



Pixel

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Type of organisation

SME School University Public Authority
 Training No Profit NGO

Fields of action

SMEs Youth Universities Public Authorities
 Equal opportunities Schools Unemployed

Description of the Organisation

Pixel is an international education and training institution with over 20 years of experience in international cooperation and project management.

Established in Florence (Italy) in January 1999, Pixel is engaged in a constant improvement in the quality of the services performed. Pixel obtained quality certification according to UNI EN ISO 9001. Pixel is also accredited by the Italian Ministry of Education and by the Tuscany Regional Government.

The main target groups Pixel work with are: Higher Education Institutions, Schools, VET Organizations, Adult Education Institutions, Public Authorities (Ministries, Regional bodies), Research centers, Cultural institutions, Hospitals etc. based all over the world.

15 people work as full time staff at Pixel. Also, over 100 external experts and trainers cooperate with Pixel.

Pixel has a relevant expertise and a significant experience in the following areas:

■ Direct submission and management of European projects

In the past 21 years are Pixel successfully coordinated and managed over 110 European projects. The European programmes that funded the projects in which Pixel was involved are: Erasmus+ (KA2 Strategic Partnerships and KA2 Knowledge Alliances), Lifelong Learning, eLearning, Leonardo da Vinci, Socrates Minerva, Socrates Grundtvig, Socrates Lingua, Socrates ODL, Justice, Safer Internet.

The European projects in which Pixel was involved focused on the following subject areas: Innovation in Education; Implementation of ICT solutions for Teaching and Learning; Research; Language, Science, History Education and Research; Fine Arts; Promotion of Employment and Entrepreneurship; Social Inclusion; Health; Safety; Justice and Human Rights; Support and Innovation Services for SMEs.

Many among the European projects coordinated by Pixel were given an "Excellent" rating and identified as "Best Practice" by the European Commission.

More information on the European projects carried out is available at: http://www.pixel-online.net/PRJ_european_projects_lista.php

Pixel also coordinated and managed over 30 projects funded by the European Social Fund. These projects focused on: in-company training; training for youth to support their access to the labor market; equal opportunities.

■ Organization of international education and training initiatives

Pixel organizes and delivers international in-service training courses on different topics such as: European cooperation, new technologies for education, innovative educational methodologies, language learning etc. Some of these courses have been delivered in over 50 editions so far. An average of 300 participants, from all over Europe, attend Pixel international courses every year. The international courses organized are addressed to: university lecturers, researchers, public officers, school directors, administrative staff, trainers, graduated students etc.

Since 2011, Pixel also organizes the international Master on European Project Planning and Management that has now reached its 9th edition.

More information is available at: <http://europlan.pixel-online.org/index.php>

■ Organization of international events and conferences in the field of education

Pixel organizes international conferences. Three of them are organized on a yearly basis. The first one is entitled: The Future of Education and it is held in Florence, every year, in June. The second international conference is entitled: ICT for language Learning and it is held in Florence, yearly, in November. The third international conference is entitled: New Perspectives in higher Education and it is held in Florence, yearly, in March. About 250 participants attend each of the events representing over 50 countries in the five continents.

More information is available at: <http://conference.pixel-online.net/>

Pixel has developed international partnerships with over 500 organizations worldwide. Pixel's transnational partners are: Higher Education Institutions, Schools, VET Organizations, Adult Education Institutions, Public Authorities (Ministries, Regional bodies), Research centers, Cultural institutions, Hospitals etc. based all over the world.

More information about Pixel can be found at: <http://www.pixel-online.net>.

Experience in previous international projects

PIXEL's current and past projects are focused on the following topics:

European Projects promoting Innovation in Education

2021 – 2024. Erasmus+ Programme, KA2 - Cooperation Partnerships in School Education: BIG GAME

The BIG GAME project aims at promoting interest and excellence in science, technology, engineering, and mathematics (STEM) through multidisciplinary and problem-solving learning in a form of a serious learning game. Website: <https://big-game.eu-track.eu/>

2019 – 2022. EuropeAid Programme: CULPEER4Change

The CULPEER4Change project aims at promoting development education on Sustainable Development Goals (SDG) by implementing new innovative learning concepts in formal and informal education in Europe. Website: <https://culpeer-for-change.eu/en>.

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: CLIL4Steam

The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnerships for School Education. The aim of the CLIL4S project is to address students under achievement in English as L2 and in STEM subjects through the promotion of an effective strategy for teaching STEM, combining them with the CLIL approach to in parallel raise the awareness among teachers and students of the relevance of teaching and learning foreign languages successfully. Website: <https://clil4steam.pixel-online.org/>.

