



<http://www.gadget-project.eu>



How can GADGET benefit me?

The intended change the project will make is to provide a set of replicable activities, which will show the way to enhancing linkages between enterprise and education, in specific or generalised sectors. In the institutions targeted, the change will be tangible in that sustainable activities and linkages will be created assisting to bring together the worlds of education and work. On a European level, the project will provide an example of a three-tiered and cooperative approach to creating linkages, which is transferable in contexts and amongst sectors. The target groups of the project are industry actors (SMEs and intermediaries), HEIS, and policy makers. Networks and contacts are mobilised for maximum dissemination and exploitation.

If you are a European Higher Education Institution:

The results and expected impact for HEIs include a defined methodology for greater cohesion with the needs of innovative industries, and enhanced employability for graduates. By gaining such cohesion, HEIs can offer a better service to the community, which assists to accomplish one of the main objectives of an HEI. **GADGET** will offer the necessary tools and good practices for other European HEIs to replicate the activities.

If you are an SME or intermediary:

For the industry sector, the project will have a large-scale impact in that it will ensure the re-training of existing staff to meet specifically identified needs, the provision of better-prepared graduates and the opportunity to work with researchers to provide answers to their innovation needs. For all, enhanced dialogue and cohesion is the biggest impact.

If you are a policy-maker:

Policy-makers will benefit from the findings of the project as an input to future policy design, as well as being able to advise both industry and educational actors on potential collaboration schemes.



Good Practice Pilot Action for Innovative Industries: Education, Training and Exploitation



Creating links for a united future: Environment and Energy



With the support of the Lifelong Learning Programme of the European Union



GADGET, AT A GLANCE

GADGET is an EU project financed by the Lifelong Learning Programme, whose overall objective is to conduct a **pilot action in 3 countries for good practice for industry needs, training and exploitation of results in environmental and energy industries.**

Enhancing linkages between academia and industry forms an integral part of current European Union policies and objectives. **GADGET** will bring together the worlds of education and work promoting mutual teaching and learning, in which education intervenes in industry training, and industry intervenes in education through influencing curriculum improvements and providing guest lecturers, in an effort to boost employability and interest in innovation. As a pilot action, **GADGET** sets in motions a carefully developed trial of processes and means for a specific end: to enhance the linkages between university and industry in environment and energy fields. Due to the increasing importance of energy efficiency for future societies, **GADGET** focuses on environment and energy solutions, a sector which needs specialised teams able to deeply understand technical and business concepts and implications in quickly evolving scenarios and legal frameworks.

What activities does GADGET involve?

GADGET includes a series of interlinked activities to reach the objective. These activities can be group into 3 phases (see overleaf). In summary, the project will:

Conduct a two-tiered activity to determine both (a) research needs and (b) training needs for staff with particular reference to horizontal competences (languages, knowledge management, project management, etc) in environmental and energy industries;

Conduct a matching and comparative exercise between (a) research projects and (b) current degree offerings and needs of industry, and provide conclusive reports;

Set in motion a holistic improvement scheme including (a) a competitiveness enhancement programme for industry staff, (b) partnering between industry and research groups in targeted innovative fields, and (c) an "invited professor" lecturing scheme from industry partners;

One good practice platform including reports, lessons learned, benchmarking approaches, and partnering utilities.

GADGET is built on a 3 step approach: Analysis, Implementation and Exploitation.

ANALYSIS

In the first phase, the consortium will deeply analyse the match of industry requirements (demand) against university offering (supply) in terms of research, teaching and training for industry.



IMPLEMENTATION

In the second, the partners will put the lessons learned into practice pilot schemes on three axis: 1) Lifelong learning training scheme for industry employees; 2) Matching exercises between industry and research groups, and 3) Visiting professor schemes to incorporate industry focus in undergraduate teaching.



EXPLOITATION

In the last phase of the project, the successes of the pilot schemes and analysis will be transferred to other HEIs in Europe to be replicated. These schemes will include at least 150 European SMEs and 12 HEIs, including 90 trainees, 9 visiting professorships, 9 formal and 6 informal matching exercises between industry and HEI, and transfer of results to at least 100 institutions in Europe.



What are the main outputs of GADGET?

GADGET will create a number of outputs at European level. These include:

- ▶ A web portal www.gadget-project.eu - will through project progress will include online training materials, case studies and good practice, and all work materials;
- ▶ An analytical methodology for identifying the supply vs. demand gaps between industry and higher education (transferable to all sectors);
- ▶ Results and documents of the findings of the **GADGET** analytical phase;
- ▶ Results of the teaching and research schemes;
- ▶ **GADGET** Café: an open 'speed-dating' concept initiated by the project intermediaries to bring together research and industry;
- ▶ Improvement strategies at institutional (university) and national level to advance university-industry linkages;
- ▶ A **GADGET** conference.

CONTACT US

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