European Competition
Rules and Guidelines

✳ PI·VET

Content

1. Introduction

"Co-Creating Sustainable Learning Programs" is a European Competition addressed to Vocational Education and Training (VET) Providers, implemented in the scope of the "Powering the Innovation of VET (PI-VET)" project, Cooperation Partnership co-funded by the Erasmus+ Programme of the European Union under the Grant Agreement No. 2021-1-BG01-KA220-VET-000034634. The project is coordinated by Institute Perspectives (BG), in partnership with the Technological University of the Shannon: Midlands Midwest (IE), Femxa Formación (ES), Lascò (IT) and Center for Social Innovation (CY). More information about the project: https://pivet.eu/.

The competition is designed to encourage VET teachers, trainers, students, and external stakeholders to collaboratively create innovative and sustainable learning programs using the co-creation software developed by the project consortium. These guidelines outline the rules and procedures that participants should follow during the competition.
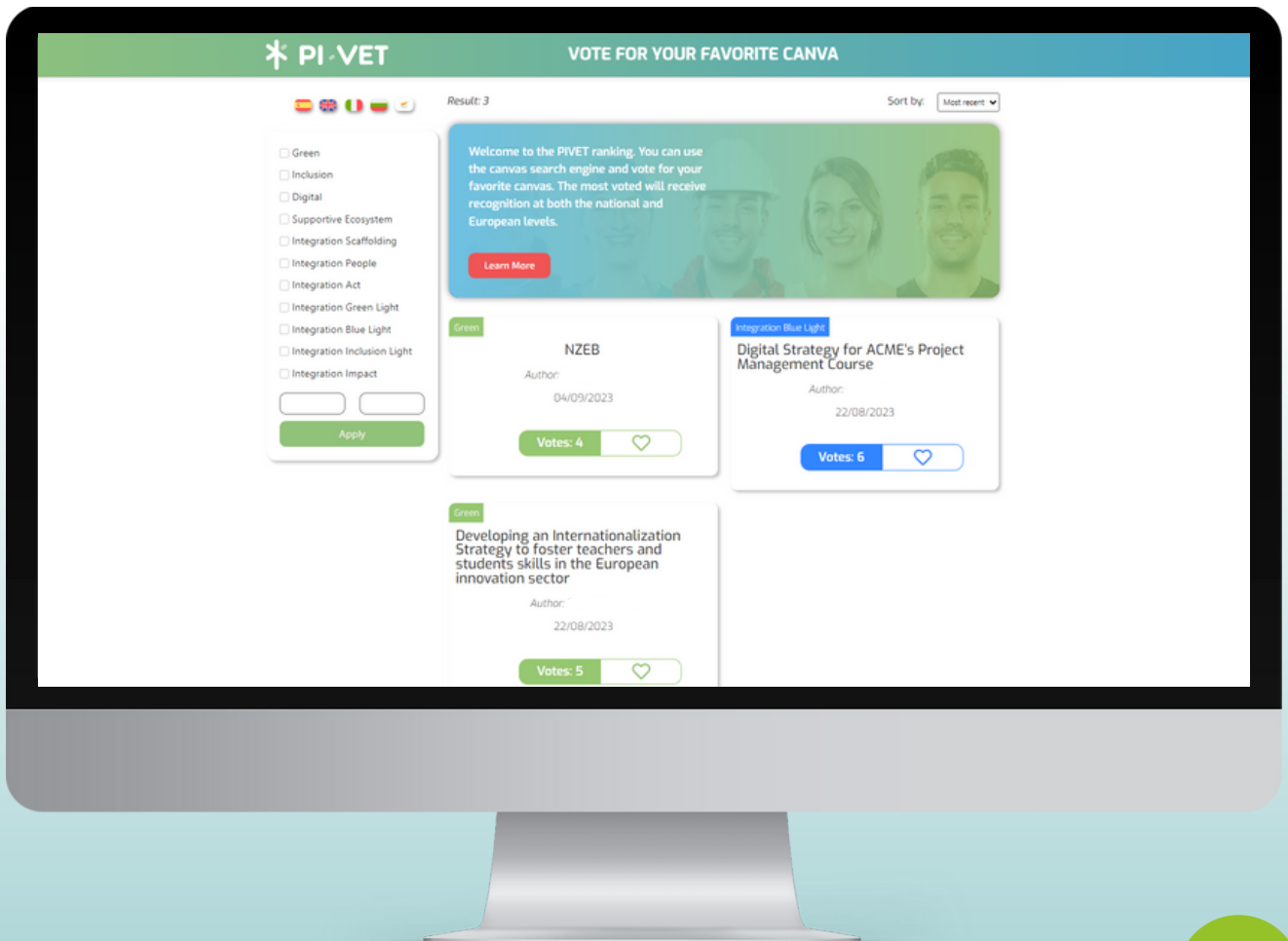
2. Objectives

