

MOSAIC Research Report

“Digital Teaching in Arts & Crafts”

This [Report](#) examines how digitalisation is reshaping VET in Europe’s Arts & Crafts, offering several key insights and recommendations that Policy Makers can use to develop and improve policies related to VET in the Arts & Crafts, in support of the EU skills strategies:



Policy designed to foster collaboration between educational providers, R&D institutions and industry through funding mechanisms, creation of interaction platforms and other solutions.



Creating policies that support the adoption of digital tools and technologies in VET, while considering the potential impact on traditional practices and the need to preserve cultural heritage.



Promoting policies that encourage international exchanges and collaborations between VET institutions, facilitating the sharing of best practices and the development of global competences

Modernising VET Programmes

Promoting collaboration

Addressing skills gaps

Supporting digital integration

Fostering social inclusion

Enhancing internationalization

VET curricula must be updated to align with current technological advancements and industry needs, which require policy directives to modernize VET.



Development of targeted programmes and initiatives aimed at addressing current skills gaps, including funding entrepreneurship training or digital literacy in VET institutions.



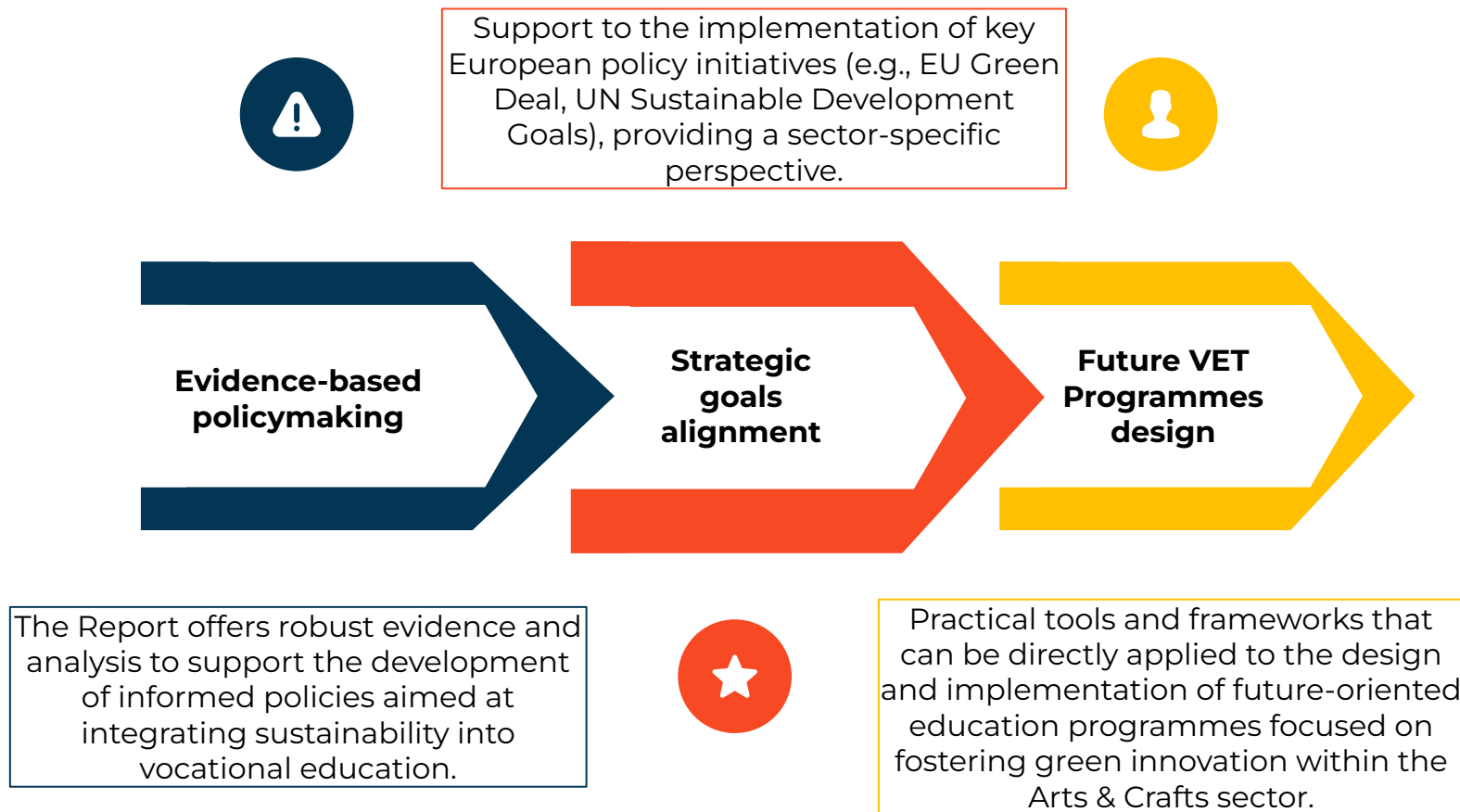
Development of inclusive policies that ensure equitable access to VET for individuals with fewer opportunities and with disabilities.