2018 – 2021. Erasmus+ Programme, Strategic Partnership action: VR@School

The VR@School project aims at supporting Virtual Reality as a teaching methodology which helps students feel immersed in an experience, gripping their imagination and stimulating thought in ways not possible with traditional books, pictures or videos, and facilitates a far higher level of knowledge retention. Website: <https://www.vr-school.eu/>.

2018 – 2020. Erasmus+ Programme, Strategic Partnership action: Fiction

The aim of the project is to promote the use of digital technologies for the teaching and learning of scientific subjects at secondary school level. Website: <https://fiction.pixel-online.org/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: OffBook

The Off Book European project is aimed at improving secondary school teachers' intercultural competences and promoting the use of new educational methods to make school environment less "judgmental" and more inclusive, thus promoting non-discrimination and reducing early school leaving. Website: <https://off-book.pixel-online.org/>.

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: Pathway through Religions

The project was funded by the Italian National Agency. The main aim of the project is to promote awareness of religions and foster a sense of mutual tolerance. Website: <http://pathwaythroughreligions.pixel-online.org/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: SWOT

The project was funded by the Romanian National Agency. The project aims at improving their cooperation in order to develop Work Based Learning approaches and market oriented training offer for the Tourism Sector. Website: <https://swot.pixel-online.org/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: TIK

The project was funded by the Spanish National Agency. The project aims at providing future teachers with a comprehensive reflection on the innovation of didactic methods through the use of videogames and ludic apps for mobiles. Website: <https://tik.pixel-online.org/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: V4T

The project was funded by the Spanish National Agency. The main aim of the project is to promote the inclusion of youngsters in the labour market in an effective way using social media and crowdsourcing based tools. Website: <https://v4t.pixel-online.org/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: ELDORA.

The project aims at strengthening the key competences and skills of young people at their final year at schools (VET institutions and universities), unemployed young people and leaders in rural areas to help them start a social enterprise in order to better utilize local natural and human resources, to increase economic development of rural areas and to prevent brain drain. Website: <http://www.arr.sk>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: VET_GPS.

The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. The VET_GPS European project aims at including the soft skills in regular VET offer and preventing early VET leaving and increasing the possibility of employment of trainees. Website: <https://www.vetgps.eu/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: DELTA.

The project was funded by the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. The aim of the DELTA European project is to support young people access to the labour market. The objectives of the DELTA European project are to develop skills to assess learning in the workplace, provide resources for internship tutors and bring VET centres and companies together. Website: <http://deltaproject.eu/>

2017-2019. Erasmus+ Programme, KA2 Strategic Partnerships action: E-Classes.

The project was funded by the Erasmus+ Programme, KA2 - Strategic Partnership for vocational education and training. It wants to help the VET teachers to revising and strengthening the professional profile and improving the attainment of young people,

particularly those at risk of early school leaving and with low basic skills, developing a methodology especially focusing on the use of ICT. Website: <http://e-classes.eu/>

2016 – 2018. Erasmus+ Programme, Strategic Partnership action: WWW – We Welcome Work
The project was funded by the Romanian National Agency. The main aim of the project is to offer non-formal learning opportunities for young people so as to support their employability and entrepreneurship, also providing innovative career orientation strategies. Website: <http://wewelcomework.eu/>

2015 – 2016. Erasmus+ Programme, Sport Action: Not Only Fair Play
The project was funded by the European Commission. The main aim of the project is to promote the physical activities at school as a mean to foster social inclusion and prevent early school leaving. Website: <http://notonlyfairplay.pixel-online.org/>

2015 – 2017. Erasmus+ Programme, Strategic Partnership action: E-learning from Nature
The project was funded by the Italian National Agency. The main aim of the project is to promote a proactive students' approach to scientific subjects learning. Website: <http://enature.pixel-online.org/>

2015 – 2017. Erasmus+ Programme, Strategic Partnership action: YEES
The project was funded by the Spanish National Agency. The main aim of the project is to promote the inclusion of youngsters in the labour market in an effective way using social media and crowdsourcing based tools. Website: <http://yees.pixel-online.org/>

2014 – 2016. Erasmus+ Programme, Strategic Partnership action: School&Work
The project was funded by the Italian National Agency. The main aim of the project is to create synergies between the world of work and the school in order to prevent the early school leaving phenomenon. Website: <http://schoolandwork.pixel-online.org/>

2014 – 2016. Erasmus+ Programme, Strategic Partnership action: Non4Lesl
The project was funded by the German National Agency. The main aim of the project is to prevent early school leaving through the recognition of non-formal learning and the production of a tool for the validation of the skills acquired through informal educational paths. Website: <https://www.non4lesl.eu/>

