

# PRESS RELEASE

PROJECT NUMBER: 2023-2-EL02-KA220-YOU-000181130



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.

## TRANSNATIONAL TRAINING MOBILITY FOR FACILITATORS/YOUTH WORKERS

On the 27-29<sup>th</sup> of January 2026, the transnational training mobility for facilitators and youth workers (YW) took place in Cyprus, hosted by Emphasys Centre. The training aimed to train YW on utilising the results developed within the framework of the GreenSIGNS project.



During the Training the **Capacity Building Programme**, with its **Competence Framework** and **Educational Material**, was presented to all participants, along with the QR-code Cards of the **Green Glossary**, which includes new Sign Language environmental terminology. We held **alpha testing** of the newly developed **VR Game**, which will help develop green and employability skills based on real-life case studies reflecting green-related professions. Participants also tested the VR's accompanying activities. The **inclusive GreenSIGNS Platform and website** were also presented, which included a step-by-step tutorial on how to use the Platform, enrol on courses and receive micro-credentials for each completed one.



## 1. Capacity Building Programme

During the training, the Competence Framework was presented, and each partner of the GreenSIGNS consortium presented the Modules they developed for the Capacity Building Programme.



## 2. Activites

The Sign Language QR code cards on green terms were presented during the training, and participants had the chance to learn the new green terms. They also had a good time playing some of the accompanying activities developed within the frame of the project.



## 3. Alpha testing the VR game and Platform

Participants of the training had the chance to explore the GreenSIGNS platform, which includes the Capacity Building Programme. They also got to experience and play with the VR game developed specifically for the GreenSIGNS project

**Website: [greensigns.eu](https://greensigns.eu)**



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA).

Neither the European Union nor EACEA can be held responsible for them.