Through this European Competition, the PI-VET Consortium aims to achieve the following objectives:

- Encourage VET providers, teachers, trainers, and learners to develop innovative learning programs that align with the PI-VET Methodology, fostering more inclusive, digital, green and ecosystemic practices in VET;

- Facilitate collaboration between VET providers, learners, and external stakeholders (including community groups, NGOs, research institutions, HEIs, trade unions, companies, and policy makers) to co-create sustainable learning programs;

- Empower learners by involving them actively in the design and development of learning programs, ensuring that their needs and perspectives are integrated into vocational education and training;

- Share the results of the competition to highlight and disseminate best practices and innovative approaches in VET, serving as a source of inspiration for VET providers across Europe;

- Use the competition results to inform a comprehensive study on the application of the PI-VET Methodology in VET centers, offering valuable insights, lessons learned, and recommendations for practitioners and researchers;

- Involve community groups, NGOs, and research institutions in the voting process to engage a broader community of stakeholders in shaping the future of vocational education and training;

- Recognize and celebrate the efforts and achievements of participants by awarding certificates or plates to the most voted canvases at both the national and European levels.

3. Competition Timeline

The European competition will span four months, with the following schedule:

- **Months 1-3**

30 September 2023 - 27 December 2023 (12pm CET)
VET providers will collaborate with learners and external stakeholders to develop innovative learning programs on the project platform.

- **Month 4**

29 December 2023 - 29 January 2024 (12pm CET)
A public vote will be held to select the best canvases created during the competition. The last day to vote will be 29 January at 12:00 pm CET, and the winners will be those with the highest number of votes at that time.

4. Eligibility

Participants in the competition should be VET providers, trainers, and teachers from the participating countries, such as Bulgaria, Cyprus, Ireland, Italy and Spain.
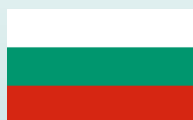
5. How to participate

To participate in the competition, participants are invited to follow these steps:

1.   **Registration:** Register on the project platform to gain access to the competition features.

2.   **Team Formation:** Create teams comprising VET providers, learners, and external stakeholders to co-create innovative learning programs. Each team should consist of a minimum of three members.

3.   **Canvas Development:** Use the project platform to collaboratively develop learning canvases over the course of three months. Partners' technical staff will be available to provide technical support during this period.

