

MOSAIC Research Report “Digital Teaching in Arts & Crafts”



This MOSAIC [report](#) aims to bring digitalisation into VET schools curriculum in a realistic, context-sensitive way, in order to ensure that the programmes evolve without losing what makes them strong: creativity, applied learning, and transmission of know-how.

Built from 6 focus groups, 250+ documents, and 66 SELFIE (self-assessment tool) for Teachers across Europe, this research provides a pedagogically grounded framework for embedding digital tools into arts & crafts education. It connects macro policies and school strategies with real classroom practices, and shows how hybrid teaching, digital design, and even AR/VR can strengthen (not replace) traditional crafts learning.

It also offers a taxonomy of digital best practices for VET centres and a mapping method to assess and improve its own digital learning ecosystem—with contributions from education, industry, government, and civil society.

This isn’t about digitising for the sake of it, it’s about enhancing the way you already teach crafts, step by step, with practical tools that respect your context. This MOSAIC report gives you a clear, ready-to-use roadmap to integrate digital tools and practices into your arts & crafts training programmes.

MOSAIC Research Report

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



This MOSAIC research [report](#) was designed based on the essential need to connect creative tradition with today’s ecological realities. It is a practice-based, pedagogically grounded resource to support the integration of environmental sustainability into arts & crafts training.

Based on data from 250+ sources, surveys, and national focus groups, this report brings together the legal, institutional, and workshop-level dimensions of sustainability. It proposes a green skills typology tailored to the arts & crafts sector—covering eco-design, sustainable materials, ethical production, and waste reduction—and provides a visual classification of sustainable practices that VET educators can easily adapt.

Thanks to its multiple approach (policy, education, business, and community), the report bridges the gap between vision and action, offering ready-to-implement strategies for your curricula, workshops, and institutional planning.

This tool doesn’t replace your know-how, it supports it. It is meant to help you add impact to your teachings and your organisation.

MOSAIC Research Report

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



- Get ready-made indicators and models that help teachers implement inclusion with clarity
- Empower staff and students by fostering belonging, participation, and representation



- Integrate inclusion into workshops, project briefs, and assessment
- Align your teaching with EU priorities on social equity and inclusive education



- Use the seven-dimension framework to evaluate and improve your programmes' inclusiveness
- Access real-world case studies to inspire and guide your next pedagogical steps

This [report](#) from the MOSAIC project supports VET centres with a concrete, adaptable framework for enhancing social inclusion in vocational education (specifically designed for the arts and crafts sector). It helps VET centres create inclusive training environments where every student feels valued, represented, and empowered.

Based on 250+ documents, surveys, and focus groups from 7 countries, the report offers a comprehensive overview of how VET institutions and companies are addressing diversity, equity, and access; and where gaps remain. Its strength lies in its ecosystemic approach, connecting classroom practices to institutional strategies and broader policy environments.

The output proposes seven actionable dimensions of inclusion: from student access and representation, to wellbeing and advocacy; making it easy to localise and apply to your own context.

This framework was built with craft schools in mind: it's modular, visual, and ready to apply to your daily reality. This will provide you with the tools to include every learner, complementing the know-how you already have.

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



- Translate entrepreneurship into applied learning, rooted in your students’ creative practice
- Build modules around real challenges: funding, communication, market access, and innovation



- Teach business through the lens of sustainability, circularity, inclusion, and digital adaptability
- Help learners shape careers that reflect both economic reality and artistic identity



- Use the skill framework and mapped business models as ready-made references
- Integrate entrepreneurship into existing courses through immersive projects, not standalone theory

This [report](#) from the MOSAIC project helps VET Centres to integrate entrepreneurship and business considerations within the Arts and Crafts curricula. It aims to involve learners in the rapid changes shaping the Arts and Crafts sector, as environmental, social, digital and R&D new solutions in businesses.

Grounded in ecosystemic, cross-country research, this report maps real business practices and challenges from artisans, young craft entrepreneurs, and training centers in 7 countries. It goes beyond identifying difficulties that young entrepreneurs and new Arts and Crafts companies can meet, and tackles how project-based learning approaches, co-working practices and marketing support can contribute to the sustainable development of their companies.

It integrates a clear, skill-based framework connecting entrepreneurial attitudes, business skills, and creative strategy, developed specifically for arts & crafts training environments.

Your students already think like creators. This resource helps you guide them to think like entrepreneurs without ever leaving the workshop behind.

Recommendations on how to foster R&D in VET



The MOSAIC project supports combining artistic heritage with future-facing skills with a clear, adaptable framework to help VET Centres implement Research & Development (R&D) activities, in a way that fits their constraints and strengthens their programmes.

Based on a proven Canadian model (CTTCs), these **recommendations** show how R&D can be embedded into vocational training, not only by adding academic researchers, but also by building smart partnerships, flexible governance, and shared resources. Over three years, partners across seven countries co-created 11 recommendations that make applied research practical, fundable, and fully aligned with hands-on learning.

It's not about extra workload, it's about adding value, visibility, and relevance to your training offer.

This roadmap gives you the structure to take further the expertise you already have—at your pace, and on your terms

MOSAIC Research Report

“Skills needs assessment for the arts and crafts sector”



- Build or update modules based on real, segmented skills identified as needed from the field
- Target specific areas like digital design, sustainable production, or inclusive teamwork



- Use the study as a decision-making tool, saving time and ensuring your training stays relevant
- Introduce evidence-based innovation—without guesswork



- Teach the cross-cutting skills businesses now expect: collaboration, autonomy, adaptability
- Align workshops and projects with what the sector really values

This [report](#), produced within the MOSAIC project, provides practical insight to keep VET school's programmes aligned with the evolving needs of the arts & crafts sector.

Based on 290 survey responses and 6 focus groups across Europe and beyond, the research maps current skill gaps in crafts through a dual methodology: statistical analysis and qualitative interviews with businesses.

It is composed by :

- A new 7-skill typology based on actual work functions (from production to marketing)
- Integration of today's key themes: digitalisation, inclusion, entrepreneurship, and sustainability
- Transferable results to inform teaching modules, workshop planning, and competence-based learning

This is a map to strengthen what you already do, that will help you reinforce what your students need to know, built from voices in the field.