2013 – 2014. Life Long Learning Programme, KA4 action: School Safety Net
The project was funded by the European Commission (DG Education and Culture). The main aim of the project is to prevent and tackle the early school leaving phenomenon. Website: <http://schoolsafetynet.pixel-online.org/>

2011 – 2013. Life Long Learning Programme, Leonardo da Vinci T.O.I. Sub-Programme: Stay@School
The project was funded by the Italian National Agency. The project aims to deliver and transfer a training course for school teachers to enhance their skills for the identification and tackling of School Drop Out. Website: <http://schoolinclusion.pixel-online.org/>

2011 – 2013. Life Long Learning Programme, Leonardo da Vinci T.O.I. Sub-Programme: Play The Learning Game
The project was funded by the Spanish National Agency. The aim of the project is to transfer e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames. Website: <http://learninggame.pixel-online.org/>

2010 – 2013. Life Long Learning Programme, KA1 action: I Am Not Scared
The project was funded by the European Commission (DG Education and Culture). The project aims to develop a European strategy aiming at tackling the phenomenon of school bullying. Website: <http://projects.pixel-online.org/iamnotscared/index.php>

2008 – 2010. Life Long Learning Programme, Comenius Sub-Programme: On-Air
The project was funded by the European Commission (DG Education and Culture). The project purpose is to motivate teachers to exploit the potential of New Media (TV, Internet, etc.) as a teaching tool for literacy and necessary critical skills, to reach a younger generation that naturally adapts fast to these technological advances. Website: <http://www.onair.medmediaeducation.it/>

2008 – 2010. Leonardo da Vinci Programme: Tech Teacher
The project was funded by the European Commission (DG Education and Culture). The objective of Tech Teacher is to raise the availability and quality of European training courses for adults by offering them online and bridging the gap of learning between teachers working with young students and adults. Website: <http://www.tteacher.eu/>

2007 – 2009. Life Long Learning Programme, Comenius Sub-Programme: School Inclusion
The project was funded by the European Commission (DG Education and Culture). The main aim of the project is to identify common strategies to combat the phenomenon of school drop out. <http://schoolinclusion.pixel-online.org/>

2006 – 2008. Socrates Programme: Learning Game.
The aim of the project is to implement e-learning solutions and methods in a teaching and learning context that make full use of the interactive and multimedia solutions, therefore including videogames. Website: <http://learninggame.pixel-online.org/>

2004 – 2005. Socrates Minerva Programme: Citizen E

The project was funded by the European Commission (DG Education and Culture). The aim of this project is to promote cooperation in the field of ODL and ICT in post primary education, promoting an understanding among teachers and students of the technical and pedagogical implications of ICT.

Website: <http://www.citizen-e.net>

2002 – 2004. Safer Internet Programme: POESIA

The project aims to promote the safe use of the Internet in schools creating a software which filters unsuitable contents for young students.

1999 – 2001. Socrates Distance Learning Programme: ODL networking in Europe

The project was funded by the European Commission (DG Education and Culture). The project carries out an investigation on the application of Distance Training in professional teaching and training systems in five European countries with the aim of identifying the efficiency of Distance Training compared to more traditional training systems. Website: <http://194.82.4.38/ODLnet.htm>

European Projects in the field of History

2011 – 2013. Life Long Learning Programme, Erasmus Sub-Programme: EE-T: Economics e-Translations into and from European Languages: An Online Platform

The project was funded by the European Commission (DG Education and Culture). The project involves European Universities and Higher Education institutions creating a dynamic triangle of knowledge between research, postgraduate education and innovation by promoting the joint application of both ICT tools and the innovative trends of research in the History of Economic Thought (HET) and the study of European Languages for Special Purposes (LSP). Website: <https://eet.pixel-online.org/index.php>.

2008 – 2010. Life Long Learning Programme, Comenius Sub-Programme: Routes

The project was funded by the European Commission (DG Education and Culture). The project involves European Secondary schools studying the Social history of migrations and integration of immigrants into European countries. Website: <http://routes.pixel-online.org/info/index.php>

2007 – 2009. Life Long Learning Programme, Comenius Sub-Programme: Regards Croisée

The project was funded by the European Commission (DG Education and Culture). The project carried out a comparative study of the events of the first world war. Website: <http://www.europe14-18.eu/>

2007 – 2009. Life Long Learning Programme Erasmus Sub-Programme: History On Line

The project was funded by the European Commission (DG Education and Culture). The project aims to apply modern technologies to the teaching of history. Website: <http://www.history-on-line.eu/>

2005 – 2007. Socrates Comenius Programme: project Multimedia History Memorial

The project was funded by the European Commission (DG Education and Culture). The project, promoted by Pixel, aims to spread the knowledge of contemporary history through a comparative analysis of the different national media sources. Website: <http://mhm.pixel-online.org>