Registration Form
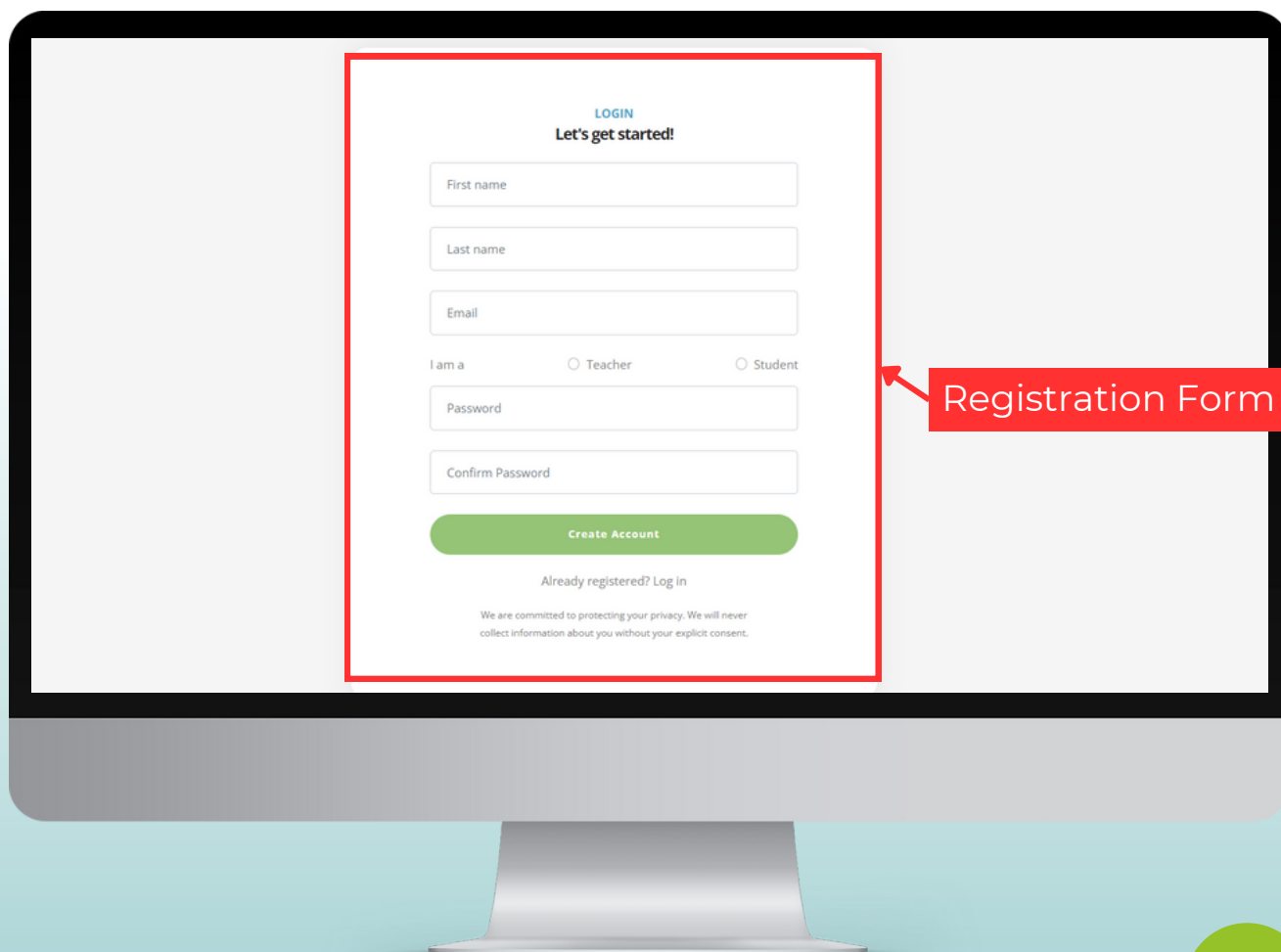
6. Canvas Development Guidelines

When co-creating the canvases, participants are invited to keep in mind the following guidelines:

- Programs should be innovative and sustainable, with a focus on the PI-VET Methodology.

- Ensure active involvement of learners, teachers, and external stakeholders in the co-creation process.

- Consider the needs of learners, labor market trends, and input from various stakeholders.

