

STEAMigPOWER

STEAM approaches at higher education for mIGrants, refugees and asylum seekers' emPOWERment

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A1: Communication and Dissemination Plan

WP5: Dissemination and Exploitation

June, 6th 2023



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ABSTRACT

Migrants, refugees and asylum seekers, mainly youth and women, are particularly vulnerable to being marginalized from science, technology, engineering, arts and mathematics (STEAM). It is crucial that they have access to the necessary educational tools to enter the workforce and to develop knowledge, skills, and values that lead to continued wealth and prosperity for themselves.

Therefore, considering the large number of migrants, refugees and asylum seekers that the European Mediterranean countries are receiving, and strongly believing that HEIs should have a fundamental role and responsibility in the integration of these migrants, STEAMigPOWER proposes to develop 5 STEAM courses, mainly in the sustainability study field, which comes in line not only with European priorities but also with their home countries' needs, preparing them both to remain in Europe in the future, if this is their desire, as well as to return to their home countries, when conflicts comes to an end, with the appropriate tools and skills to rebuilding them in a sustainable way. The courses will be available in an open platform, intended to position itself as a well-recognized platform for offering STEAM courses during and after the execution of the project, fueled not only by the participating institutions but also by other institutions that may develop similar contents/courses to these target group. To reach this goal, the consortium intends to create an international network of HEIs from all over the world, who can contribute with online STEAM courses and feed the STEAMigPOWER VLE.

The STEAM programs' data will be examined with the students' personal narratives culminating in digital stories. This introduction to digital storytelling will be a way to provide them with digital skills, while fostering their critical and interpretive thinking as well as enhancing their learning experience.

INTRODUCTION

STEAMigPOWER project has several well-defined results to communicate and disseminate, such as the VLE platform, the 5 STEAM MOOCs created within the project, the MOOCs on Digital StoryTelling and EU Social Inclusion, as well as the 5-days Intensive Program to be offered in each one of the participating Higher Education Institutions (HEIs).

The Communication and Dissemination Plan intends to identify the activities aiming to share and promote the results of the project, the indicators that will be used to measure the level of achievement and quality of the objectives of the Dissemination and Exploitation, as well as the tasks and responsibilities of each partner organization.

Based on the aforementioned framework, this Plan comprises five sections. The first two sections provide definitions of both communication, dissemination and the project itself. The third section outlines the dissemination strategy, including indicators for measuring dissemination performance, as well as the activities and tools for dissemination. Identity and communication style are presented in the fourth section, while communication strategy is presented in the fifth section, covering both internal and external communication. However, the content of the proposed dissemination and communication material is subject to be revised during the Project period. Hence, we leave some of the items, particularly the calendar, as open-ended.

1. DEFINITIONS

Dissemination means sharing research results with potential users - peers in the research field, industry, other commercial players and policymakers. By sharing your research results with the rest of the scientific community, you are contributing to the progress of science in general.

The public dissemination of the results through appropriate means, other than resulting from protecting or exploiting the results, including by scientific publications in any medium, also promotes the sharing of knowledge and results with those who can derive the most benefit from them, thereby extending the potential value of the results beyond their original scope. This practice is considered essential in maintaining high research standards and is an integral part of the project plan.

During the project, the plan can be updated and made more detailed. The following questions may develop the Plan:

- In what area do we expect to make an impact?
- What needs might be solved/met thanks to the results of the project?
- What outputs will be created?
- Where will the outputs be made available during and after the project?
- Who are the potential users of the results?
- How will we contact them?

Communication Plan however, is used to define what information should be communicated, who should receive that information, when that information should be delivered, where communication will be shared (e.g., email, social media, mail), and how those communications will be tracked and analyzed.

There's often some overlap between dissemination and communication, especially for close-to-market projects (https://ec.europa.eu/research/participants/docs/h2020-funding-guide/grants/grant-management/dissemination-of-results_en.htm).

As presented in the following figure (Figure 1), communication is about the project and its results whereas dissemination focus only in results. Communication appeals multiple audiences whereas dissemination is for the ones who may use the results in their own work.

