

Smart Everything: A Collaborative Process



Co-creation has proven to be one of the most successful ways to generate value, enrich consumer' experiences, and ultimately create products that seamlessly solve real problems sustainably and ethically. During this course the makers (IT students) and the marketers (business students) will enhance the understanding of multiple viewpoints and expertise to create a more collaborative process.

Go for a Digital Product: Biosensing Health



Featuring a design challenge for a digital product for advancing physical health, this Short-Advanced Programme (SAP) brings together engineering and design students to improve people's lives. The programme invites students to explore possibilities of digital technology to advance physical health.

Students will learn how to apply design thinking in digital product development and how to run an innovation process in an international multidisciplinary team. The students gain knowledge of the specific technology to be used in the design challenge and learn critical elements in the nexus of technology and design. The programme consists of two mobility weeks (Finland, Portugal) and online period with teamwork.

Future Explorations



Global challenges form the starting point of this Short-Advanced Program, which draws on methods of future assessment, design and innovation development to explore pathways to ecologically and socially sustainable futures. Each "edition" of "Future Explorations" focuses on one challenge area, the first being mobility and transport.

RUN-EU Sustainable Development – Social Enterprise Challenge

There are a number of communities implementing positive changes when it comes to building local resilience. Sometimes this change is being implemented in the face of or as a result of unsuitable policies stemming from a top-down central approach rather than policies that consider local particulars or the needs from bottom-up approach in certain policy areas. More can be done to empower communities by building their capacity to implement changes. This could then allow them to have a positive impact on their community in terms of maintaining a sustainable and pro-active community. Increased awareness is needed around the beneficial impacts of such an approach and help is needed for communities to identify and equip themselves with the knowledge, skillsets and competencies to develop sustainable communities that are best set to adapt, maintain and protect their environment and make places that people will be able to live, work and visit.

RUN-EU Bioplastics SAP Challenge

Bio-based plastics can make a strong contribution as they use sustainably sourced biomass as feedstock for their production. They help to diminish the dependency on fossil resources and reduce the emission of greenhouse gases. Mechanical or chemical recycling of those bio-based plastics further adds to the reduced environmental footprint of these products. The same applies for biodegradable and compostable plastics as they increase recyclability-options by adding composting and helping to create clean organic waste streams. European Bioplastics (EUBP) also focuses on sustainable products as well as on packaging. In this regard, EUBP looks forward to closely working together with the new Commission in order to create a sound regulatory framework for the use of biobased as well as for biodegradable and compostable plastics.

RUN-EU Food SAP Challenge

The RUN-EU Food Challenge seeks applications from interdisciplinary teams proposing novel, potentially disruptive, sustainable solutions to reduce food loss and waste across the full breadth of the food supply chain from “farm to fork”. Under this challenge, we are asking teams to propose cutting edge solutions to this global challenge. This could be through the creation and development of cutting-edge and disruptive technologies in a range of areas or through radical public policy formation. The Food Challenge should be visionary, drawing on insights relating to current trends and future possibilities where Europe and the world could benefit significantly. The Food Challenge should be inspirational and provide the basis for strong engagement between public and private sector stakeholders, and with the public and address barriers to innovation, which, if overcome, can create significant benefits for society.

RUN-EU Eco-innovate Challenge

The RUN-EU ECO-Innovate Challenge seeks applications from interdisciplinary teams proposing novel, potentially disruptive, sustainable solutions to replace peat horticultural products for plant growth. Under this challenge, we are asking teams to propose organic based solutions from current food services or food manufacturing industries to address this global challenge. Millions of tons of dried organic biomass are produced by EU member states annually which may through the creation and development of cutting-edge and disruptive technologies or processes be suitable for use as peat alternatives. The ECO-Innovate Challenge should be visionary drawing on insights relating to current trends and future possibilities where Europe and the world could benefit significantly. The ECO-Innovate Challenge should be inspirational and provide the basis for strong engagement between public and private sector stakeholders, and with the public and address barriers to innovation, which, if overcome, can create significant benefits for society.

How to Navigate Through Unfamiliar Contexts: Develop your skills for the future

To face the challenges demanded by a changing and uncertain world, we need a variety of skills to navigate through unfamiliar contexts. These kinds of skills are called generic competences or future skills. These skills include, for example, collaborating with others, problem solving, flexibility, and taking responsibility. Also, balancing with contradictory demands requires empathy, compassion and respect towards oneself and others. Moreover, skills to learn in a self-directed manner and reflecting on own development play an increasingly important role in the future of work. Overall, future skills are important for employability and success in the world of work and most importantly, they have the potential to enhance individual and collective wellbeing. The aim of the SAP is that the participants recognise the importance of future skills and set goals for developing their own future skills.

Game Changing Games

The complexity of global challenges is constantly rising. How can designers address these complexities to incite change fostering a sustainable co-existence of human and ecological systems? Creating games motivating people to engage with a topic in a playful way could be one way of making critical issues intelligible and experienceable. But can we exchange the game with games?

Circular Design with Plastics

Circular Economy is a hot topic and a trendy term. However, what does it really imply for industry, for society, and for development? What are the existing and the emerging challenges?