European Projects in the field of Science

2021 – 2024. Erasmus+ Programme, KA2 - Cooperation Partnerships in Higher Education: STEAM-Active

The STEAM-Active project aims to improve engineering teachers' knowledge and experience using innovative educational methodologies such as STEAM and to better students' performance in engineering-related social issues by promoting their ability to integrate different disciplines in solving a problem. Website: <https://steam-active.pixel-online.org/>

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: MathE

The aim of the MathE project is to implement innovative assessment methods to help higher education Maths lecturers to identify knowledge gaps of their students so as to identify, on the basis of the assessment made, the best possible learning pathways aligned with the learners' needs. Website: <https://mathe.pixel-online.org/>

2018 – 2021. Erasmus+ Programme, Strategic Partnership action: G. A. STEM.

The project was funded by the Finnish National Agency. The project aims at improving motivation in scientific study through the use of "Art-works" as supporter in student creativity development and more awareness of their applications in everyday life.

2018 – 2020. Erasmus+ Programme, Strategic Partnership action: SMiLD

The aim of the SMiLD project is to provide secondary school math teachers with the skills to facilitate the learning of mathematics by students with learning disabilities. Website: <https://smild.pixel-online.org/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: Do Well Science

The project was funded by the Italian National Agency. The main aim of the project is (Erasmus + - KA2 - Strategic Partnership) to increase secondary students learning results in STEM subjects (maths, physics and natural sciences). <http://www.dowellscience.eu/project/>

2017 – 2019. Erasmus+ Programme, Strategic Partnership action: GoScience.

The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnership in the field of School Education. The aim of the GoScience European project is to promote students' creativity with the aim of making scientific knowledge better understandable and increase their functional literacy in STEM subjects. Website: <http://www.goscience.eu/>

2016 – 2018. Erasmus+ Programme, Strategic Partnership action: Learning for Life

The project was project funded by the Spanish National Agency. The main aim of the project is to promote new education methodology, such as Problem Based Learning (PBL) and Multiple Intelligences (MI) and to develop skills required in the present and future society. Website: <http://learningforlife.pixel-online.org/>

2014 – 2015. Life Long Learning Programme, KA4 Sub-Programme: Goerudio

The project was funded by the European Commission (DG Education and Culture). The main aim of the project is provide science teachers and students with innovative teaching and learning methodologies for scientific subjects <http://goerudio.pixel-online.org/> .

2011 – 2014. Life Long Learning Programme, Comenius Sub-Programme: Chemistry is All Around Network

The project was funded by the European Commission (DG Education and Culture). The main aim of the project is to disseminate and exploit the best strategies to implement Life long Learning of scientific subjects, with a focus on Chemistry identified as an exemplary case study. <http://chemistrynetwork.pixel-online.org>

2010 – 2014. Life Long Learning Programme, KA 1 Sub-Programme: Chemistry is All Around Us

The project was funded by the European Commission (DG Education and Culture). The main aim of the project is to identify of the best strategies to implement Life long Learning of scientific subjects, with a focus on Chemistry identified as an exemplary case study
Website: <http://www.chemistry-is.eu/>

2007 – 2009. Life Long Learning Programme, KA3 Sub-Programme: Energetic

The project was funded by the European Commission (DG Education and Culture). The project aims to promote transnational cooperation between schools in the field of energy savings. Website: <http://labo-energetic.eu/fr/projet1.html>

2005 – 2007. Socrates Minerva Programme: Climatic

The project was funded by the European Commission (DG Education and Culture). The project aims to promote transnational cooperation between schools in the field of science teaching.
Website: <http://www.ulg.ac.be/cifen/inforef/projets/climatic/>

2003 – 2005. Socrates Minerva Programme: Edu Robot

The project was funded by the European Commission (DG Education and Culture). The project aims to train students from technical schools on an efficient use of the methodologies used for transnational collaboration in the research sector, focusing in particular, on the sector of robotics. There are 10 project partners from 7 European countries. Website: <http://edurobot.edulife.com>

2000 – 2002. Socrates Minerva Programme: EUR-EAU Action

The project was funded by the European Commission (DG Education and Culture). The project, promoted by IN.FOR.EF (Belgium) aims to experiment the use of technology in distance learning in the learning sectors of chemistry and biology at secondary school level.
Website: <http://www.ulg.ac.be/cifen/inforef/eureau>

European Projects in the field of Language Learning

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: SoftMob - Software for Mobilities

The aim of the SoftMob project is to answer to the needs of all the actors playing a part in mobility project and experiences, by providing them with a complete software, helping them to reduce the administrative and management burden of the different activities in order to better concentrate on the contents quality, and a set of direct testimonials of the different protagonists to be used as reference best practice to improve the effectiveness of the management of mobility initiatives. Website: <https://softmob.pixel-online.org/>.

