



About us

The **GREENovation** project is a forward-thinking initiative that directly addresses the **urgent need for green and digital skills** among **low-skilled adults** and **marginalized communities**. By equipping learners and educators with green entrepreneurship and digital competencies, the project not only fosters **sustainability** but also enhances **employability** in emerging job markets.

The integration of **VR-simulation games**, **mobile applications**, and **innovative training** frameworks ensures an engaging and practical learning experience. With its strong European partnerships and focus on lifelong learning, GREENovation is well-positioned to drive meaningful economic, social, and environmental change, aligning seamlessly with the **EU Green Deal** and **Education 2030 Agenda**.



GREENovation

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Bridging the skills gap in green entrepreneurship and digital innovation

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Why GREENovation?

The **green transition is a major priority** in today's economy. The demand for green jobs is increasing, yet many **adults lack** the necessary **skills** to access these opportunities.

KEY CHALLENGES

- Limited access to green education
- Skill gaps in the green economy
- Digital divide
- Need for innovative learning methodologies

GREENovation aims to change that!

Through a combination of VR-simulations, an interactive e-learning platform, and mobile applications, we will **upskill** and **reskill** individuals, preparing them for a more **sustainable future**.

TARGET GROUPS

- Adults with fewer opportunities
- Adult educators
- Adult education providers
- Green Entrepreneurs & Businesses

GREENovation's main goals are:

The main objective of the GREENovation project is to **support the digital and green transition** by improving the quality of inclusive and accessible lifelong learning opportunities. We aim to:

- Provide **validated training** for low-skilled Adults
- Support the **professional development** of educators
- Develop **innovative digital tools** for green learning
- Promote transnational learning and sharing **good practices**
- Strengthen EU and national **networks for sustainability**

What will GREENovation do?

- Develop a **European Map of green entrepreneurship best practices**
- Create an **Educational Kit for blended digital learning**
- Build a **VR-Simulation Game** and **Mobile App** to explore green job opportunities
- Establish **GREENovation Hubs** to connect learners, educators, and green businesses

Who is behind the project?

GREENovation is a collaboration of **6 partners** from **5 countries** across Europe:

europass
Berlin

Germany

CAMERA
ITALIANA
BARCELONA

Spain



CITIZENSACT

Cyprus

Emphasys
DIGITAL INNOVATION CENTRE

Cyprus



Greece



Slovenia

