# $Eu fast$

Social integration skills for newly arrived migrants and refugees through social stories scenarios enacted using European Cultural heritage sites and near-peer Role Models

# Social Stories
# Cultural Narratives
# Real Life Integration

## The project

The main goal of "EUFAST" project is to reach out migrants and refugees, train them in oral communication skills (listening, body language, friendliness, clarity, empathy, respect) aiming at their fast integration, culture awareness and active participation in the society. The training material, offered through role – playing, multilingual, social stories scenarios enacted through the use of mobile devices, will cover skills ranging from basic interaction with people in the neighborhood, to using public services and interacting with local people.

## The goals

The objectives of EUFAST project are:
-Developing and implementing innovative methods and practices to foster inclusive education.
-Enhancing the acquisition of social and civic competence
-Supporting the inclusion of newly arrived migrants in good quality education
-Involving role models for greater impact among target groups

## The consortium

The consortium is composed from 8 partners from 5 European Countries (Greece, Cyprus, Germany, Italy and Spain) collecting all the required expertise in the design and development of the project outputs. The project consortium is capable to mobilise the necessary resources for achieving the project goals. A healthy mix of researchers, trainers, business people, technicians and developers from all partners are ready to collaborate towards defining the learning materials, developing the ICT tools,
contacting target groups, testing, evaluating and disseminating the project results, as well as ensuring sustainability of results beyond the project's conclusion

The activities and deliverables

- Development of Pedagogical framework
- Training curriculum development
- Focus groups and local workshops
- Social Stories Scenarios and EUFAST App
- EUFAST back end System and Web API
- Pilot Implementation
- Evaluation and Exploitation

## The app

EUFAST project using the requirements deriving from the training scenarios will develop applications that will serve the training scenarios. In the EUFAST app 3D models depicting the role models (in the form of avatars and the cultural heritage sites in each country (3D sceneries of the scenarios) will be integrated. Beneficiaries will get badges and wins trophies for completing certain tasks, receives awards as she/he using more the application. The goal is to increase learner's engagement and keep them coming back to use the app again and again.

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