2019 – 2022. Erasmus+ Programme, Strategic Partnership action: Pastille

The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Strategic Partnerships for Higher Education. The aim of the Pastille project is to create an innovative teaching method for Italian as foreign language. Website: <https://pastille.pixel-online.org/>.

2018 – 2021. Erasmus+ Programme, Strategic Partnership action: DC4LT - Digital Competences for Language Teachers

The project was funded by the Norwegian National Agency. The project aims at empowering EU Language Teachers with Digital Competences in order to strengthen them with open and innovative tools and methodologies, and be able to teach online and mobile to a worldwide audience.

2018 – 2021. Erasmus+ Programme, Strategic Partnership action: OPENLang Network

The project was funded by the Greek National Agency. The project aims at developing 'The OPENLang Network', which envisages to connect all the Erasmus+ KA1 Mobility Participants (HE students and staff, VET (at least 1 month mobility), Adult and School education staff, Youth learners, Youth Workers, Youth Entrepreneurs) in an OPEN informal and highly interactive online environment which could support more efficiently their effort to develop their language skills of the target mobility EU languages.

2012 – 2014. Life Long Learning Programme, KA2 Sub Programme: NELLIP

The project was funded by the European Commission (DG Education and Culture). The project aims to build a Network and promote dissemination and sustainability of projects and initiatives that received the European Language Label. Website: <https://nellip.pixel-online.org/>

2009 – 2011. Lifelong Learning Programme, Leonardo da Vinci T.O.I Sub-Programme: LeTS Go

The project was funded by the European Commission (DG Education and Culture). The project Lets Go intends to transfer the products available onto the LeTS portal, aiming to make efficient use of new technologies for language teaching and training, to two additional target groups: school teachers and professional trainers. Website: <http://www.leonardo-lets.net/>

2007 – 2009. Lifelong Learning Programme, Leonardo da Vinci T.O.I Sub-Programme: E.L.S. at Work

The project was funded by the European Commission (DG Education and Culture). The aim of the project is to transfer the results of the ELS project that was originally addressed mainly to SMEs also to the education systems. Website: <http://www.eurobusinesslanguageskills.net/>

2007 – 2009. Leonardo da Vinci Programme: ELSTI

The project was funded by the European Commission (DG Education and Culture). The aim of the project is to create a language training portal for the learning of foreign languages. Website: <http://www.elsti.eu/>

2007 – 2009. European Transversal programme: Active ELP

The project was funded by the European Commission (DG Education and Culture). The aim of this project is to help teachers overcome their difficulties in the use of ICT for cross-national collaborative communication. Website: <http://www.activelp.net/>

2005 – 2007. Leonardo da Vinci Programme: project: LeTS

The project was funded by the European Commission (DG Education and Culture). The aim of the project is to create a training package addressed to trainers to give them the tools for the development of e-learning based language teaching tools. Website: <http://lets.pixel-online.org/> Portal: <http://www.leonardo-lets.net/>

2004 – 2006. Socrates Grundtvig programme: COLTT

The project was funded by the European Commission (DG Education and Culture). The aim of this project is to help teachers overcome their difficulties in the use of ICT for cross-national collaborative communication. Website: <http://www.statvoks.no/coltt/>

2003 – 2005. European Learning and Linguistic Diversity Programme: Euro Inclusion

The project was funded by the European Commission (DG Education and Culture). The project's objective is to create a trans European network for cooperation and exchange between individuals in the foreign language teaching sector. Website: <http://euroinclusion.org>

2003 – 2005. European Socrates Minerva Programme: Je parle donc J'écris

The project was funded by the European Commission (DG Education and Culture). The project is addressed to students with learning disabilities and aims to experiment with a methodology for learning French using Alfonic. Website: <http://www.ulg.ac.be/cifen/inforef/projets/jeparledonciecris/>

2003 – 2005. Leonardo da Vinci Programme: ELS

The project was funded by the European Commission (DG Education and Culture). The aim of the project is to create a language training portal for the learning of 4 foreign languages. It is specifically addressed to secretaries and administrative assistants working in businesses and Public and Private bodies. There are 13 project partners from 9 European countries. Website: <http://els.pixel-online.org/> Portal: <http://www.eurobusinesslanguageskills.net/>

2001 – 2003. Socrates Lingua Programme: eLancenet

The project was funded by the European Commission (DG Education and Culture). The project aims to create a database of language learning products available on the European market, with particular attention to lesser widely spoken languages. Website: www.elancenet.org/admin/index.php

