



## **Beginning of the implementation of the international project "Innovative training – Augmented reality for green food" through the Erasmus Plus program**

Use of technology in farming, environment protection, carbon footprint, protection of biodiversity...are the core issues that the EU prioritizes. The European Commission calls on Member states to take advantage of the potential of new technologies and digitisation in agriculture, with the aim to improve the sustainability and competitiveness of the sector, while simplifying the daily work of farmers. This will be necessary to achieve the objectives set by the current and future common agricultural policy (CAP). Following the declaration for "a smart and sustainable digital future for European agriculture and rural areas" signed by most Member States in April, the Commission met with Member States on 15 May 2019 to present and discuss new technologies and digitisation in agriculture highlighting the advantages and opportunities it offers for the sector.

Project "Innovative training – Augmented reality for green food" brings together 5 partners from 5 countries:

- Partner 1: Zdruzenie Institut za Razvoj na Zaednicata, The Republic of North Macedonia
- Partner 2: Avrasya Yenilikçi Toplum Derneği, Turkey
- Partner 3: Fthia in action, Greece
- Partner 4: Galileo Progetti, Hungary
- Partner 5: Inercia Digital SL, Spain

The project aims at piloting innovative vet curricula providing vet in the field of organic food production with comprehensive competences (knowledge and skills) as well as an innovative technological instrument to enhance biodiversity conservation and performances in the agricultural sector. Natural areas, including agricultural fields, are influenced by human activities and their sustainable maintenance is only possible with ongoing human intervention. Organic food production and biodiversity preservation are interconnected. The overall objective is to increase the level of competences in the fields of organic food production and contribute to enhancement of biodiversity through a technological framework for joint action.

During 24 months of implementation, the project activities will bring together professors and researchers in biodiversity and organic food production from one side and training providers and IT developers from the other side, in a quest to create innovative project results that will answer the needs of the target groups and will comply with the EU and UN policy framework. The project will develop the following Project results:

- PR1 - E-learning platform- VET for organic farming
- PR2 – Research report for VET educators
- PR3 - Augmented Reality Application

IT-ARGF is expected to generate a wide, substantial and sustainable impact on the following categories:

- Project partners organizations
- Farmers will benefit from an educational online program and instrument that match their needs
- Indirect targets at the local, regional, national and European levels (VET providers, Universities, Policy-makers and farmers not directly involved in the project).
- Participants involved in the development of the Project Results:
- Staff operating in VET providers, NGOs, Schools and Universities
- Through open access to developed educational and assessment contents and modules, IT-ARGF will lay the grounds for an inclusion of the material in existing educational programs of the stakeholder institutions.