MOSAIC Research Report

“Expanding sustainability thinking in vocational education in Arts and Crafts”

This research highlights VET’s pivotal role in advancing sustainability within the Arts & Crafts sector, while offering strategic insights to guide policies that strengthen competitiveness and resilience amid digital, environmental, social inclusion, and entrepreneurial challenges:

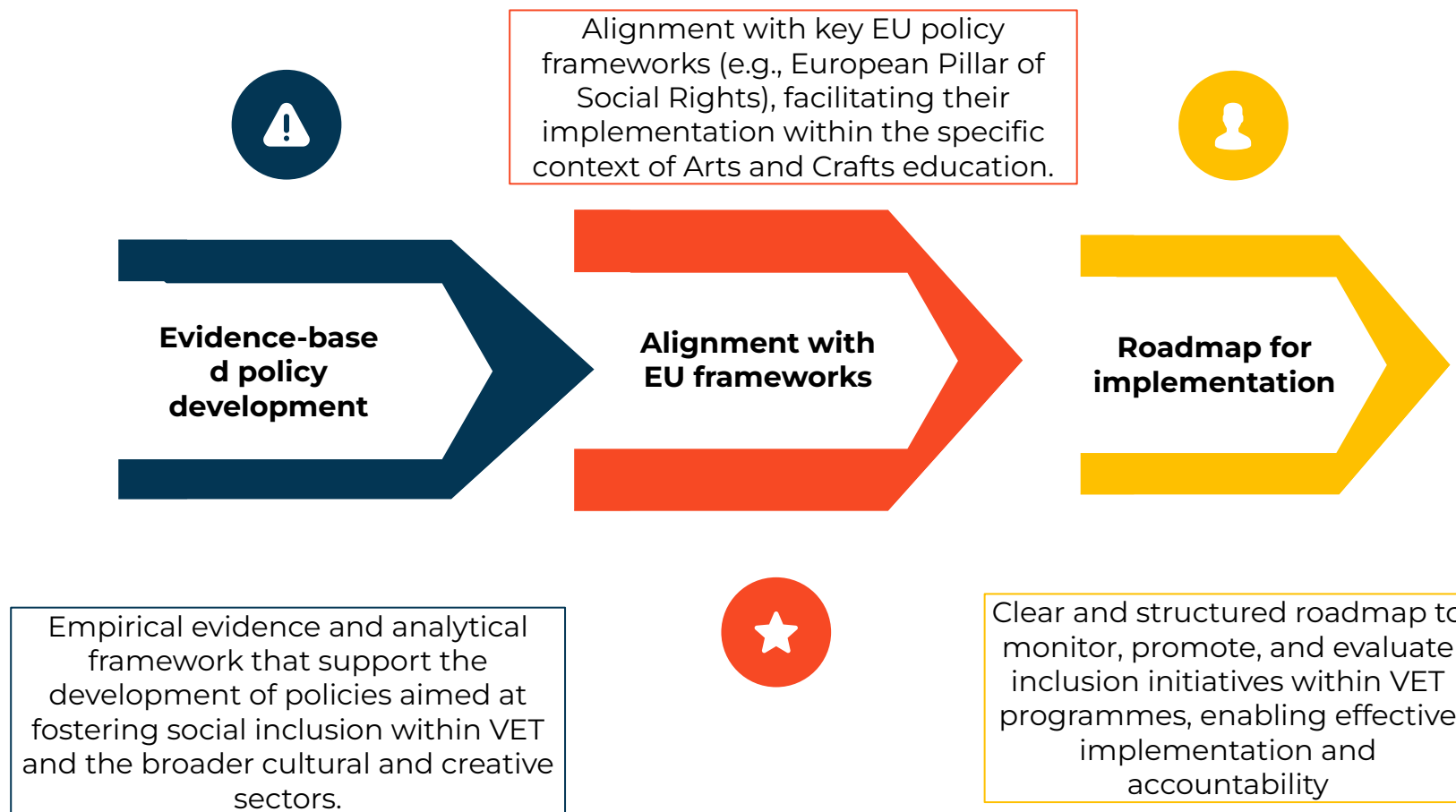


This [Report](#) establishes connections between macro-level policies, meso-level educational strategies, and micro-level practices observed in VET centers and craft businesses. It delineates key green skills essential for promoting sustainability in Arts and Crafts, encompassing eco-design principles, the utilisation of sustainable materials, waste reduction strategies, and the cultivation of ethical responsibility. Furthermore, the Report introduces a classification system for green best practices tailored to VET settings and proposes a holistic mapping framework grounded in the quadruple helix model of stakeholders’ engagement.

MOSAIC Research Report

“Exploring the dimensions of social inclusion in vocational education in Arts and Crafts”

This [Report](#) explores VET’s potential in the Arts & Crafts as a driver of social inclusion, while providing an in-depth analysis of the legal, social and educational structures that influence inclusive practices and define socially inclusive education within the sector:

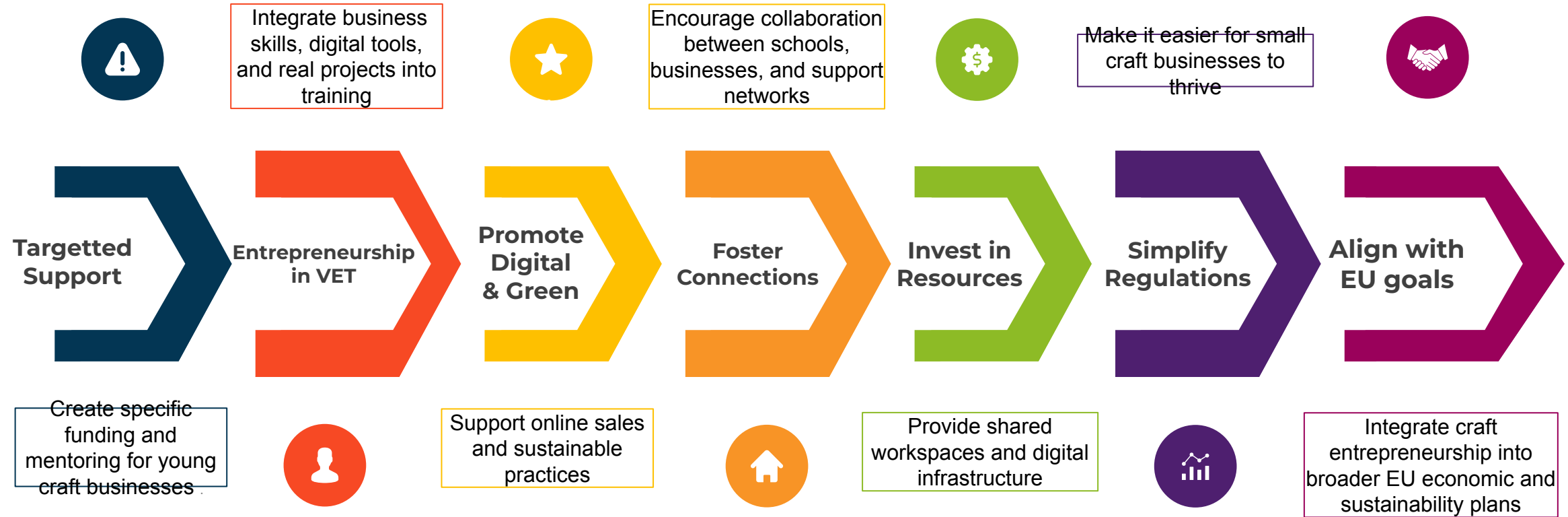


It culminates with the development of a framework centered around seven key dimensions: (1) access and participation, (2) representation and diversity, (3) equity and fairness, (4) education and skill development, (5) community engagement, (6) empowerment and wellbeing, and (7) policy and advocacy.

Furthermore, the report offers compelling case studies showcasing effective practices, while also acknowledging the challenges encountered by institutions and identifying gaps in current strategies.

