#EMD2024

EMD
EUROPEAN MARITIME DAY

Svendborg
30-31 May 2024
Pitch Session 7
Advancing Blue careers for a sustainable blue economy: Innovative Approaches

Agenda

- Short introduction on the Blue Careers context and the EU support. BEILE Julia, CINEA
- Let’s get to know each other better!
- Blue Jobs through Blue Careers (BOUTCAR project). BELLAVIDSTA Massimo
- Next BlueGeneration project. TEEGE Silja & STAMATOPOULOU Eirini.
- The BlueAquaEdu project. TRIANTAPHYLIDIS George.
- The Turning Blue project. ALVES Rita (TRIANTAPHYLIDIS George)
- Interactive discussion
Blue Skills

WHAT IS THE EU DOING?

Calls:
→ Blue careers (EMFAF)
→ Mission Ocean (HE)

Trans-sectorial skills initiatives:
→ European Year of Skills
→ Pact for Skills (large-scale partnerships in shipbuilding & offshore renewable energy)

EU4Ocean coalition for ocean literacy

**2016-2023**

- **No. OF CALLS**: 4
- **No. OF PROJECTS**: 26
- **BUDGET**: 18.4M

81.4% of blue economy jobs require skills in **sustainability**

Need for better:
→ Digital skills
→ Vocational education
→ Reskilling schemes

The goal was to strengthen the link between industry and education to close the skills gap, and retrain and reskill the blue economy workforce.

A **successful project** is also our success!
Pitch-7 Etiquette

- Interaction is the key to successful pitch sessions
- Ensure you have reliable internet connection
- Open menti.com in your browser
- Use the code 4591665
Introduce yourself

Which sector are you representing?
Could you please share how you embarked on your blue-career journey?
Blue Jobs through Blue Careers

An opportunity to support the transition in fishery and aquaculture sectors

MASSIMO BELLAVISTA
Head of Fishing and Aquaculture Legacoop Emilia-Romagna
- Legacoop Agroalimentare Nord Italia

The future of the ocean is the future of education
Blue Jobs through Blue Careers

An opportunity to support the transition in fishery and aquaculture sectors

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The future of the ocean is the future of education
BOUTCAR
The project in a nutshell

**OBJECTIVE**
Provide training and professional profile responses to the challenges facing the Mediterranean and Atlantic basin, for a sustainable blue economy.

**GAPs IDENTIFIED**
- Skills mismatch (educational/training offer vs. labour market) and lack of communication / cooperation.
- Lack of attractiveness and awareness of career opportunities in the blue economy.
- Lack of ocean culture (Ocean Literacy).

**INSPIRING DATA**
- MRE = -10% annual greenhouse gas emissions
- Aquaculture +52% of all fish and shellfish for human food by 2025
- Marine litter = 0.57 million tons of plastic dumped into Mediterranean
Main outcomes expected

Establish **ROADMAPS FOR DEVELOPING SPECIFIC CURRICULA AND CORE COMPETENCES.** Laying the foundations for universities and training centers to incorporate new blue careers into their offer, adapted to industries related to the blue economy.

Establish a **DIALOGUE TO IDENTIFY TRAINING NEEDS** not only with business owners but also with their customers.

Develop a **TRAINING PATHWAY FOR YOUNG PEOPLE AND ADULTS** who want to engage in the blue economy by providing them with the content, skills and competences necessary for attractive and sustainable jobs.
Main impacts to be generated

Contribute to the **RETRAINING AND UPSKILLING OF ACTIVE WORKERS** and especially older ones through cooperation between education and industry to help the active workforce acquire the necessary environmental and sustainability skills and become familiar with modern standards, principles & practices.

Developing **TRANSVERSAL AND INTER/MULTIDISCIPLINARY SKILLS AND COMPETENCES** to further boost the digitalisation and greening of jobs, also by promoting the use of competence frameworks, such as GreenComp and DigComp.

