NEWSLETTER 1

Wake Up - Raising Youth Awareness on Metaverse

WHAT IS WAKE UP?

WAKE UP is an Erasmus+ project aimed at addressing a very recent phenomenon that is starting to become more and more popular, the Metaverse. According to experts, the Metaverse isn't a specific platform or brand, but a new virtual space thatovercomes the limitation of screens by combining real and virtual environments. This virtual reality can be accessed throughspecial devices such as virtual or augmented reality glasses with which users can interact with other users and with whichcommunities, products, commerce, workspaces, entertainment, creators and much more, become connected.

OUR OBJECTIVE

By gathering as much information as possible and organising it into e-modules that fit into an e-learning platform, WAKE UP aims to prepare youth from the metaverse's risks and teach them how to exploit all the opportunities to ensure youth's up-skilling in different fields (ej, it can be a great occasion to promote active citizenship, young people's sense of initiative andyouth entrepreneurship including social entrepreneurship) and guarantee them a better future.

PARTICIPANT ORGANISATIONS

The WAKE UP consortium consists of 6 organisations. The participating partners are from the countries of Spain, Poland, the Netherlands, Greece and Cyprus.

The list of organisations is:

- Asociación Valencia Inno Hub (ES)
- Stowarzyszenie SEDA (PL)
- Atermon B.V. (NL)
- Panepistimio Thessalias (GR)
- Xenios Polis. Culture, Science and Action (GR)
- M.M.C Management Center Limited (CY)

1ST TRANSNATIONAL MEETING

The fisrt transnational meeting of the participant organisations of the project WAKE UP was held online. Partners from the consortium connected on the 16th December 2022 and discussed about the projects, its aims and objectives, upcoming activities...
It was such a please to meet each other.

Project Number: 2022-1-ES02-KA220-YOU-000087011

WHAT ARE WE DOING NOW?

The WAKE UP consortium is currently working on the development of Work Package 2 - Developing a framework to raise awareness on the metaverse.

WP2 aims to develop the training content that will be put into the e-learning platform that will be developed during theimplementation of WP3's activities.

The main objectives are:

- Ensure the learning on metaverse of the partners organisations.
- Elaborate the e-learning content
- Find the best practices/ideas in the virtual world

DESK RESEARCH ON METAVERSE

At the moment, the project partners have developed a desk research on the metaverse, obtaining information from each country on the key concepts of the metaverse: what it is, the types of metaverse, etc.

Then, national practices, typical practices and some case studies from each country can be found.

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