Minutes

Project Name: **Using Arduinos in Vocational Training**
Project No: **2023-1-RO01-KA210-VET-000156616 KA210-VET** - Small-scale partnerships in vocational education and training
Coordinator School/Place: **Liceul Tehnologic "Elena Caragiani", Tecuci**
Period:**13th of May 2025**
Location: **IPSIA "G. Giorgi", Potenza, Italy**

Workshop Report

The IPSIA "G. Giorgi" of Potenza played a central role in promoting technological innovation during the final workshop of the Erasmus+ project: "Using Arduinos in Vocational Training (UsingARDinVET)". This initiative showcased the dynamic evolution of vocational and technical education through the integration of Arduino-based applications, aiming to enhance student engagement and strengthen links with the job market.

Approximately 150 participants attended the event, including teachers, students, school leaders, and other stakeholders from the educational and professional sectors.

Technology Meets Education

Throughout the event, both students and teachers were at the forefront, presenting cutting-edge educational solutions developed using Arduino boards, LCD panels, and LED matrices.

Institutional and Stakeholder Involvement

The workshop welcomed the participation of several local authorities and key stakeholders in the fields of education and industry, including:

Francesco Cupparo – Regional Councillor of Basilicata
Antonio Bochicchio – Regional Councillor of Basilicata
School Principals from the Basilicata region
Vincenzo Damiano – Director of Hitachi Rail STS units in Tito
Saverio Primavera – AS ASSET/CCIAA Basilicata
Debora Infante – Erasmus+ Regional Representative for Basilicata
Rosanna Papapietro – Erasmus+ Pedagogical Representative
Renato Zaccagnino – President of CNA Potenza

Project Goals and Educational Impact

The Erasmus+ project aims to go beyond mere technical training by transforming the educational process through hands-on learning and innovation. Core objectives included:

Inspiring passion for electronics and programming through interactive lessons
Applying theoretical knowledge via student-led robotics projects
Fostering creativity and innovation through project-based learning
Highlighting the value of Erasmus+ as a tool for expanding students' educational horizons
Encouraging healthy competition through inter-school technological challenges

Students were given the opportunity to dive into the core of technology—from understanding how computers work and mastering the basics of electronics, to programming and designing unique devices—unleashing their full creative potential.