**GENERATE IMPACTS ALSO ON LOCAL POLICIES**, transposing what has been learned through the project from an EU level to a local and national level, in order to capitalise and intervene through a constructive dialogue on what are the future agendas linked to fisheries and aquaculture policies in education and training and for the development of the sector.

Consolidating a network that has the ambition of drawing a new line in terms of dialogue between the business world and the world of education and training, thus enabling a **GREATER CAPACITY OF THE EDUCATION SYSTEM TO RESPOND TO THE DEMANDS OF THE PROFESSIONAL WORLD** and for both to be able to anticipate the changes that are taking place in the Blue economy.
BOUTCAR
A territorial perspective on energy transition

One of the main motivation that guided the Italian partners in participating in the Blue Careers call is linked to the need of intercepting the changes that are taking place in the field of RENEWABLE ENERGY and which IMPACT THE MARITIME SECTOR.

We are talking about the new offshore wind farms that will be built off the coast of the Adriatic Sea.

For these new infrastructures, fundamental for reducing CO₂ emissions, not to be perceived as something to be opposed by fishing and aquaculture operators, it is essential to WORK IN SYNERGY with the companies that are developing these marine renewable energy projects and with them BUILD TRAINING OPPORTUNITIES THAT BECOME NEW ECONOMIC OPPORTUNITIES for those who work at sea.

Currently, a collaboration protocol is being developed which will allow on the one hand to GENERATE SPACE FOR FISHING AND AQUACULTURE ACTIVITIES within the facilities, with operators who will only be allowed access to the areas if duly trained, but at the same time they are designing NEW STRATEGIES FOR THE RENEWAL OF THE SMALL-SCALE FISHING FLEET.

Please join us in ECOMONDO, 5th - 8th November 2024, Rimini Expo Centre, Italy
Objectives

The overall aims of the Next BlueGeneration project are to

- raise awareness in young people of Blue Career opportunities
- develop tools that provide teachers with the means to inform their students
- have a long-term sustainable impact that provides the Blue Economy with the much-needed workforce and helps to lower youth unemployment.
The Target Groups

- Teachers & trainers
- Students / young people

Focusing on:
- Secondary Schools
- VET
- Higher Education
Project Results

- Self-Assessment Game
- Blue Careers Pathway Tool
- MOOC for teachers & trainers
App Flow Scheme

WP3 BlueGeneration Game

1. Decide your personality
2. Assess your profile
3. Assessment of personal skills

WP4 Blue Careers Pathway tool

4. Landing Place
5. Selection of level
6. Present the results
7. Selection of jobs
8. Mobility options
9. Build the database
10. Visualization of jobs

Call: EMFAF-2023-BlueCareers, Project no: 101124924
Impact of Next Bluegeneration

**Short Term**
Providing teachers with information and tools and informing youth about blue career opportunities

**Medium Term**
Improve the age balance of the blue economy workforce and lower youth unemployment.

**Long Term**
Transfer tools to all regions of the EU, and add other sectors such as fisheries, ocean energy
Which skills do you see as most important for Blue Careers?
How would you describe the professionals' profile of the future in the Blue Economy?
How would you describe the professionals' profile of the future in the Blue Economy?

**Raning skills for Maritime Transport**

1st | Teamwork
2nd | Multitasking, Willingness to learn
3rd | Time management

Item 5
Communication
Flexibility
Blue Career Centre for Aquaculture Education supported by a gamification approach and distance learning platform

George Triantaphyllidis PhD
Research Fellow, Hydrobiologist, Ichthyologist
Agricultural University of Athens

The BlueAquaEdu project is co funded by the European Union under agreement ID 101124699.
Are Europeans glued to their screens?

Europeans spend between two and three hours in front of a screen per day outside of work.
Distribution of the average daily screen time of French people on digital devices* in 2019, by age (in hours)

Teenagers spend 7 hours and 22 minutes per day in front of screens. That equates to 43% of a teen's waking hours. By comparison, that's 24 minutes more than the global average of 6 hours 58 minutes.

