

ARTWIN

Art
welcomes
inclusion
through
innovative
technologies



Funded by the
European Union

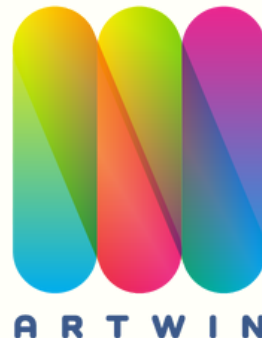
ERASMUS+ AGREEMENT NUMBER
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Today advanced technologies offer extraordinary opportunities both in terms of production and distribution of innovative content, in terms of the protection and enhancement of cultural heritage, and in terms of accessibility. The ArtWin project provides new digital and accessibility skills (artificial intelligence, algorithms, immersive technologies, 3D printing, vocal search/vocal systems, augmented and Virtual Reality, multisensory and tactile paths, development of individual skills to understand the world of disability) for the people related to culture and involved in adopting cultural services for disabled people.

More information online: <https://artwin-euproject.eu>

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PROJECT WORK

ARTWIN Guidebook of good practices
along EU

ARTWIN Digital Program Toolkit

- Improve the level of skills of 30 VET educators
- Facilitate access of 150 learners to basic knowledge and skills in new technology
- Enhance the capacity of 18 organizations
- Encourage and develop innovative and inclusive approaches for the 6 participating organizations
- Implement and transfer innovative practices at the local, regional, national and European level

PARTNERS

Magnetic Professionals and Liepaja university, Latvia
Modus ry, Suomi
Co Labory, Italia
Innovation Hive, Kreikka
CCIF, Kypros



PRACTICAL-
THEORETICAL
TRAINING FOR
TEACHERS in
Tampere, Finland

WEB PLATFORM
CONTAINING
EDUCATIONAL
MATERIALS