- Encourage cross-sector collaboration and innovation.
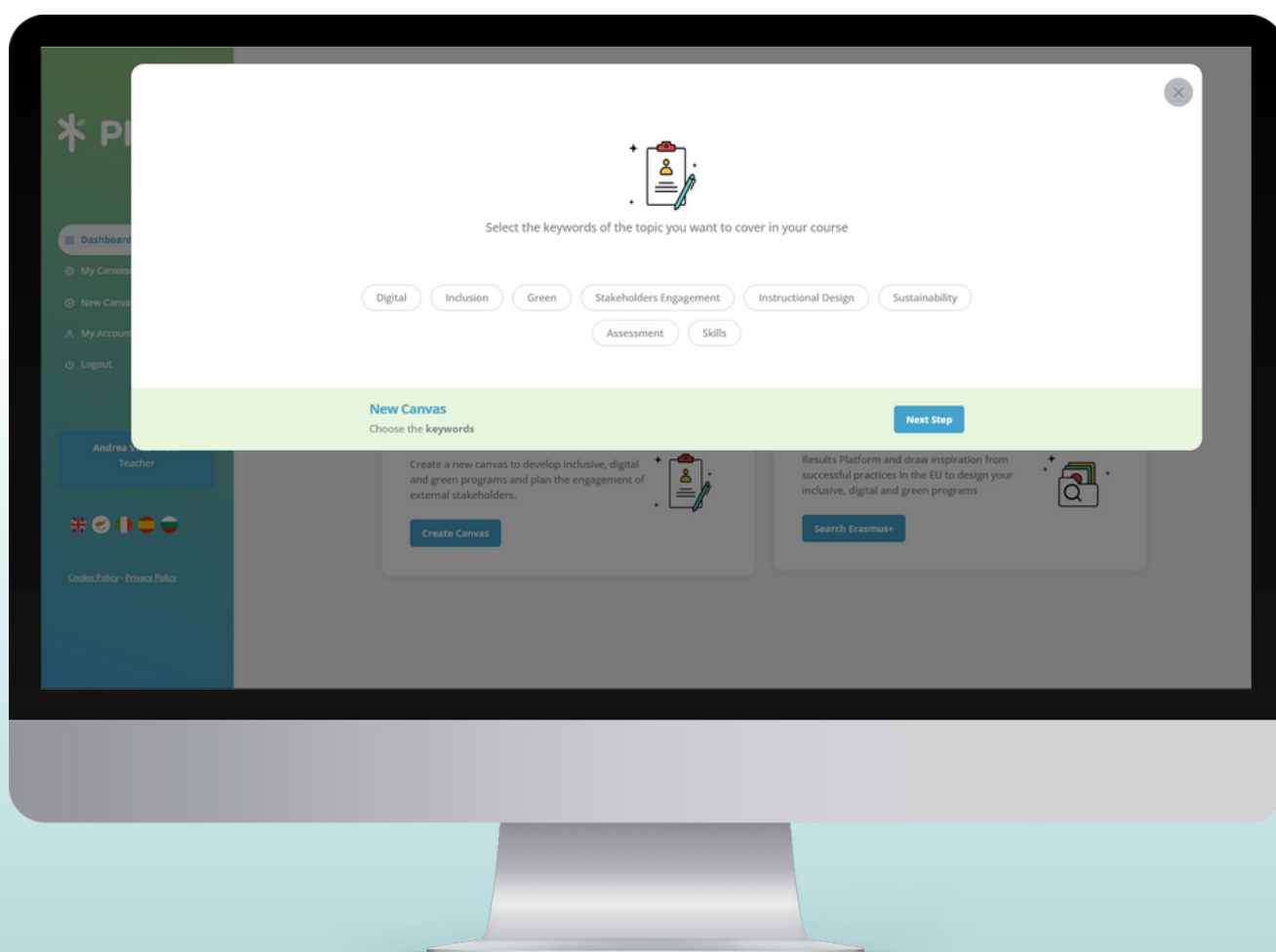
7. Public Voting

During the last month of the competition, a Public Ranking Tool will be used to conduct public voting. The voting process will be open to community groups, NGOs, research institutions, HEIs, trade unions, companies, and policy makers from any country.

Each voter will have one vote.

Voting should be based on the quality, innovation, and sustainability of the learning programs.

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8. Prizes

The following prizes will be awarded:

- Most Voted Canvas in Each Participating Country: The prize depends on each country. In the case of Ireland, a plate will be awarded to the team with the most votes.

- Most Voted Canvas at the EU Level: A plate will be awarded to the national team with the most votes at the European level.

The awards will be presented during the final conferences of the project held in each respective country in May and June 2024. These conferences will serve as a platform to celebrate the achievements of the competition participants and recognize their outstanding contributions to vocational education and training innovation.

9. Use of Competition Results

The results of the competition will be used to develop a study on the practical application of the PI-VET Methodology in VET centers. This study will include an analysis of different use cases and voted best practices. Participants may also be surveyed to gather their insights.