Source: https://whatsthebigdata.com/screen-time-for-teen

Source: https://www.statista.com/
Clark Abt is credited for coining the term "serious games" in the 1970s, defined as games that have an "explicit and carefully thought-out educational purpose and are not intended to be played primarily for amusement". Abt also recognized that this "does not mean that serious games are not, or should not be, entertaining".
Development of the BlueAquaEdu Serious Game

- Educate the target audience on how fish farms function,
- Include risks involved in such facilities
- Lead young people to reduce the environmental footprint on the planet.
- Enhance and promote the digital learning experience of the students
- Include special online learning content, to make it fun and engaging
- Encourage learners to explore and learn as they try to achieve a goal.

The BlueAquaEdu project is co funded by the European Union under agreement ID 101124699.
Development of the BlueAquaEdu Serious Game

The BlueAquaEdu project is co-funded by the European Union under agreement ID 101124699.
The objectives of BlueAquaEdu

Develop a Gamification Application for cages and recirculating aquaculture system technologies and 5 fish species.

Develop 5 common training programs for aquaculture (cage farming, hatcheries, RAS), the post-harvesting value chain and valorisation of processing by-products.

Attract skilled mentors with practical experience in selected sectors.

The BlueAquaEdu project is co-funded by the European Union under agreement ID 101124699.
The key figures of the BlueAquaEdu project

- 5 Common training/mentoring theme
  will be developed for aquaculture (fish farming, hatcheries, PES) as well as 1 for the post-harvesting value chain and 1 for the valorisation of the processing by-products (5 in total)

- 160 Attendees
  30 in Greece, 30 in France, 20 in Portugal and 60 from other EU Outermost regions and non-EU Countries from the Mediterranean Sea

- 1 BlueAquaEdu e-platform created

- 500 Students/individual beneficiaries
to be reached with the tools developed during the project

- 30 Months of project duration

- 8 Partners

- 997€ Thousand European Commission funding

The BlueAquaEdu project is co-funded by the European Union under agreement ID 101124699.
Global emissions from animal production


Scientific Reports | (2020) 10:11679 | https://doi.org/10.1038/s41598-020-68231-8
Reducing emissions from aquaculture production

The BlueAquaEdu project is co-funded by the European Union under agreement ID 101124699.
Blue Career Centre for Aquaculture Education supported by a gamification approach and distance learning platform

https://blueaquaedu.eu/

Thank you very much!

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The BlueAquaEdu project is co funded by the European Union under agreement ID 101124699.
Integrating Justice Involved Youth Through the Blue Economy
The Turning Blue awareness training aims to provide tailor-made and innovative materials on sustainable blue economy to inspire and engage young people aged between 16 and 30 who are serving time in prison. The goal is to encourage them to pursue a sustainable 'blue career' in one of the Blue Economy sectors.

The Turning Blue Intervention Model aims to create new tools and resources to improve cooperation between prison services, education and the blue economy industry, while also improving the employability of young people leaving prison and allowing the transferability, sustainability of the Turning Blue project.
Engage with Turning Blue

Get Involved: Join us in shaping the future for young justice-involved individuals by actively participating in the Turning Blue project.

Collaborate: We welcome partnerships and collaboration to amplify the impact of our efforts. Connect with us to explore potential synergies.

Spread the Word: Help us raise awareness about the Turning Blue project. Share our mission with your network and contribute to building a supportive community.

Contribute Expertise: If you have insights or expertise in areas relevant to our project, we invite you to share your knowledge. Your input can make a significant difference.
Survey of soft skills in Blue Economy

- Coastal Tourism
- Aquaculture
- Marine Biotechnology

Call: EMFAF-2023-BlueCareers, Project no: 101124924
Survey of soft skills in Blue Economy

- Maritime Transport
- Shipping & Shipbuilding
- Marine Conservation / Ocean Literacy
Pitch Session 7
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Thank you very much!