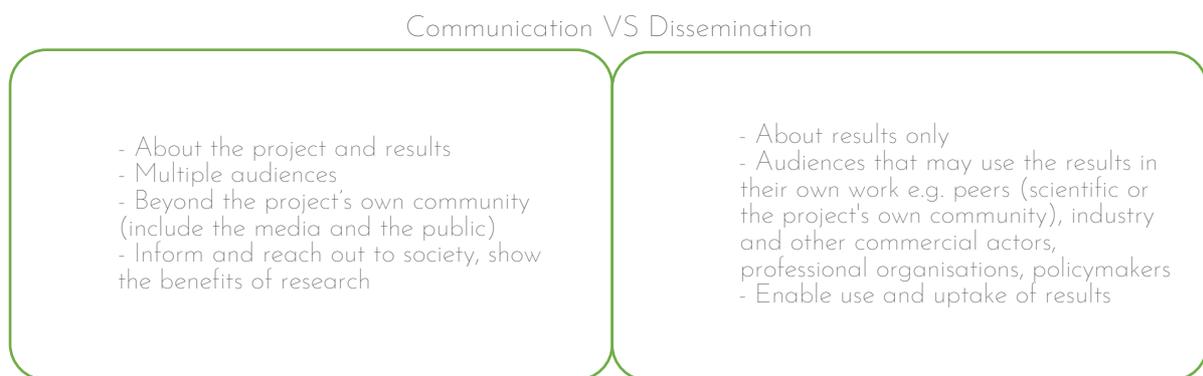


Figure 1 - Communication versus Dissemination



Figure 2 - Dissemination versus Exploitation

Therefore, along the above definition, this Communication and Dissemination Plan (CDP) presents the strategy that will be used in terms of visibility and communication within the STEAMigPOWER Project. The plan defines the objectives of the project, as well as the target groups, methodology, activities and expected results, in parallel to the tools and means that will be used to make project actions visible. The Plan is open to be modified during the project duration in line with the results achieved.

2. THE PROJECT - STEAMigPOWER

TITLE	STEAM approaches at higher education for mIGrants, refugees and asylum seekers' emPOWERment
ACRONYM	STEAMigPOWER
FUNDED BY	Erasmus+ (KA2 -Cooperation for innovation and the exchange of good practices - Strategic Partnerships for higher education)
PROJECT PARTNERS	University of Minho Universita Degli Studi Di Perugia Italy Fundacio Solidaritat Ub Spain Aristotelio Panepistimio Thessalonikis Greece Middle East Technical University Türkiye Cyprus Organization For Sustainable Education And Active Learning (S.E.A.L Cyprus)
DURATION	36 months (December 2022 - December 2025)
OBJECTIVES	The project will focus on the development of STEAM courses (face-to-face and online) to be offered to migrants, refugees and asylum seekers, mainly women and pupils in upper secondary school, overcoming the waste of talent and human potential in the foreseen target group and providing the necessary educational tools to enter the workforce and to develop knowledge, skills, and values that lead to continued wealth and prosperity for themselves and for the communities they will be integrated in.
OUTPUTS	<ul style="list-style-type: none"> ▪ STEAMigPOWER Intensive Program Modules: <ul style="list-style-type: none"> ○ 2-days Introductory STEAMigPOWER Programme (blended courses on Social Inclusion and Digital Storytelling) ○ 5-days on-site STEAM courses STEAMigPOWER Intensive Programme (STEAM courses to be delivered: Climate Change, Sustainable Development, Eco Building Construction, 5 R's, Sustainable and Renewable Energy) ○ cultural and social program (social integration) ▪ Digital Stories created by the participants on the STEAMigPOWER Intensive Programs ▪ STEAMigPOWER VLE platform ▪ Online STEAMigPOWER Intensive Program Modules (certified courses on Climate Change, Sustainable Development, Eco Building Construction, 5 R's, Sustainable and Renewable Energy) ▪ STEAMigPOWER Network (HEIs, NGOs, ...)