10. Information and Support

For any questions or technical support, please contact the competition organizers through the project platform: https://pivet.eu/.
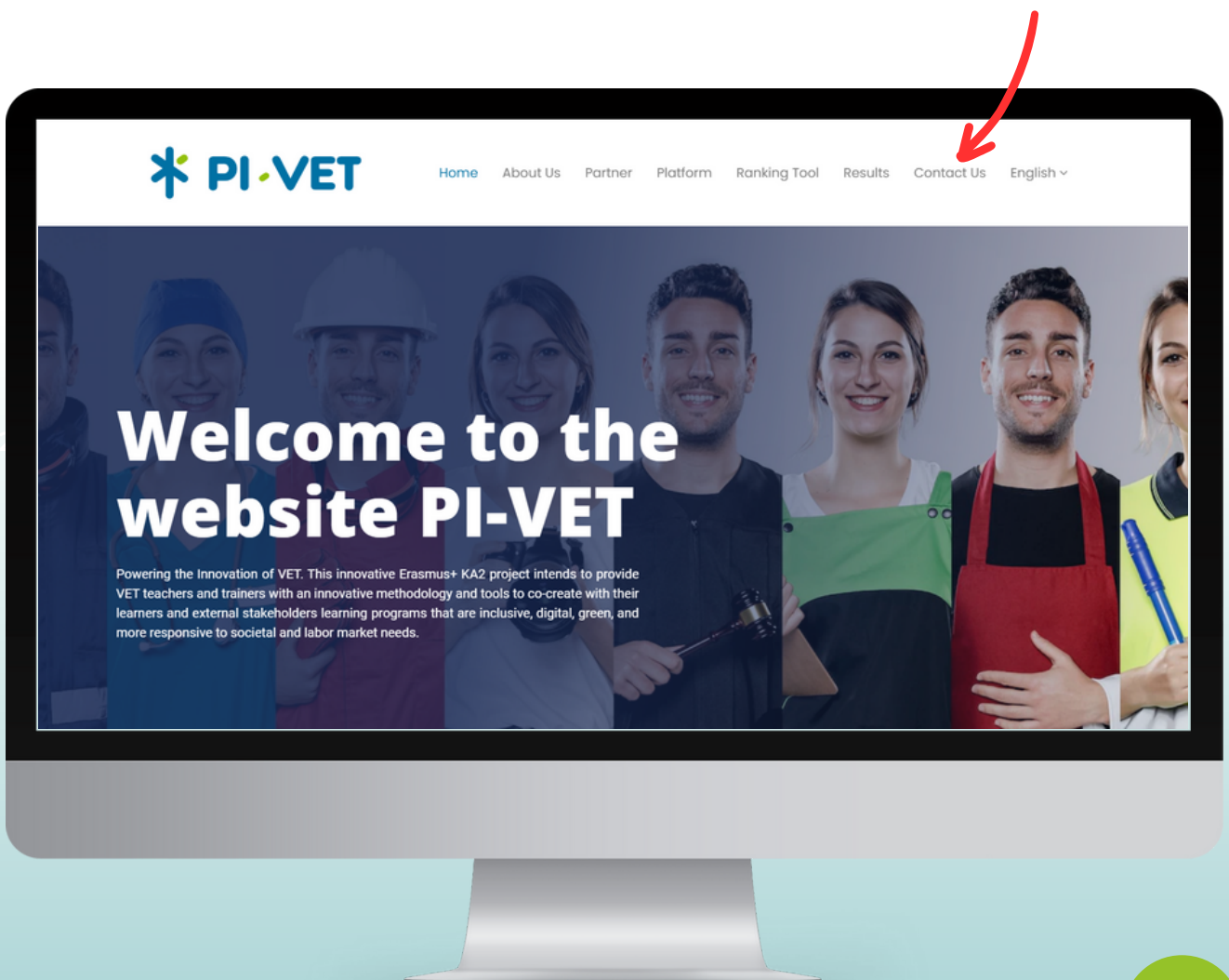
11. Practical Information

11.1 How to submit your canvas

Instructions:

