



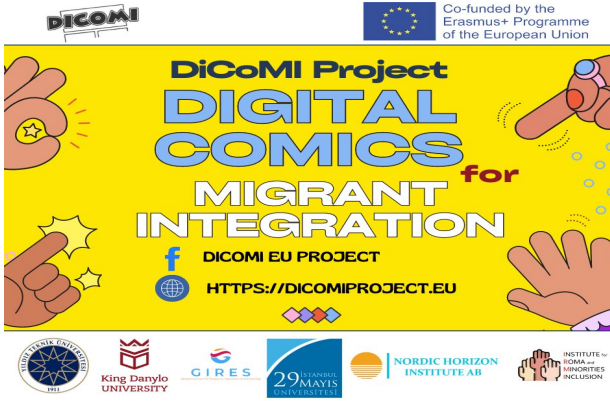
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Digital Comics of Migration

2023-1-TR01-KA220-SCH-000166103



Digital Storis of Migration is a project funded by Turkish National Agency under the programme of Erasmus+ KA220 Strategic Partnership in School Education. The partnership of the Project consists of 5 partners from 5 countries. The partners are Yıldız Technical University (Türkiye), 29 Mayıs University (Türkiye), King Danylo University (Ukraine), Global Institute for Research Education & Scholarship (GIREs) (the Netherlands), Institute for Roma and Minorities (Germany), and Nordic Horizon Institute AB (Sweden). The project started on the 31.12.2023 and will last for 24 months till the 30.06.2026.

Our project aims to support response of European education and training systems to war in Ukraine, Syria and other countries experiencing war-related migration. Through digital comics derived from real experiences of families displaced from their countries because of war, the project aims to contribute to the key competences and professional development of teachers, school leaders and other teaching professions.

Wars are the worst scenario that could happen to people, especially children. The cold brutality and fear affects children and their education, and the future of theirs. In addition to war, migration is another process that might create disadvantages for children. While migration increases diversity and contributes to civilizations, it may lead to disadvantages of lack of basic skills, poor

achievement, integration and adapting to new culture and school. This project aims to lessen the disadvantages of war, war-related and compulsory migration in education through teacher and student trainings. For this aim, one of the most effective literary tool, comics, are used in the project.

Comics has been found effective, entertaining, easy to read, fluent and informative by readers as it brings the written language, sounds and motion together. When they started to be published, they became popular in almost every country, translated into many languages and waited by its readers for the next books. This motivating, entertaining, and attracting effect is used in the project for school education.

OBJECTIVES

Digital Comics of Migration aims to enhance the response of education and training systems to war, war-related migration and compulsory migration through comics. Students who experienced war, war-related migration or compulsory migration are disadvantaged in terms of language, school system, and friendships. This project aims to promote inclusion, equality and non-discrimination through real stories of migrating and war experiencing families.

In the project, families who migrated because of war or other compulsory reasons are aimed to be interviewed to learn their stories of migration, experiences of adapting and education. These stories will be reviewed in terms of educational purposes, objectives will be determined and digital comics will be created. The digital comics will integrate the real experiences of migration, which is expected to increase understanding and empathy for migration and war.

Comics are referred as the seventh art, combining language, sound and motion on papers. This seventh art will be digitalized through digital comics, which aims to contribute to integrate creativity, arts and culture and their use in educational materials.

Comics will be used to create new, innovative or joint courses as modules to be implemented in 4 countries: Türkiye, Ukraine, Germany, the



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Netherlands and Sweden. 10 modules will be designed integrating creativity, inclusion, equality, arts and key competences. These modules also aim to contribute to digitalization of education and upbringing digital skills of teachers and students.

Another goal of the project is to contribute to professional development of teachers. Thus, online teacher training sessions will be organized to train teachers about migration, inclusion, comics and the modules. Teacher training will be implemented in 5 countries with 50 participants at least.

Another goal of the project is to contribute to key competences through modules that integrate reading, writing, digital and interpersonal skills. In 5 countries (Türkiye, Ukraine, the Netherlands, Germany and Sweden), the modules will be implemented at schools by the teachers trained for the modules, inclusion, integrity, creativity and comics. Students will be reading comics derived from real experiences, improve their understanding and empathy as well as cognitive and interpersonal skills.

TARGET GROUPS

The main target group of our project consists of students aged 9-17 and teachers who teach to students between 9-17. The project does not aim to address only children of immigrant families, because the experiences and integrity of them relies on the attitudes and behaviours of non-immigrants. Thus, any school and classroom with any migrant or possible migrant student or family is the target group of the project.

The final beneficiaries of the project are families, universities, local and national educational institutions, decision makers, policy makers and NGOs operating in the field of education. The final beneficiaries are integrated in the project in various steps and work packages to improve the quality and effectiveness of the project. They will be consulted, interviewed and integrated into the whole process of the project.



WORK PACKAGES

Our project includes 5 work packages and the activities in these work packages. Our work packages under general headings are as follows;

WP1: Project Management

WP2: Design of Digital Comics: The main aim of this work package is to design digital comics of families who migrated because of war in their homelands.

WP3: "Digital Comics of Migration" Learning Program: The main purpose of this work package is to implement the "Digital Comics of Migration" Learning Program for settled students in Türkiye, Ukraine, the Netherlands, Germany and Sweden who are going to school with displaced children due to war in Syria and Ukraine.

WP4: From Action to Recommendation: The target areas of this project are supporting students whose families were forcibly displaced, social cohesiveness, digital and green skills and digital comics.

WP5: Evaluation Programme (Conferences, