



INCLUDEme

INCLUSIVE DIGITAL ENVIRONMENTS TO ENABLE HIGH-QUALITY EDUCATION FOR DISADVANTAGED AND DISABLED LEARNERS



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Erasmus+ Programme
of the European Union



INCLUDEME PROJECT

Inclusive education practices across educational, economic, social and cultural contexts

- Inclusive and accessible education.
- Envisions technology-enriched interventions that target the specifics of disadvantaged and disabled learners.
- Teacher and stakeholder training to equip them with knowledge and skills.

- 1** EACEA/34/2019
Social inclusion and common values: the contribution in the field of education and training
- 2** Coordinator
Advanced Technology Systems
- 3** 6 Partners
Romania, Germany, Ireland, Greece, Bulgaria, Cyprus
- 4** 2021 - 2024

Community Level

Empower disabled and disadvantaged learners by improving the quality of their lives through the provision of customizable digital learning environments available in both formal and informal settings.

Support communities to be more inclusive, by increasing awareness and equipping the relevant stakeholders with the knowledge, methodologies and tools needed to address social exclusion and equality issues.

Invest in teaching staff skills and optimize teachers' capacity to effectively employ technologies that foster inclusive education.

Create synergies among local and European communities that drive awareness, change of perceptions, leading to immediate actions and long-term strategies that support inclusive education.

Individual Level



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