1. To learn how to create your canvas you can refer to page 8 of the User Manual.
2. Once you have created your canvas you will be able to see it in the "My Canvases" section of the menu.
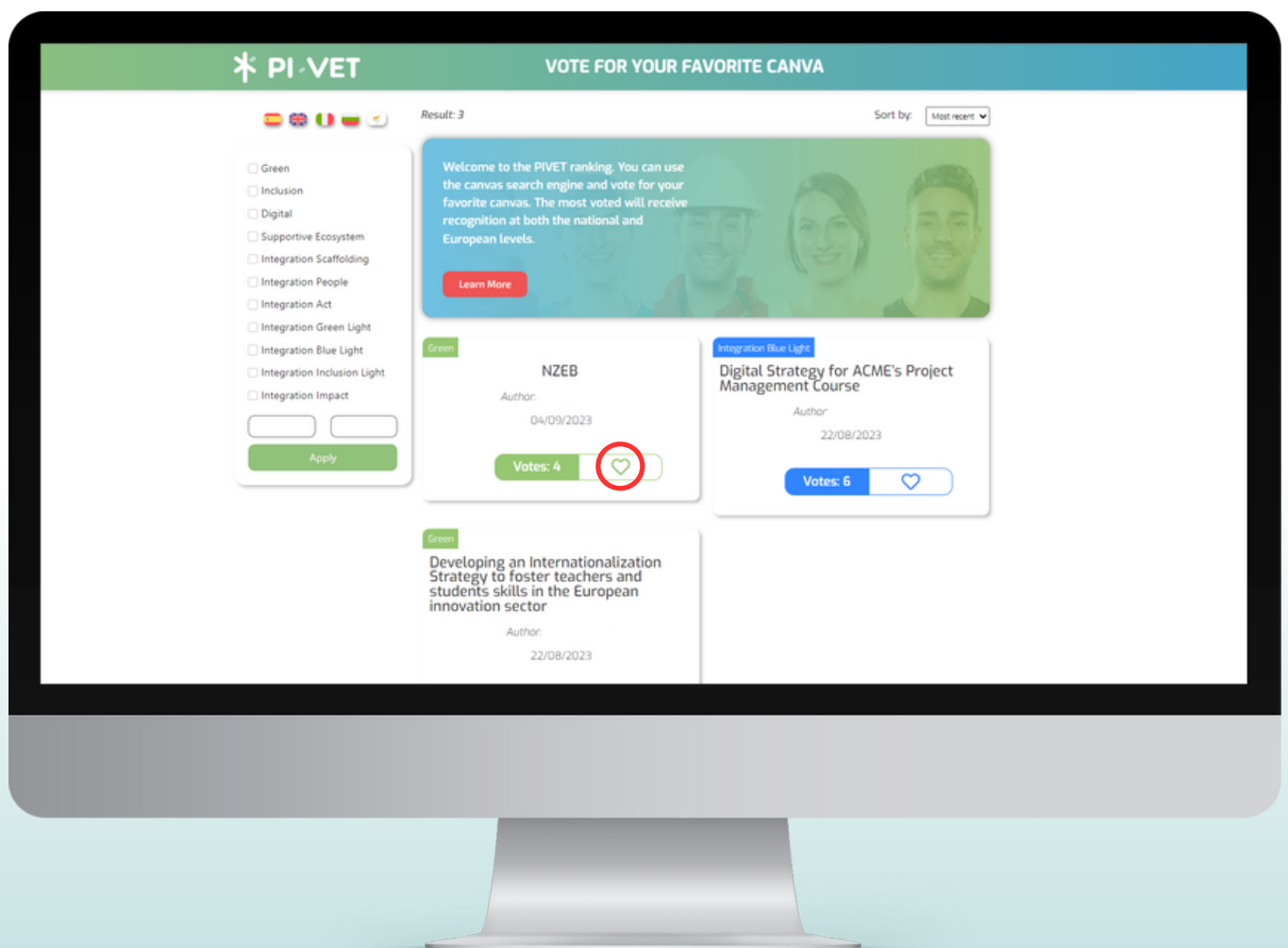3. To participate in the contest you only have to click on the "Publish for rating" button. And that's it!
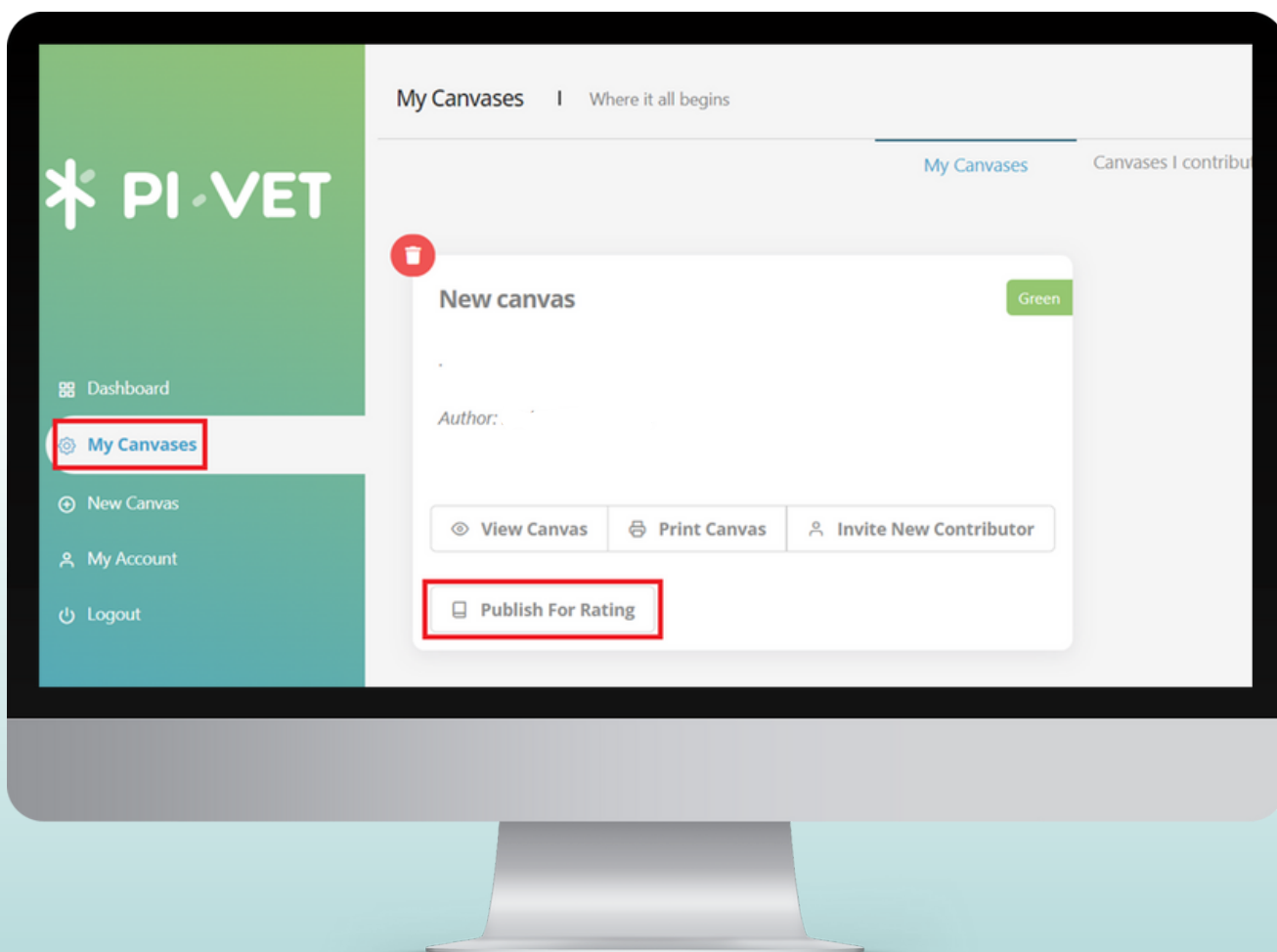
11.2 How to vote