3. DISSEMINATION STRATEGY

Dissemination activities will focus on the below mentioned outcomes of the project:

- STEAMigPOWER VLE platform
- STEAMigPOWER online MOOCs
- STEAMigPOWER Intensive Programme MOOCs (5)
- MOOCs on the Digital Storytelling and Social Inclusion, which are part of the STEAMigPOWER Introductory programme

Our strategy for dissemination on the hand is based on the following frame:

1. Dissemination Strategy is going to be used for all the partners to ensure that the main results of the project are updated continuously. As well, the Plan will be communicated to the different partners (and Assoc. Partners) who will support the project's sharing and promotion activities.
2. Development of dissemination Material (including project's website) will be created and widely spread to disseminate the project results, especially the VLE open platform. Material will be mostly in online format, but printed material will also be sent to refugee camps, in order to ensure the proper dissemination of the VLE platform to the target groups.
3. Sharing/distributing the dissemination material
4. National Multiplier Events (5 events) to disseminate the project itself and its results, especially the STEAMigPOWER programme and the VLE (before it occurs)
5. EU Final Conference to disseminate the project results and outputs.

Dissemination activities, on the hand, will be tailored according to the specific needs of key target groups:

1. HEIs management boards, professors, researchers, administrative staff of the HEIs.
2. Professors, technicians and non-teaching staff of engineering universities.
3. Public authorities.
4. NGOs, associations, education and training institutions, youth, youth workers and young people in general (stakeholders, experts or practitioners in the field and other interested parties).

3.1 INDICATORS FOR MEASURING DISSEMINATION PERFORMANCE

1. Google Analytics (website and social media reach and engagement rates).
2. Number of involved associated partners providing support in the Dissemination & Exploitation activities.
3. Number of attendants to the National events (Local participants: 30; online: 50 per partner HEI) and Final Conference (Local participants: 30; international participants: 10; online: 150); expecting to measure an overall satisfaction of the participants higher than 70%.
4. Database on HEIs and stakeholders engaged in the HE integration of migrants, refugees and asylum seekers.

5. Number of aware Universities, NGOs and other migrant organizations and stakeholders interested in the project results.
6. Number of papers published based on the project's results.

3.2 DISSEMINATION ACTIVITIES

The planning and execution of the project dissemination activities requires a schedule closely aligned with key project deliverables and milestones. With this scope, the project will be organized around 3 phases:

1. The target for the Initial Awareness Phase (Month 0-12) is to ensure the project is known to relevant stakeholders and the public in general. In this phase, we will develop the project website and different communication and dissemination materials, including the project graphical identity: project logo, branding guidelines, templates for project documents and presentations.
2. Targeted dissemination phase (Month 12-24) is planned to encourage a better understanding of the project results leading to greater engagement of external stakeholders and better future uptake of the project outcomes. In this phase, the consortium will enrich the website with new content, publish a project brochure and attend selected events. Preliminary project results will be presented to the target audiences through web site especially. Impact assessment is crucial at this stage to monitor and reorientate the strategy. In this phase, we will also start to map the project exploitable results.
3. Presentation of results (Month 24-36): this represents the period just prior to the end of the project when the project reaches its most significant outputs. This will be the more active period in the whole dissemination and exploitation strategy, matching with the finalization of the project and the publications of the final project results. Exploitation of these results will also be ensured by outlining the actions required to fulfil their market potential. Knowledge Transfer Plans (KTPs) will be mapped, detailing customized transfer activities for the (target/end) user. This will contribute to maximizing the project's impact and legacy on a large range of stakeholders.

Table 1 - Dissemination Strategy Planning

Phase / Task	Definition	Year 1	Year 2	Year 3
Initial awareness phase: Defining the Strategy	During the first months of the project, METU will define the dissemination exploitation strategies focusing on the planned project outcomes and targeted stakeholders. This will be updated each year after annual monitoring and	■ ■	■ ■ ■ ■	■ ■ ■ ■
Targeted Dissemination Phase: Ensure better understanding of the project results	National Dissemination Events European Dissemination Event Web Site STEAMigPOWER online Platform Online STEAMigPOWER Intensive Program Modules Online Digital Stories	■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■
Exploitation	Determining exploitable results Implementing Exploitation Strategy	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■
Impact Assessment	Assessing impacts of the outcomes	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■
Intensive Dissemination	Disseminating final project results	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■	■ ■ ■ ■ ■ ■ ■ ■

3.3 TOOLS FOR DISSEMINATION

A. Key Message

STEAMigPOWER will help overcoming waste of talent and human potential especially of migrants, refugees and asylum seekers by attracting them to HE so that they can acquire the necessary educational tools to towards an equal future and to participate solving the challenges of our world through STEAM courses. STEAMigPOWER envisages making HE attractive to migrants, refugees and asylum seekers by introducing them to STEAM courses and providing them with the necessary educational tools towards an equal future, overcoming a waste of talent and human potential, and helping them to actively participate in solving the challenges of our world.