1999 – 2001. Leonardo Programme: CATT: Computer Aided Teachers Training

The project was funded by the European Commission (DG Education and Culture). In the framework of the project a CD-ROM aimed at trainers and language teachers was created in order to train them to use new technologies in language teaching. Website: <http://www.fi.enaip.it/catt>

1999 – 2001. Socrates Minerva Programme: Kid-Net

The project was funded by the European Commission (DG Education and Culture). The project aims to create a network between the nurseries of three European nations (Italy, Belgium and Spain) in order to experiment and test an on-line course for language learning. Website: <http://www.pixel-online.net/kid-net>

European Projects in the field of Art

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: RTV - Key Competences in Media Production for Radio, Film and Television

The aim of the RTV project is to apply innovative teaching practices and new technologies to improve the acquisition of skills by VET students of media productions. The target groups are both teachers and students in the field of media.

2007 – 2009. Life Long Learning Programme, Comenius Sub Programme: Michelangelo

The project was funded by the European Commission (DG Education and Culture). The project aims to develop a better knowledge of the European Artistic Heritage involving the schools in a research activity. Website: <http://michelangelo.pixel-online.org/index.php>

2005 – 2006. eLearning Programme: Art-Net

The project was funded by the European Commission (DG Education and Culture). The project aims to develop a multimedia platform for the exchange of didactic material for the teaching and learning of artistic subjects. There are 11 project partners from 8 European countries. Website: <http://www.elearning-art.net/>

2001 – 2003. Socrates Minerva Programme: MultimediArt

The project was funded by the European Commission (DG Education and Culture). The project aims to promote the use of multimedia and new technologies in the art creation process. Around 40 art schools from 9 European countries are involved. Website: www.multimediart.net

1999 – 2000. European Socrates Open and Distance Learning Programme: Arte

The project was funded by the European Commission (DG Education and Culture). The project aims to promote the use of distance learning to promote knowledge about contemporary European art. Website: <http://www.socrates-arte.net>

European Projects in the field of Youth

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: Anthropocene – Homo Data in the Anthropocene Era

The aim of the Anthropocene is to help prepare young people to the new environment (economic and digital acceleration) allowing them to study how political, societal and educational spheres address these challenges and to raise awareness in the educational sector. Website: <https://anthropocene.pixel-online.org/>

2008 – 2010. Leonardo da Vinci Programme: Yo-Train

The project was funded by the European Commission (DG Education and Culture). The project's objective is to create a consistent training programme for the training of youth workers, based on the demands of employers and a rapidly changing society

2003 – 2005. Leonardo da Vinci Programme: Yo-Pro

The project was funded by the European Commission (DG Education and Culture). The aim of this project is to develop a model for the vocational training of youth workers and leaders. <http://yo-pro.pixel-online.org>

2002 – 2004. Leonardo da Vinci Programme: Createl

The project was funded by the European Commission (DG Education and Culture). The project aims to define the professional profiles that are increasingly requested by companies at European level in the sector of new technologies. <http://www.crea.es/innovacion/createl/>

European Projects in the field of Entrepreneurship

2019 – 2021. Erasmus+ Programme, KA2 - Knowledge Alliances: GrEnFin – Greening Energy Market and Finance

The project was funded by the European Commission in the framework of the Erasmus+ Programme, KA2 - Knowledge Alliances. The GrEnFin project aims at providing the Energy Sector's stakeholders (energy providers, private companies, research institutes,...) with European high skilled professionals capable to face the changing challenges in the field, namely guaranteeing stable and sustainable access to energy. Website: <https://grenfin.eu/index.php>

2009 – 2011. Lifelong Learning Programme, Leonardo da Vinci T.O.I Sub-Programme: Benchtour

The project's aim is to provide an attractive training path for workers and entrepreneurs working in the tourist sector.

The project will evaluate and identify best practices in the field of SME management in three different tourist regions of Europe in order to transfer them to weaker Areas. <http://www.benchtour.eu/>

2006 – 2008. Leonardo da Vinci Programme: FORESTUR

The project was funded by the European Commission (DG Education and Culture). The project aims to provide continuous online training to individuals operating in the rural tourism sector.

Website: <http://www.forestur.net>

2001 – 2004. Leonardo da Vinci Programme: EINET

The project was funded by the European Commission (DG Education and Culture). The project aims to promote strategies for sustaining entrepreneurship, by promoting new approaches.

