

1st Newsletter



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What is CULT about?



The “CULT – Culture & Technology” is a two-year Project, co-funded by the Erasmus+ Programme of the European Commission.

It is implemented by a consortium of 8 partners from 5 EU Countries (Italy, Albania, Croatia, France, Spain) expression of international institutional, academic, training, consultancy and research networks.

The CULT project integrates technological and artistic-cultural knowledge by adopting a STEAM approach within European higher education institutions of a technical-technological nature.

This initiative responds to the increasing pervasiveness of digital technologies in the valorisation and utilisation of cultural assets and aims to facilitate access for women with a humanities background to STEM study pathways.

What are the objectives of the CULT Project?

- An **HE STEAM Curriculum** implemented in the Higher Education offering of IT, ES, FR, HR and AL
- **Microlearning pills** and **gamified scenarios** to adapt students' skills to digital culture
- **TEACHING HANDBOOK** to develop the creative potential of female students in designing game-based communication solutions for cultural assets
- A **Curriculum Pilot with 60 female students** with a humanities and cultural background who are enrolled in STEM faculties in Italy, Spain, Croatia, France, and Albania
- A **hybrid mobility** for 22 lecturers/trainers for in-vitro testing of the Handbook



What's happened until now?



The project's activities were launched at the partnership kick-off meeting, hosted by UNIZG in Zagabria, Croatia, on the 6th and 7th of February 2025 where partners discussed project activities, they validated the draft of the curriculum and they discussed the questions to be submitted for the validation focus groups.



**STAY UPDATED ON
CULT ACTIVITIES!**



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