

# PRESS RELEASE

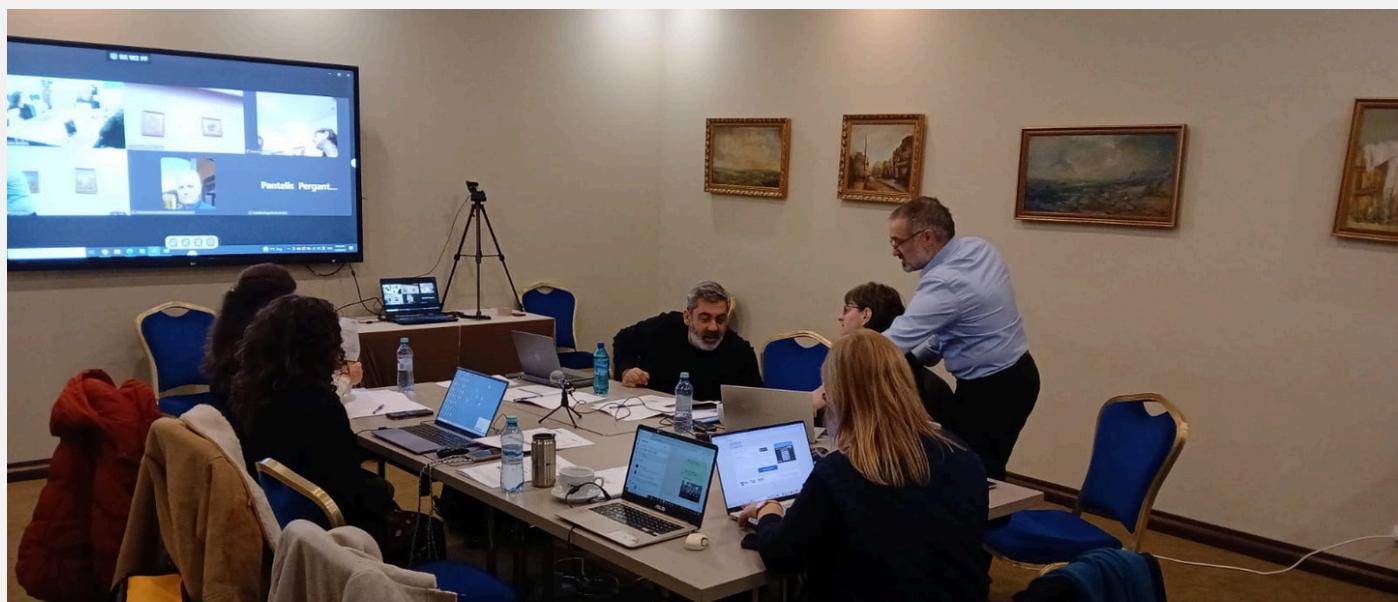


Promoting high quality, digital transformation (VR gamification) and green transition in inclusive YW practices for youth with hearing impairment (or deafness) for better employability prospects.

## ENHANCING EDUCATION & EMPLOYMENT FOR DEAF

Iași, Romania – The GreenSIGNS project, co-funded by the Erasmus+ Programme of the European Union, has successfully held its latest transnational meeting on January 30-31, 2025.

The event, hosted by ANPEDA "Virgil Florea", was held in hybrid format, allowing both on-site and remote participation of representatives from Greece, Italy, Spain, Cyprus, and Romania.



This initiative continues to break new ground in promoting digital transformation and green transition through inclusive youth work practices for the deaf and hard of hearing. By leveraging virtual reality (VR) technologies and green-oriented educational tools, the project aims to significantly improve accessibility and learning outcomes for this underserved community.

During this pivotal gathering, project partners from different European countries reviewed the progress achieved since the project's inception and discussed strategies to further integrate digital tools in education for the hearing impaired. The meeting was marked by enthusiastic participation and collaborative planning, setting a solid foundation for the upcoming phases of the project. Key developments discussed include:



## 1.

### Educational Tools and Resources

The partners have created 54 entries for the GreenSIGNS Language QR Code Cards, surpassing the initial target of 50. These entries focus on terms related to Environmental justice, the EU Green Deal, and Climate Change. The QR codes are in progress.

## 2.

### Engagement and Outreach

Discussions at the meeting emphasized the importance of inclusive youth forums. Two forums per country are scheduled, where stakeholders, including youth workers, volunteers, and interpreters, will engage directly with deaf and hard of hearing youth.



## 3.

### Virtual Reality Simulations

Work continues on developing real-life VR scenarios to simulate green-oriented occupations, enhancing both digital and green competencies among participants.

[Website: greensigns.eu](http://greensigns.eu)



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