

PARTNERSHIP

7 partners from 6 different European countries are involved in this project:



Equalita, Institut für Qualifizierung und Vernetzung in Europa e.V. (Germany)

Büro für Kultur- und Medienprojekte gGmbH (Germany)

Humanitas (Slovenia)

Pixel Associazione Cultural (Italy)

Edumotiva - European Lab for Educational Technology (Greece)

FAE Foundation (Poland)

Foundation for development of the cultural and business potential of the civil society (Bulgaria)

Cultural Peer-Learning goes Online

Digital Learning in Global Adult and Youth Education

cultural exchange
digitalisation
diversity
environmental sustainability
inclusion
global topics
digital methods

Project number:
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Website:
www.culpeer-digital.eu

CONTEXT

Since the year 2000, the project partners invite artistic groups from the Global South to present their creative performances as non-cognitive access to Global Education in youth and community centers and other public places. Hereby they present their cultural variety and creativity and, most importantly, how they deal with such challenges as living in poverty, life in a refuge, child prostitutes and damages caused by climate change.

Due to the Corona pandemic the groups from the Global South couldn't travel as used in the past years. Therefore the partners started to develop and exercise alternative strategies by digital concepts and online activities for the Cultural Peer-Learning approach.

AIMS

CULPEER digital aims to develop and transfer online formats and digital concepts for cultural peer-learning approaches in Global Education and Intercultural Learning for awareness-raising on global issues, social integration and cultural participation.

The project CULPEER digital focuses on inclusion and diversity through digital cultural learning methods for pedagogues in adult education, especially those working with persons with fewer opportunities. Furthermore the project contributes to the limitation of climate change by making an intercultural exchange in global topics available through digital exchange and less travel.

TARGET GROUPS

- pedagogues, who work in adult or youth education
- multipliers and influencers to promote the e-learning platform
- refugees and migrants, who benefit from creative learning methods and receive adequate education which will facilitate their everyday life in Europe

PROJECT RESULTS

- e-learning course on digital culture and peer-learning approaches
- online platform with divers OERs (open educational resources) for digital cultural peer-learning
- film center CULPEER digital