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Focus on the Valencia international hybrid mobility: co-creating the CUL.T. learning pathway through Culture, Technology and Inclusion



We are delighted to share with you the third newsletter of the CUL.T. Project dedicated to the Valencia international hybrid mobility held from 21st to 24th April 2026 at the Faculty of Economics of the University of Valencia. This mobility represented a crucial stage in translating shared pedagogical ambitions into practical training practices, methodological tools and applied learning experiences.

Over four intensive days, the partnership worked around the Art-Inspired Teaching Handbook and a set of interconnected modules designed to bring cultural heritage, immersive communication, artificial intelligence, digital storytelling, GIS, video game design and inclusive STEAM approaches into a coherent educational pathway.

Why the Valencia Mobility?

The Valencia mobility was conceived as an operational bridge between the CUL.T. Curriculum, the project's Open Educational Resources and the forthcoming piloting phase. Its purpose was not merely to present training contents, but to verify the coherence, usability and educational relevance of the Art-inspired Teaching Handbook that will support lecturers and trainers in guiding female students towards digital culture professions.

In line with the project objectives, the mobility contributed to:

- aligning partner approaches to art-inspired coaching, work-based teaching and digitally enabled STEAM education
- testing the Art-Inspired Teaching Handbook in vitro with the partnership's teaching and training community
- strengthening synergies between universities, cultural organisations and creative-technology stakeholders



Valencia as a transnational learning laboratory

Hosted by the University of Valencia, the four-day programme combined institutional exchange, dialogue with cultural and creative professionals, structured Handbook review, applied micro-pill development and plenary evaluation. The opening session included contributions from the University of Valencia and the CUL.T. coordination team, followed by a needs-oriented exchange with representatives from Bombas Gens Digital Arts Centre, Artcast4D and Culturalink, and Barret Transmedia Documentary Initiatives. This dialogue helped connect the project's educational outputs with the evolving demand for STEAM profiles in the cultural and creative sectors.

The mobility explored several interconnected learning areas:

- Art-Inspired Teaching Handbook: objectives, foundations, integrated training modules, work-based learning, final project structure and project-work examples
- Immersive cultural communication: spatial storytelling, user experience, inclusion and ethical representation
- AI-powered music and audio creation: generative audio tools, interactive soundscapes and cultural-heritage applications
- Digital storytelling and GIS for cultural heritage: multimedia narratives, accessibility, preservation, spatial analysis, documentation and risk assessment
- Immersive experience and video game design: prototyping, 3D navigation, platform selection, game-production roles and real-time engines
- Gender equality and inclusion in STEAM: analytical and pedagogical frameworks for equitable cultural-technology education.



What's next?

Following the Valencia mobility, partners will consolidate the feedback gathered through presentations, review sessions, practical tasks, surveys and plenary discussions. This process will guide the further refinement of the Art-Inspired Teaching Handbook, the development and validation of Open Educational Resources, and the final preparation of the CUL.T. piloting phase.

The next stage will focus on testing the HE STEAM Curriculum and its relative resources with female students across the partner countries, while assessing the educational effectiveness, accessibility, usability, inclusiveness and European added value of the project outcomes. Through this process, CUL.T. will continue to build a transnational community of lecturers and trainers aligned around art-inspired, work-based and digitally enhanced methodologies for cultural heritage innovation.



**STAY UPDATED ON
CULT ACTIVITIES!**



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