



Priority 4:
*Structures and mechanisms for Applied
research in VET*

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Understanding “Science” based and “Practice” based Innovation



The role of applying scientific findings and technologies in Closed research and development environments is diminishing.

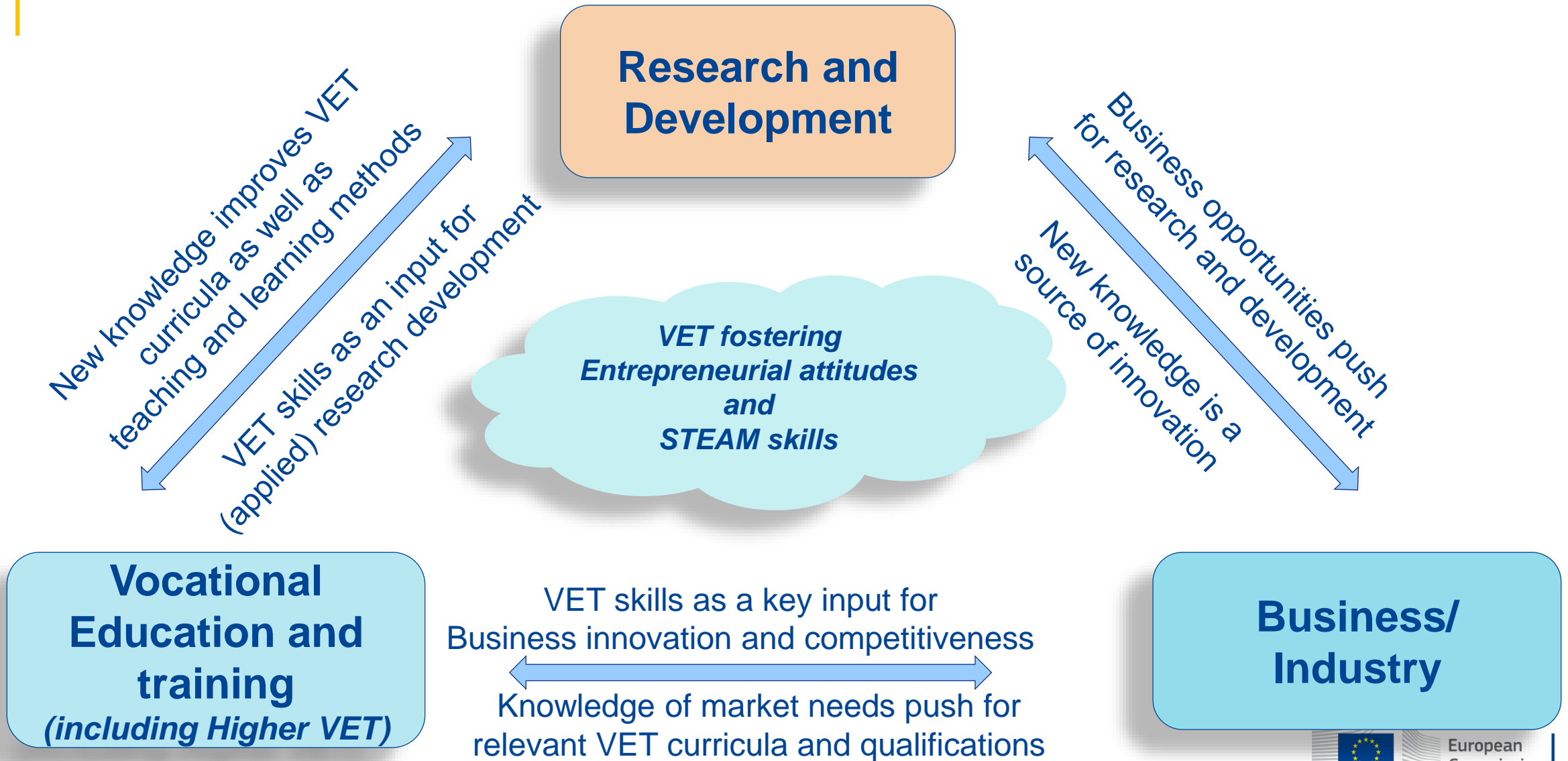
According to the Innovation in Europe survey, only **4%** of innovations are based on academic research. The survey also shows that the **most significant sources of innovation are customer contacts, company networks** and the like. These produce **96%** of innovations.

Innovations usually evolve from a practical need, and they are developed in a context that is far removed from the environment where scientific innovations are produced.