Every drop of water on the planet has been here for millennia, in a constant cycle of renewal. The aim of circular plastics is to take this approach to plastics and earth's finite resources. The broad picture of the circular economy is defined by (Murray et al., 2017) as "an economic model wherein planning, resourcing, procurement, production and reprocessing are designed and managed, as both process and output, to maximise ecosystem functioning and human well-being". The revised Waste Framework Directive (WFD), adopted on 30 May 2018, sets out a greater ambition for prevention, preparation for reuse and recycling than ever before, acknowledging that a more Circular Economy could significantly reduce greenhouse gas emissions associated with resource extraction and production as well as creating many new jobs. The Environmental, social and economic benefits of circular based process and output operation are significant: Firstly, these activities keep goods within the economy and thereby reduce waste production, leading to a reduction in raw material extraction, manufacturing and transport. Secondly, these activities avoid the creation of recalcitrant wastes and the need for elaborate waste management. Thirdly, the EU acknowledges that circular economic implementation has the potential to positively impact social and economic benefits including jobs and growth, the investment agenda, the social agenda and industrial innovation.

Design Expedition: Emotional Intelligence Meets Artificial Intelligence in Business Design

The Design Expedition: Emotional Intelligence Meets Artificial Intelligence in Business Design is a RUN-EU Short Advanced Programme, jointly coordinated by HAMK and IPCA, offering an experimental learning journey to emotions and artificial intelligence during a 1 week. Participants will be grouped into multidisciplinary and multicultural teams.

The Challenge is to create a solution for the interactive future customer experience of a grocery store visitor. Participants must create a solution to encompass the possibilities connected but not limited to computer vision, emotional intelligence and artificial intelligence applications.

YOUTH EXCHANGE SCHOOL – Chronological Path

YES! Communication: The key to Social Inclusion



This first summer edition is called 'Communication – The Key to Social Inclusion' and aims to provide the attendants with skills and knowledge that foster inclusivity in communication, ensuring accessibility and engagement for all.

Through workshops and debates on accessibility techniques for document design and dissemination, as well as through site visits and shared living experiences, within and outside the learning environment, participants from the different countries of the alliance can learn how to communicate effectively and inclusively.

YES! Hung(a)ry for Culture



This new edition is called 'Hung(a)ry For Culture' and will immerse participants in the richness of Hungarian culture and language, nurturing intercultural appreciation, linguistic insight, and personal development.

Through exploring the dynamic city of Győr and active involvement in diverse educational and recreational pursuits, students will cultivate a profound affinity for Hungarian heritage and forge connections with peers from various global backgrounds.

YES! The Analog Strikes Back



This new edition is called 'The Analogue Strikes Back'. During this YES, students will be taken to a distant moment in space-time without computers, where the Internet still remains a mere figment of the imagination, a world untouched by the enigmatic allure of smartphones and technology.

On this transformative journey, students will confront a profoundly new reality that immerses them in an analogue-dominated environment that will be explored through various media such as music, imagery, photography, and design.

Students will explore analogue tools and techniques, venturing into the multi-dimensional essence of physical objects: weight, texture, shape, and volume will guide this process, transcending the one-dimensional constraints of the digital domain.

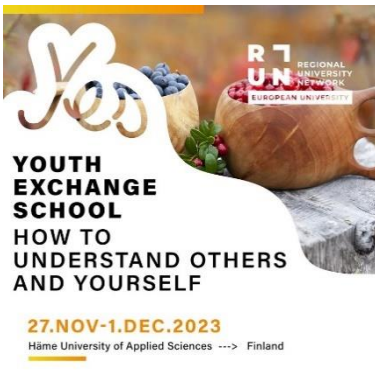
YES! AI for a Sustainable Future: Unleashing Interdisciplinary Innovation



This second edition is called 'AI For a Sustainable Future: Unleashing Interdisciplinary Innovations' and will explore how Artificial Intelligence can be harnessed to address the major challenges of the 21st century, from environmental preservation and social inclusion to digital advancement and democratic governance.

The event will provide a platform for university students from various fields to exchange ideas, enhance their understanding of AI, and collaborate to develop innovative, AI-powered solutions for a sustainable future. By fostering an interdisciplinary approach, the program seeks to empower the next generation of leaders, innovators, and thinkers to navigate the AI-centric world.

YES! How to understand others and yourself



This edition is called 'How to Understand Others and Yourself'. In this YES students will gain valuable knowledge about how to understand others, but most of all how to understand themselves.

During this week, attendees will have interactive workshops, insightful lectures and mini-challenges, and might even experience some Eureka moments, gaining more confidence in who they are and how they experience things.

YES! Solving Wicked Problems Through Design Based Education



This edition is called 'Solving Wicked Problems Through Design Based Education'. The attendants will experience Design-Based Education (DBE): Multidisciplinary collaboration, a Design Thinking approach, an International and intercultural setting, Sustainable Education and Personal Leadership.

Students will learn that they can take ownership of and contribute to a changing world by becoming Future Thinkers and Future Doers.

In one week, they will develop their communication and problem-solving skills through a cyclical design approach in small multidisciplinary project groups, and experience a multitude of Future Design tools that facilitate this process.

YES! Design & Technology



This edition is called 'Design & Technology Innovation'. Over five days, dynamic teams will work innovatively to solve real-world problems through design actions and activities.

Solutions will be realised by creating digital and physical artefacts, creating an inclusive and enriching short mobility experience for students and fostering a sense of European cooperation between RUN-EU.

Students will immerse themselves in a fun, creative and stimulating environment where they will be involved in practical, hands-on challenges that will spark their imagination and encourage creativity.