Website: www.einet.org/en/

1999 – 2001. Leonardo Programme: Guidance Towards New Employments

The project was funded by the European Commission (DG Education and Culture). The project, promoted by the Centro Regional Empresarios de Aragon (Spain), aims to define the professional profiles, that are increasingly requested by companies at European level in the sector of new technologies. Website: <http://www.crea.es/yacimientos.nsf>

European Projects in the field of Adult Education

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: INCreAsE – Intercultural Competences for Adult Educators working with Multicultural and Multilingual Learner

The project aims at strengthening the intercultural communication skills of adult educators working in various formal and non-formal educational settings, in order to help them to overcome the challenges arising from their everyday work with multicultural and multilingual learners' populations. Website: <https://increase.grant.umfiasi.ro/>.

2016 – 2018. Erasmus+ Programme, Strategic Partnership action: UpSkilllead - Upskilling Adult Educators Digital Lead

The project was funded by the Slovenian National Agency. The project aims to create an interactive platform which will provide adult learners with the skills in e-learning, e-connectivity and e-communication. Website: <http://upskilllead.eu/>

2016 – 2018. Erasmus+ Programme, Strategic Partnership action: 2IMINED - Improving the initial education of adult immigrants

The project was funded by the Lithuanian National Agency. The project is aimed at improving competencies of educators working with immigrants as far as formal and non-formal education provision is concerned. Website: <http://migis.eu/>

2005 – 2007. Socrates Grundtvig Programme: EMMA

The project was funded by the European Commission (DG Education and Culture). The EMMA Network aims at creating a sustainable network of researchers, practitioners and policy makers in the field of general adult numeracy. Website: <http://www.statvoks.no/emma/>

European Projects in the field of Justice

2012 – 2014. Criminal Justice Programme: JCN – Justice Cooperation Network

The project was funded by the German National Agency. The project aims at developing a European network for best practice of transition management of prisoners leaving custody with a focus on high risk offenders. Website: <https://jcn.pixel-online.org/index.php>

European Projects in the field of Equal Opportunities

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: Together – Innovative European Learning Path to Facilitate the Access of Refugees to HE

The aim of the Together project is to develop social responsibility of Higher Education students providing them with intercultural and civic competences, raising their awareness on integration of refugees issues and having them working together with refugees and stakeholders of the third sector (NGOs) in order to play their potential key role in making University more inclusive. Website: <http://together.pixel-online.org/>

2015 – 2017. Erasmus+ Programme, Strategic Partnership action: GEEA

The project was funded by the Romanian National Agency. The project has the aim to raise awareness of equal opportunities, especially in VET education, and to promote entrepreneurship education as a solution to gender gap. Website: <http://www.geea-project.eu/index.php/en/>

2011 – 2012. Socrates Grundtvig Programme: Employing Women Potential

The project was funded by the European Commission (DG Education and Culture). This project foresees the training of women who are successfully returning or (entering) the work market in order to equip them with the skills to enable them to become mentors for other women. Website: www.stockport.ac.uk/Departments/EWP/

European Projects in the Health Sector

2019 – 2021. Erasmus+ Programme, Strategic Partnership action: Tiramisu

The aim of the Tiramisu project is to promote the first-aid training within schools through teacher training activities and to develop an innovative transnational training course on first aid, health and safety practices based on the simulation approach. Website: <https://tiramisu.pixel-online.org/>.

2018 – 2020. Erasmus+ Programme, Strategic Partnership action: Alcmaeon

The aim of the Alcmaeon project is to overcome the gap between clinical practice and historical perspective of medical humanities, through the representation of the historical scenarios and the integration of historical evidences in specific educational contents. Website: <https://alcmaeon.pixel-online.org/>.

2016 – 2018. Erasmus+ Programme, Strategic Partnership action: HealthEdu

The project was funded by the Lithuanian National Agency. The project aims at improving the healthy nutrition habits of children and families also promoting healthy lifestyle principles in the community. Website: <http://healthedu.emundus.eu/>

2014 – 2017. Erasmus+ Programme, Strategic Partnership action: Med&Lang Palliative Care

The project was funded by the Romanian National Agency. The project focuses on communication skills in a foreign language for supporting the teaching processes of the medical lecturers at higher education level, with a specific focus on palliative cares. Website: <http://www.medlang.eu/>

2011 – 2013. European Leonardo da Vinci Programme: Heppy

The project was funded by the European Commission (DG Education and Culture). The project aims to train Health sector professionals to develop an holistic and patient centred approach to Homecare assistance.