B. Key words

Migrants, refugees and asylum seekers
 Education
 HEIs
 STEAM
 Climate Change
 Sustainability
 Women
 Pupils
 Inclusive Education
 Inclusion and Acceptance

C. Messages for Target Groups

In parallel to the key message it is possible to distinguish dissemination objectives and content specific for each target group (Table 2).

Table 2 - Dissemination objectives and content specific for target groups

Target Group	Description	Dissemination objectives	Dissemination Content
Migrants, refugees and asylum seekers	Final beneficiary of the project	to increase and enhance	STEAM courses to provide educational

		opportunities and education quality in European countries. The project results are expected to provide this target group with knowledge, skills, and values that lead to continued wealth and prosperity.	enrichment and digital skills, professional skills and empowerment. Face-to-face courses will be focused on women and pupils (15-18 yo). Online courses for all. VLE Platform
HEIs management boards, profs., researchers, administrative staff of the HEIs	Preliminary beneficiary to reach the final beneficiary	to replicate the STEAMigPOWER Intensive Program at the institutions through the provided tools to help contribute constructing VLE platform	STEAMigPOWER Intensive Program Online courses
Upper secondary school educators	Preliminary beneficiary to reach the final beneficiary	Reaching the final beneficiary by using online courses in their classes	STEAMigPOWER Intensive Program Online courses
Public authorities, NGOs, associations, education and training institutions, youth, youth workers and young people in general	Preliminary beneficiary to reach the final beneficiary	Reaching the final beneficiary by using online courses in their classes	STEAMigPOWER Intensive Program Online courses

To reach out to the largest possible audience, each STEAMigPOWER partner will use its own network of contacts at the local, national, European and international level (Table 3). Information on the project has been sent out to some of these networks immediately after the launch of the project while others will be reached out in the future for dissemination of project results or targeted communication. This list will be constantly updated during the whole duration of the project.



4 IDENTITY AND COMMUNICATION STYLE

4.1 VISUAL IDENTITY

All the communication and dissemination activities of the project and the outputs will make use the project's visual identity elements. All the material produced in the framework of the project will be consistent with its visual identity, defined by its logo, and the typography and colors linked to it.

4.1.1. STEAMigPOWER LOGO



The logo of the project; the Phoenix Bird is a mythical bird that is found in **many different cultures and traditions around the world**. In ancient Egyptian, Greek, and Roman cultures, the phoenix was often seen as a **symbol of resurrection** and immortality, as the bird would rise from its own ashes after dying in a fire. In this sense, the phoenix symbolizes **rebirth** and the **cycle of life**. In general, the phoenix is often seen as a symbol of **rebirth, renewal, immortality, and perseverance** as well as a powerful symbol of the sun and fire. The phoenix bird is revered as a symbol of **strength, power, and endurance** and its mythology encompasses themes of **good luck, success, and prosperity**.

4.1.2. TYPOGRAPHY

The **primary typography**, used by the logo and therefore linked to the project's identity, is "Josephine Sans". The **secondary typography**, used to represent special characters (e.g. Greek alphabet) is "Source Sans Pro".

4.1.3. COLOURS

Green and white are the two main colours linked to the visual identity of the project.

The color green is often used in brand identity because of its association with **growth and renewal**. Green also evokes feelings of **health, tranquility, and stability**. Additionally, the color green can be used to communicate a brand's commitment to the **environment and sustainability**.

Using green in a brand identity can also help to create a sense of **trust and reliability**, as it is often associated with **stability and security**.

The Green used by the logo is not uniform since a gradient green is used, but the main one is:



49A07A

R: 73 G: 160 B: 122

The Green used in the reports and publications (titles, subtitles, tables, ...) is the following one:

7AC8B2

R: 122 G: 200 B: 178

However, black is considered the secondary colour used for the main text in files developed during the lifetime of the project.