MOSAIC Research Report “New economic and social business models to support young entrepreneurs”

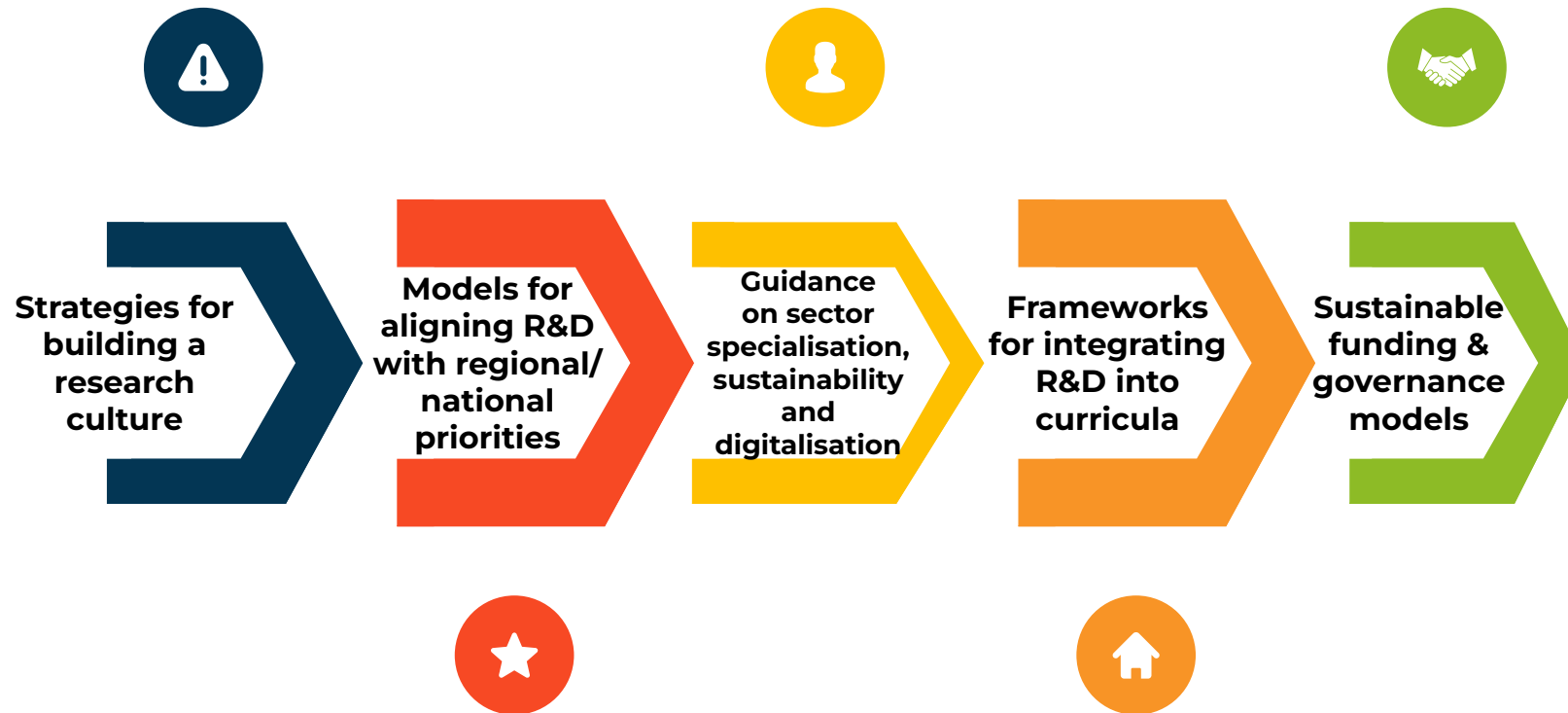
This cross-country research [Report](#) maps how can VET in Arts and Crafts drive innovative, sustainable, and socially inclusive business models in response to digital, ecological, and socio-economic transitions. Here is how it can be harnessed by Policy Makers:



By acting on these recommendations, Policy Makers can empower the next generation of craft entrepreneurs, while fostering innovation, preserving heritage, and building a more sustainable economy.

Recommendations on how to foster R&D in VET

This document outlines how can Policy Makers foster Research & Development (R&D) in Arts and Crafts Vocational Education & Training (VET) centers, drawing on a successful Canadian model. Its contents support strengthening VET, benefit learners, and support the craft sector's adaptation to modern challenges:



Empower VET centres to become hubs of innovation for the Arts and Crafts sector, leading to a more skilled workforce, economic growth, and fostering a vibrant cultural heritage.

These **Recommendations** can be harnessed by:

- ✓ **Adopting the Canadian CTTC Model:** Encourage collaborative, network-based R&D in VET, not just traditional academic research.
- ✓ **Investing in VET Staff Research Skills:** Train educators in applied research to drive innovation.
- ✓ **Connecting VET with Innovation Ecosystems:** Integrate VET R&D into regional and national networks.
- ✓ **Funding Sector-Specific & Thematic Research:** Support R&D relevant to craft industries and areas like digital and green skills.
- ✓ **Enabling Resource Sharing:** Help VET centers pool equipment and facilities.
- ✓ **Promoting Public-Private R&D Funding:** Encourage joint investment and commercialization.
- ✓ **Establishing Clear Governance & Evaluation:** Set guidelines and track progress of VET R&D.
- ✓ **Recognising VET's R&D Role:** Acknowledge and support VET as an innovation driver.
- ✓ **Simplifying VET-Industry Collaboration:** Make it easier for schools and businesses to work together on R&D.
- ✓ **Integrating VET R&D into National Strategies:** Include VET's potential in broader innovation plans.

MOSAIC Research Report

“Skills needs assessment for the arts and crafts sector”

This [Report](#) delivers a comprehensive skills needs assessment for the Arts & Crafts sector across Europe and Canada. Using a mixed-method research, it identifies essential skill areas and provides strategic evidence to guide future VET policies, such as:



The development of cross-cutting skills (digital literacy, entrepreneurial acumen, social inclusivity, and sustainable production practices) require investments in VET initiatives that address these critical areas.



Allocation of public resources for VET, ensuring that funding is directed towards programmes that address the most pressing skills needs within the Arts and Crafts sector.



Evidence-based policy steering

Targeted investment in key skills

Curriculum reform and adaptation

Strategic resource allocation

Contribution to the EU Skills Agenda

Key for the strategic development and refinement of national and regional VET policies specifically tailored to the Arts and Crafts sector.



Concrete guidelines for the modernization of VET curricula to ensure greater alignment with the real-world needs of craft businesses /evolving demands of the labor market.



Development of pan-European strategies that contribute to broader European initiatives (European Year of Skills, European VET Agenda...)