



Partner search form

For Creative Europe project applications

Call	<i>Support to European Cooperation Projects 2021</i>
Strand or category	<i>Small Scale Cooperation Projects</i>

Cultural operator – who are you?

Name of organisation	SASKY Municipal Education and Training Consortium
Country	<i>Finland</i>
Organisation website	<i>https://sasky.fi</i>
Contact person	<i>Merja Suoperä, merja.suopera@sasky.fi, +358 40 773 2566</i>
Organisation type	<i>General and Vocational educator</i>
Scale of the organization	<i>Total number of students is around 7 000 (6 000 VET), 520 staff</i>
PIC number	<i>947544792</i>
Aims and activities of the organisation	<p><i>SASKY Municipal Education and Training Consortium (Sasky) was founded in 1966. Owned by 13 municipalities around the Tampere region Sasky provides VET of nearly all fields at 12 different school campuses scattered around the region. Sasky also provides general education at two general upper secondary schools, a civic institute and a music institute. Recently, Sasky has expanded to apprenticeship training, labour policy education and prison education. The total number of students is around 7 000 (6 000 VET), 520 staff. Our VET is very attractive; around 60% of the potential applicants choose VET.</i></p> <p><i>SASKY Municipal education and training consortium is organizing education in Creative branches as vocational and general education. In Ikata campus music production vocational examination (song writer and music manager) is been trained and in Ylä-Satakunta academy of music basic studies and advanced special studies are taught. In addition music education is been executed as non-formal adult education courses in Petäjä institute in Pohjois-Satakunta and Luoteis-Pirkanmaa.</i></p>
Role of the organisation in the project	<i>Project leader</i>
Previous EU grants received	<p><i>All for One and One for All 5 -Erasmus+ VET Mobility Charter (ongoing)</i></p> <p><i>All for One and One for All 6- Erasmus+ VET Mobility Charter (ongoing)</i></p> <p><i>ERASDG- Education Requires the Appliance of Sustainable Development Goals. The project focuses on sustainable development in the fields of nature, and the environment (ongoing).</i></p> <p><i>Eurotopia -Esrasmus +</i></p> <p><i>The aim of the project is to compare matters related to sustainable development in different European countries and to raise awareness of sustainable living (ongoing).</i></p>

Proposed Creative Europe project – to which project are you looking for partners?

<p>Sector or field</p>	<p><i>Potential partner should have knowledge in music, mathematics or ICT. Partner can be training consortium, music or ICT company which have expertise for example producing music, creating sounds or managing music. Gaming branch companies are hoped to get involved as an Expert by experience and bringing knowledge how to create music for games, coding and working life-oriented project models. Project is for young adults, and it connects different forms of education and involves students, teaching staff and instructors in these branches.</i></p>
<p>Description or summary of the proposed project</p>	<p><i>The creative field needs new openings and approaches to recover from the crisis caused by the pandemic. New digital technologies and media have multiplied the opportunities in content industries to an extent where education is truly challenged. Digitalization brings new activities and earning opportunities to the music industry, and the Gaming industry seeks frequently workforce and top Talent internationally. Multi-disciplinary, diverse and international learning contexts to ensure competitiveness is highly called for.</i></p> <p><i>The purpose of this project is to build skills through new curricula and training opportunities and raise awareness of sound design and bridging the gap between creative contents and ICT-field.</i></p> <p><i>The aim of project is in the need to attract more girls into the sectors, but also in the need to be able to develop specialized training opportunities and real-life joint projects as part of music, math, tech and gaming education. Music coding and technology as well as ICT and coding are strongly male-dominated areas, whereas music and the arts in general appeals much more equally, if not even dominantly, to females. Approaching music coding and sound design from both artistic and technical perspectives has proven as one way to increase the interest of both sexes.</i></p> <p><i>On the other hand, now there is a real need to strengthen music branch competitiveness and diversify the expertise of the students in this branch. This will be accomplished by for example connecting game and sound production to the branch and also by developing student's expertise in coding and understanding the gaming branch.</i></p> <p><i>Teamworking skills, creativity and innovation are important skills in present working life. Practical projects in multi-disciplinary teams will provide increased opportunities from these perspectives. Teaching staff will get skills in instructing and facilitating pedagogical creative processes which they can utilize in education in any branch.</i></p>

	<p><i>Contents:</i></p> <p><i>1) Development of learning modules for Music Coding & Sound Design for training-of- trainers, hosted by each partner country/organization</i></p> <ul style="list-style-type: none"> <i>- Participants will consist of chosen teachers of music, music technology, math, ICT and coding as well as games development.</i> <i>- Developing a multi-disciplinary approach coupled with project-oriented learning will be a core horizontal approach throughout the project.</i> <p><i>2) Participating teachers will develop an intensive course concept for students, that will enable co-creation and production of joint projects/assignments in order to create soundscapes using music coding. Support networking and familiarizing with the music & gaming industries throughout the partner countries. Students will get an opportunity to be able to participate the developing the course.</i></p> <p><i>3) The multi-disciplinary course will be piloted in the partner countries. Students will learn the sufficient skills in order to be able to lead creative multi-disciplinary teams. The teaching staff will also learn the pedagogical guiding and the process of the facilitation regardless of any field.</i></p> <p><i>4) Learning modules can be integrated to existing courses in the different disciplines, be realized as introductory workshops or be built to independent courses and realized in co-operation of different partners. The results of the project and the intensive course will serve as a basis for developing a new course content and learning models supporting the training in the future.</i></p> <p><i>5) The results of the project will be introduced in the final meeting of the project.</i></p> <p><i>The project will last for 2-3 years.</i></p>
Partners currently involved in the project	<i>So far, we have had meetings with music branch in SASKY Municipal education and training consortium and one music branch training company.</i>

Partners searched – which type of partner are you looking for?

From country or region	<i>We aim to gather 3-4 partners from European countries.</i>
Preferred field of expertise	<i>Cultural Centres, Music educators, companies from ICT-field</i>
Please get in contact no later than	<i>August 20, 2021</i>

Projects searched – are you interested in participating in other EU projects as a partner?

Yes / no	Yes
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Which kind of projects are you looking for?	<i>Projects that combine ICT and the music area in a creative way. Projects related to music education, production and focused young artists and music managers in similar organizations/institutions.</i>
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Publication of partner search

This partner search can be published?*	Yes
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