To vote for your favorite canvas you don't need to register, just click on the link and vote for your favorites!

Instructions:

1. Go to the "Ranking Tool" page.
2. To cast your vote, simply click on the heart-shaped icon next to your favorite canvas.

11.3 Useful information about the Voting Platform:

1. Ranking

In the upper right corner you can choose the order of appearance of the canvases (most recent, oldest, top voted or least voted).

When you select the option "top voted" you can see the ranking, which enables you to identify the highest-rated canvases.
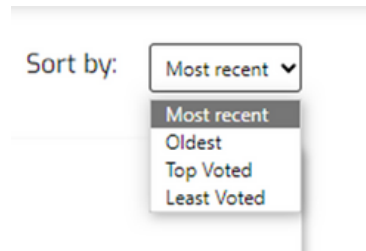
2. Filters

a. Thematic: in this menu you can choose the topics you are most interested in, in order to see only the canvas of those categories. Just check the desired options and click on **"Apply"**.

b. Time: this filter allows you to choose specific periods in which the canvases were created. Select the corresponding dates to refine your search.
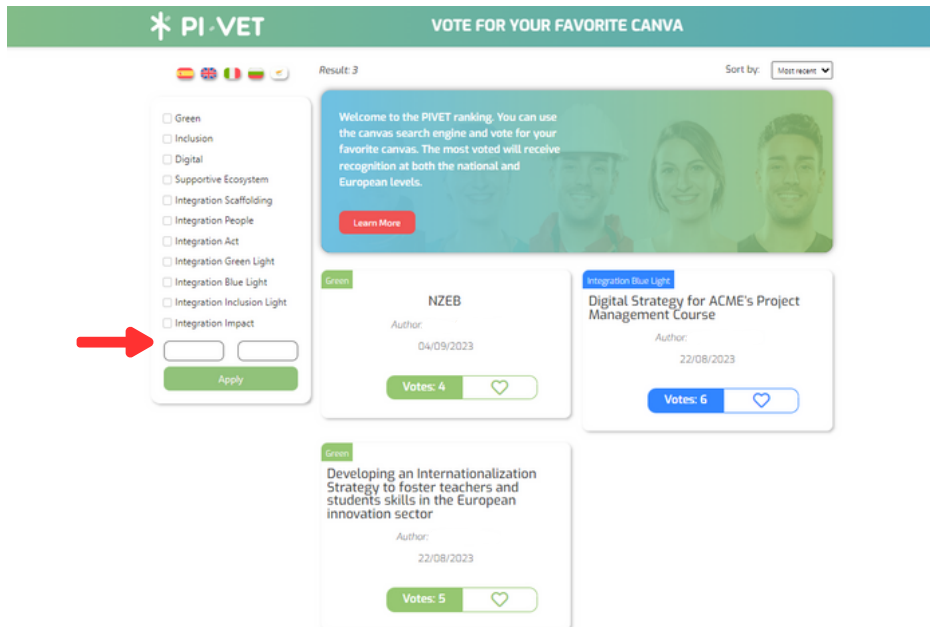
3. Languages

If you want to change the language of the Voting Platform you have two alternatives: you can select your preferred language in the upper left corner or at the bottom of the page.
You can choose between English, Spanish, Bulgarian, Italian and Greek.
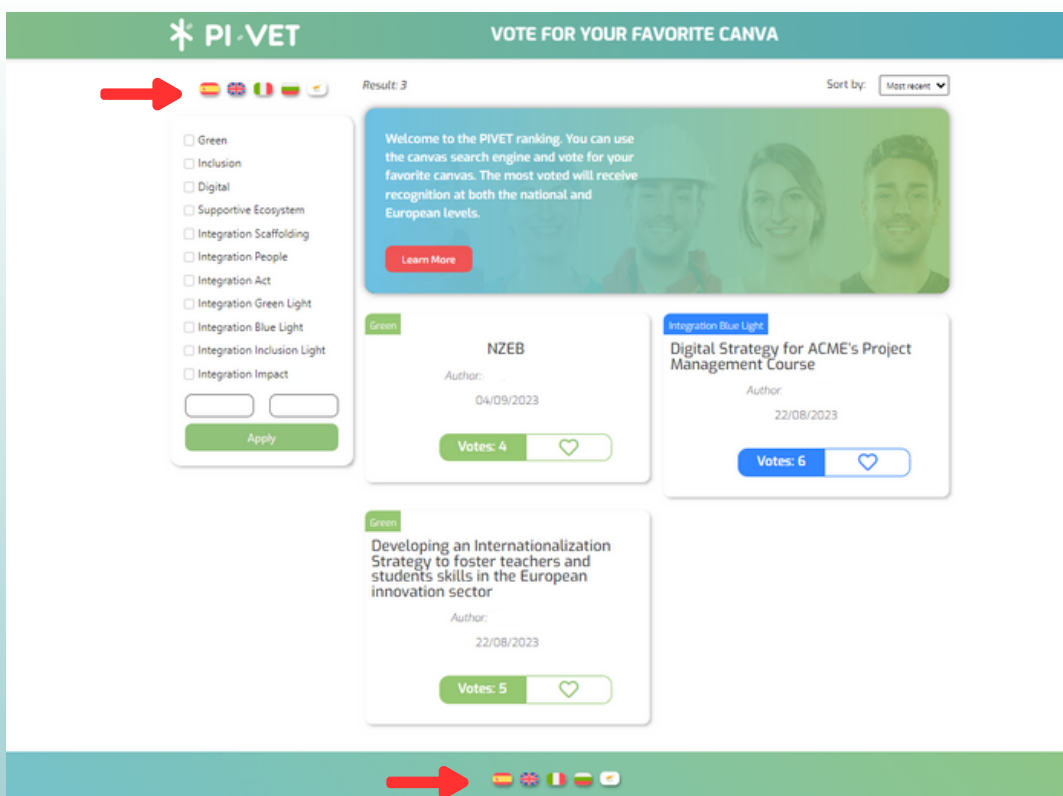
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Enjoy your journey

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https://pivet.eu/

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