2007 – 2009. Leonardo da Vinci Programme: Hippocrates

The project was funded by the European Commission (DG Education and Culture). The project aims to train those working in the health sector so as to foster the acquisition of new skills. Website: <http://www.hippocrates.fadgradenigo.it>

2006 – 2008. Socrates Grundtvig Programme: Health Tutor

The project was funded by the European Commission (DG Education and Culture). This project aims to train trainers on the most effective methodologies for guaranteeing healthy learning. Website: <http://www.healthtutor.eu/>

European Projects in the field of Veterinary

2016 – 2018. Erasmus+ Programme, Strategic Partnership action: ZOE - Zoonoses Online Education

The project was funded by the Lithuanian National Agency. The project aims to create teaching resources in the field of veterinary medicine focusing in particular on the identification, monitoring and control of malaria. Website: <http://zoeproject.eu/>

European Projects in the field of Disability

2005 – 2007. Leonardo da Vinci Programme: EUCare

The project was funded by the European Commission (DG Education and Culture). The aim of the project is to create a training package addressed to those who take care of the elderly. Website: <http://www.eu.care-project.koszalin.pl>

2003 – 2005. Leonardo da Vinci Programme: Inclusive Practices for Learning Disabilities

The project was funded by the European Commission (DG Education and Culture). The aim of the project is to carry out research and comparative analysis at European level of the services and available for disabled individuals and the effectiveness of these services. Website: <http://www.ipld.cku.sopot.pl/index.html>

Experience and Expertise of the organization in the project's subject area

Pixel has a number of relevant experiences that are related with the project field of action. In particular the GrEnFin project (<https://grenfin.eu/>) aims at training university students of economics, finance and engineering on the taking into account of sustainability issues in the provision of energy. Its main expected results are: (1) A Joint Master Degree in Green Energy and Finance targeting university students (2) Professional Modules to train companies' staff and experts already active in the labour market. (3) The organization of two 2 Summer Schools on green energy finance
The teaching contents are developed in cooperation between university lecturers and experts and managers working in companies operating in the field of green finance.

The Cosy project (<https://cosy.pixel-online.org/>) aims at providing undergraduate students with competences and skills on complex systems in relation to sustainable development.

The CULPEER DIGITAL (<http://culpeer-digital.eu/>) project focuses on inclusion and diversity through digital cultural learning methods for pedagogues in adult education.

Contributions that can be provided to the project

Pixel will be in charge of supporting the project management, of the organization and assessment of quality and evaluation issues as well as of dissemination and exploitation. These activities will be carried out on the basis of the 15 years experience in the field of Pixel and of the 20 years' experience in the field of its president, Elisabetta Delle Donne.

Contact Person's Experience and Expertise

Elisabetta Delle Donne is the president of Pixel.

She graduated in Political Sciences – International Affairs from the University of Florence in 1993. Since then she has constantly been working in the field of European cooperation.

Elisabetta Delle Donne is an expert in the planning and management of European projects focusing in particular on the areas of education, training and culture.

So far Elisabetta Delle Donne has been involved as project planner and manager in more than 100 projects funded by the European Commission. She has developed and coordinated partnerships with more than 400 bodies throughout Europe, including universities, public authorities, training organizations, schools, research centres etc.

Elisabetta Delle Donne is often invited as a speaker or expert at International Conferences to present her European cooperation experiences and the European projects in which she is involved. She is also the main trainer in the international seminar "European Project Planning and Management".

She is also involved as external expert in quality management and external evaluator in European projects mostly funded by the Lifelong Learning Programme.

Lorenzo Martellini graduated in Economy – Business Administration from the University of Florence in 1999.

He started working at Pixel as Project Manager in 2000. He has been the coordinator of projects funded by the European Social Fund in the following areas: in company training, entrepreneurship, tourism, language learning.

Since 2004 he is also a European Project Manager. He has managed several projects funded by the European Commission in the field of education and training. The main subject areas of these projects are: entrepreneurship, health, language learning, tourism management, ICT and media education.

Since 2007 Lorenzo also manages 3 yearly International Conferences organized by Pixel in the field of education: The Future of Education, ICT for Language Learning, New Perspective for Science Education.

Lorenzo is also trainer in the framework of in service teacher and adult training initiatives in the field of: new technologies for education, information technologies for business management, e-learning for language teaching and Italian language for foreigners.

Finally Lorenzo is in charge of applying, at Pixel, the quality management principles on which the quality management system standards of the ISO 9000:2008 series are based.

After a Bachelor's Degree in Philosophy in 2018, Matteo Agati graduated with a Master's Degree in Logic, Philosophy and History of Science in 2020, both accomplished with full marks at the University of Florence.

Matteo started working for Pixel as Assistant Project Manager after his Master's Degree and at the moment he is supporting the management of 8 projects funded by the European Commission in the field of education and training, under the Erasmus+ KA2 Strategic Partnership programme.

Matteo manages the different project activities in collaboration with the transnational partnership, he organizes and takes part in meetings, carries out research activities and the dissemination of projects.

Moreover, Matteo is also supporting the administrative and financial management of the International projects in which Pixel is involved.