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VET pro-active in the “Knowledge triangle”

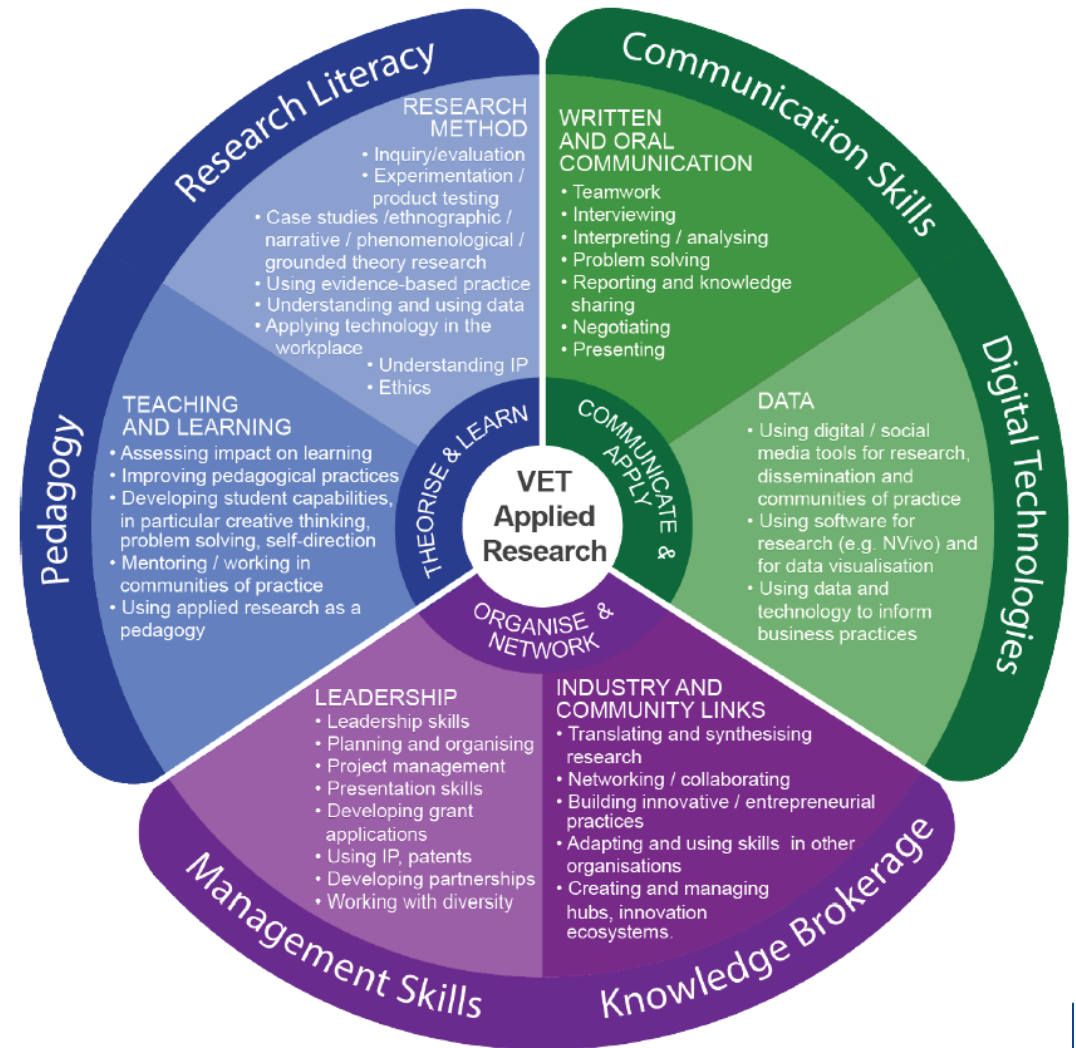


Australia: Building a research & evaluation culture in VET

VET applied research:
a missing piece in the innovation system

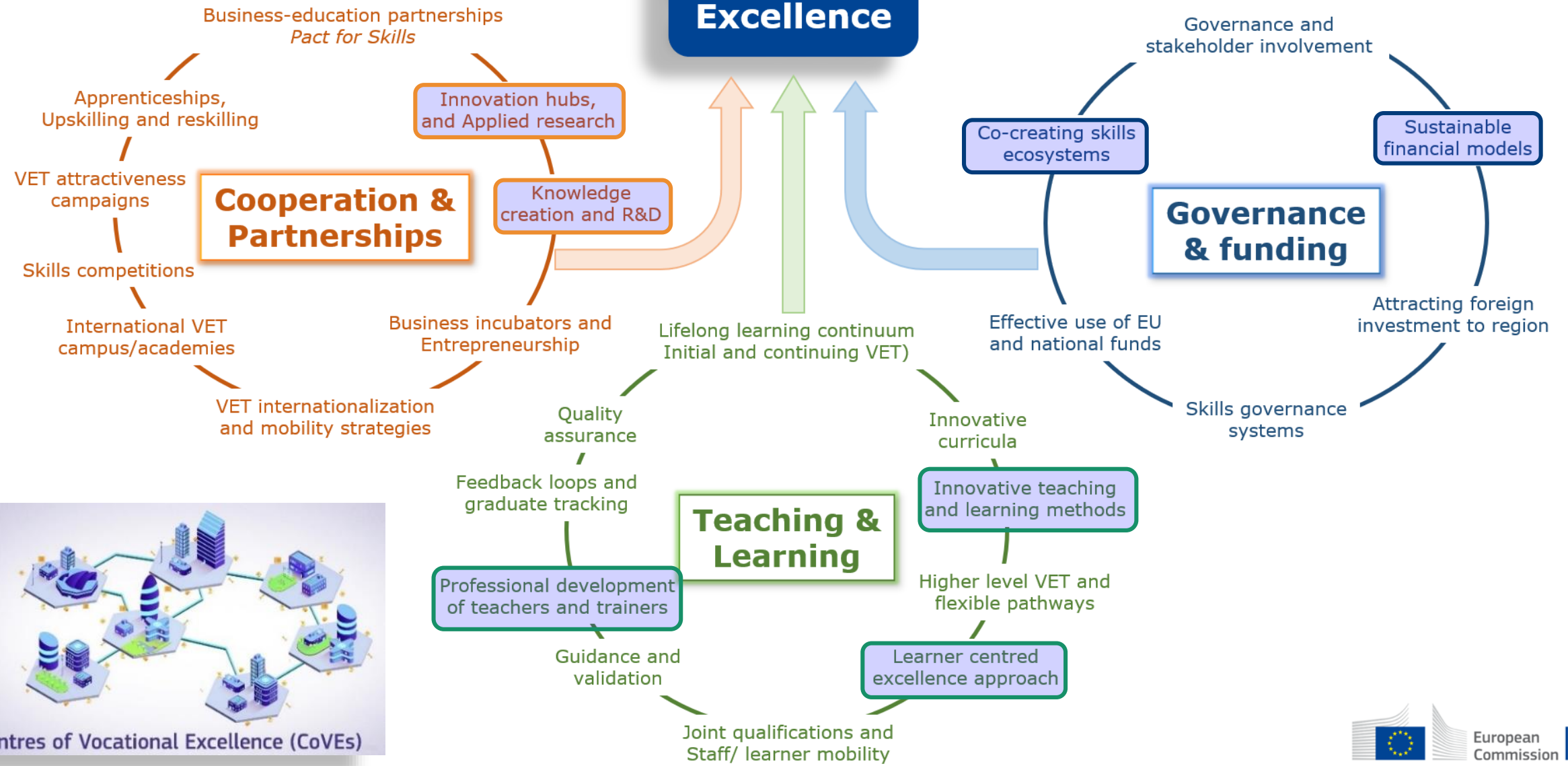


A developmental framework



Contributing to Vocational Excellence (CoVE)

Vocational Excellence



The aim of the projects on Applied research in VET

- Identify, assess, test, and develop **structures and mechanisms for applied research in VET**, to broaden its engagement in R&D and innovation systems
- Build the capacity of VET systems with the close involvement of teachers and trainers, as well as VET learners, to **undertake applied research and manage innovation projects** together with other organisations, and in particular SMEs.
- Based on its experience, the project will **propose a reference framework (operational and financial) aimed at mainstreaming applied research and experimental development** in VET provision, making use of private as well as public (national and EU) funding instruments.

Specific award criteria, project duration & funding

Specific award criteria

The extent to which the proposal **develops a coherent plan to set-up structures and mechanisms for applied research** in VET, which is designed to interact and **benefit the teaching and learning process**, while **responding to the external organisations** needs for innovation and development.

Participating organisations in the project

For **at least 3 of the participating countries**, the partnerships must include both **employers** (or their representatives), as well as **E&T organisations**.

Project duration: 24 months

Maximum EU grant per project: €700,000

Indicative number of projects: 7

Thank you



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