The third preferred colour used in the reports and publications (tables, graphics, figures, ...) is the following:

EDEDED

R: 237 G: 237 B: 237

The fourth preferred colour used in the reports and publications (tables, graphics, figures, ...) is the following:

DAEEF3

R: 218 G: 238 B: 243

4.2 COMMUNICATION STYLE AND EDITORIAL LINE

With the aim to offer a homogeneous identity in the line with the project's objectives, its key message and the elements of its graphic design, the communication actions developed in the framework of the project should fulfil the following requirements:

- Respect the Erasmus + guidelines regarding the dissemination and exploitation of the projects "Erasmus + Guide (2022), Annex II", available at <https://ec.europa.eu/programmes/erasmus-plus/programmequide/annexes/annex-ii>
- Add the disclaimer to use in all communication materials: *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.*
- Add the European flag emblem and funding statement:
 Co-funded by the Erasmus+ Programme of the European Union
- Homogeneity in the visual elements and style of the platforms and templates created within the project activities, using the project's image.
- Include the website link.
- Use an inclusive language with gender perspective.



-
- Use key words to boost visibility (provided above).
 - Videos may be uploaded to the partner's social media if needed. To the extent possible an HD version should be produced and used. Videos will also have a description text including at least 4 tags (#s, key words).
 - The used photography should also respect a minimum of quality in terms of composition.

5 COMMUNICATION STRATEGY

General objective of STEAMigPOWER Project for communication is to contribute to the visibility of the activities for disseminating results to a broader community (multiple audiences as well as projects' own community) in compliance with European Union (EU) regulations for the visibility of projects and motivate the use of the aforementioned results.

Hence, we value communication within the consortium as well as communication with multiple audiences. Communication among partners is crucial to exchange up-to-date knowledge and data on what is going on in the different WPs and to enhance and optimize external communication and dissemination.

5.1 INTERNAL COMMUNICATION

Internal communication will be ensured through regular exchange of information via e-mail and during regular meetings, when all partners gather to discuss achievements, upcoming activities, deadlines, and issues arising within the different work packages. WP leaders are also presenting main research advances during meetings or other WP leader meetings that are organized whenever needed.

While some partners are directly involved in communication activities in view of their role in the project, all partners are requested to regularly participate in communication and dissemination activities, namely:

- Communicating their activities and disseminating their results to their respective networks, on social media and through news on the project website,
- Contributing to the content of the biannual newsletter (articles, interviews),
- Informing the other partners of interesting, related initiatives and events they could participate in,
- Keeping track of their communication and dissemination activities by filling in a dedicated reporting table available in the SharePoint of the project,
- Disseminating results and publications in open access.

The involvement of all partners in the communication and dissemination activities will ensure the project to be more widely promoted, to reach a wider audience and ultimately, to have a wider impact.

The coordination activities for STEAMigPOWER will be based on:
the project work plan
the rules of the Erasmus+ programme
grant and partner agreements
partner roles and good project sense

All partners have actively participated in the initial design of the project, adopting a flexible system with clear tasks & responsibilities and all of them will contribute to all -phases of the project.

The daily management of the project will be done by UMinho, and in order to achieve the results in the most efficient way all the partners will decide to base the management system on the following principles:

- Setting a preliminary management strategy to be implemented during the execution of the project.
- The methodology to be applied throughout the process is a collaborative, participative, proactive and transparent workflow among all partners.
- Communication materials and instruments will be designed and shared to be used to during the meetings; dissemination related events.
- Scheduled meetings: Transnational project meetings with the overall consortium will take place on the date intended. Occasionally, zoom meetings with the coordinator and each one of the leaders of the ongoing activities will be scheduled, according to the needs of the project and the partners' requirements.
- Setting an internal communication strategy, including explicit agreements and documents related to internal and external communication practices. Before the beginning of the action, a Consortium Agreement (CA) will be signed between the coordinator and the members of the Consortium. It will describe the management structure and procedures, including the management bodies and decision-making mechanisms.
- Internal organisation structure, as follows: the project will be headed by a Project Coordinator (PC), who will be the ultimate responsible for the overall coordination of the project and will be the intermediary between the National Agency and the Consortium. The PMB will support the PC in managing the tasks and the activities related to the project. The PC will appoint one person as Project Manager, who will be in charge of the daily project coordination and will be the main mediator between the consortium and the National Agency.
- The PMB alongside with the PC/PM will meet in the project meetings foreseen in the framework of the project (1 per year). In addition, virtual meetings will be organised by the coordinator, as whole team or in smaller teams, depending on the needs of the project and development phase, to face the more important phases of the project (expectably every month).
- Activities Implementation coordination - in order to ensure an effective communication and coordination of the project, a Leader will be appointed not only to each Project Result but also to each activity.
- Financial and Administrative coordination - based on the programme rules and instructions, project agreements and the work plan. Financial checkpoints will monitor the consumption, administrative documentation and need for potential amendments.
- Email chain: Email will be the official communication channel. A standard mail list with all the partners' contacts involved in the project has been created and all issues related to the activities of the project will be discussed through the email chain or in the transnational project meetings. The partners undertake to reply to the emails within a maximum of 48H.
- Google Drive: A Google Drive folder will be created to which all members
- Resources related to the communication and visibility of the project will also be shared in the specific folder. Everyone has access to the project's folders and can edit the documents.
- Here is included the link to the Google Drive folder:
<https://drive.google.com/drive/u/0/folders/1MsGINbIDkYo7yRYFfg-NbK9SCYVU9ovg>

5.2 EXTERNAL COMMUNICATION

The objectives of the Communication for multiple audiences and for those who will use the outputs for their own work are set as follows:

- **Make visible and encourage the use of the STEAMigPOWER Intensive Program Modules.**
- **Make visible and encourage the use of the STEAMigPOWER online platform.**
- **Raise awareness on the use of Online STEAMigPOWER Intensive Program Modules (certified courses) among HEIs.**
- **Development of a network of HEIs and stakeholders willing to use and contribute to the STEAMigPOWER VLE**
- **Encourage academic leaders and invite them in the network created by the project and multiply its impact.**

External communication includes dissemination and communication to the agents directly involved in the project as well as to all the project's target audiences.

In line with above mentioned objectives and target audience, the following channels has been selected for the dissemination of the Project:

- A. The project will create a website which will be the key for the sustainability of the project's results and the continuity.
The platform will contain, amongst other contents, all the results produced by the consortium. The information shared with the audience will be useful by the audience as reflecting the needs of our agreed communication objectives, targets and messages.

The platform will contain infographics, photos, videos, press releases, news and other multimedia resources related to the project's results and its activity will be part of the content of the platform.

The link for the Project website is as follows: <https://steamigpower.eu/>

- B. Social Media
- C. Scientific Publications
- D. Press Relations
- E. Events
- F. Communication Materials

Table 3 Main elements of the communication and dissemination strategy

Visual Identity	Visual identity will help all partners communicate about the project in a uniform, consistent, and professional manner. The visual identity includes project logo, written
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identity including tagline and key messages and templates for Word and PowerPoint	
Communication Materials	<p>poster, roll-up banner and a Word document (one-page project description, objectives, impacts) including logo, visual identity materials and templates.</p> <ul style="list-style-type: none"> - 1 flyer, - 1 final brochure, - 1 timeline infography, - 1 motion design video to be promoted through the EU audiovisual channels and YouTube - - Participant interviews will be integrated into video for wide online dissemination - Liaise with the different partners' communication departments for wider dissemination of these materials using the partners' existing communication channels
Website	<p>The public website will contain information targeted for the general public (description of the project, the WPs, the partners, basic information on the technology). There will also be specific information targeted towards the different types of stakeholders linked to the project (training materials, scientific papers, environmental impact).</p>
Social networks and online presence	<p>Social web-based media (creation of 1 LinkedIn page, 1 Facebook page, 1 Instagram account and 1 Twitter account) which will target the general audience as well as more technology related stakeholders</p> <ul style="list-style-type: none"> - All project partners' will re-share content from their personal and institutional social media accounts to direct their audience to SCORE's channels and website. In doing so, the consortium will reap the benefits of the partners' combined audience base, while building a strong brand that is able to live beyond the 4-year project and thus have an extended impact on cultural heritage transformation. By adding relevant hashtags (such as #H2020, #EBA) SCORE's reach will be further amplified
Press relations	<ul style="list-style-type: none"> - 1 final media press kit to be done at the end of the project and disseminated to the press - newsletters, press releases and articles in specialized magazines - Public relations and media coverage (national/international press, communication to citizens and authorities).
Scientific publications	
Events	<ul style="list-style-type: none"> - Organisation of several events: training schools, technology workshops, webinars and one final info day targeted at the general public and other non-experts - Participation in external events and scientific conferences to present the project activities and outcomes. - At least 1 participation/exhibition in science popularization events, the EU researcher's night, the national science festivals existing in the partner countries

5.3 COMMUNICATION CALENDAR

COMMUNICATION CALENDAR				
MONTH		0-12	12-24	24-26
PHASE 1	INITIAL AWARENESS			
		web site		
		project logo		
		branding guidelines		
		templates		
PHASE 2	TARGETED DISSEMINATION			
			project brochure	
			preliminary project results presented in the web site	
			National Dissemination Events	
			European Dissemination Event	
			STEAMigPOWER online Platform	
			Online STEAMigPOWER Intensive Program Modules	
			Online Digital Stories	
PHASE 3	PRESENTATION OF RESULTS			
				Knowledge Transfer Plans (KTPs)
				Assessing impacts of the outcomes
				Disseminating final project results
				Final Conference

All partners, coordinated by METU, will be responsible for dissemination activities and material at the project level, nationally in their own countries and internationally through their own website pages, social media, and mailing lists.

All partners and associated partners will exploit their contacts in HE at local, national and international networks.

Each partner will organize its own National National Dissemination Event.

All partners will organize together the Final EU Conference in Greece.

5.4 PLANNED PROJECT ACTIVITIES

Activity title	Venue	Estimated start date	Estimated end date	Leading Organisation	Participating Organisations	Expected Result
Dissemination and Exploitation Plan	Turkey	15/12/2022	31/10/2025	METU	UMinho UniPG FSUB AUTH S.E.A.L Cyprus	Report
Portuguese National Multiplier Events	Portugal	15/04/2024	15/04/2024	UMinho		Event
Italian National Multiplier Event	Italy	15/04/2024	15/04/2024	UniPG		Event
Spanish National Multiplier Events	Spain	15/04/2024	15/04/2024	FSUB		Event
Greek National Multiplier Events	Greece	15/04/2024	15/04/2024	AUTH		Event
Turkish National Multiplier Events	Turkey	15/04/2024	15/04/2024	METU		Event
Dissemination Material	Turkey	01/01/2023	31/10/2025	METU	UMinho UniPG FSUB AUTH S.E.A.L Cyprus	Material
EU Final Conference	Greece	15/10/2025	16/10/2025	AUTH	UMinho FSUB METU S.E.A.L Cyprus	Event

6 CONCLUDING REMARKS

Dissemination is one of the main points that defines the success of the project and the ability of the consortium to reach target groups. Therefore, the sections of this report present the efforts that will be put to realize the activities defined in this report.

Almost all material will be produced in virtual format considering the green practices and cost-effective use of the budget and taking into consideration the end-users of the project and the difficulties they may have to access online information, some material will be printed and sent to refugee camps. Dissemination material will be available in English and in the official language of each partner institution as well as Arabic.

All partners of this project will be responsible for dissemination activities and material at the project level, nationally in their own countries and internationally through their own website pages, social media, and mailing lists.

General press releases to newspapers, including popular science publications and newsletters will be prepared. General information will be disseminated to reach a wider public as well as our stakeholders. The Communication and Image offices of the partners will support the project team to issue press releases to local media, and if and when relevant, to national newspapers and magazines.

All partners and associated partners will exploit their contacts in HE at local, national and international networks to create a database of dissemination and networking contacts for further dissemination and exploitation activities. This database will be continuously updated and extended throughout the project.

Each partner will organize its own National Dissemination Event and all of them will organize together the Final EU Conference in Greece.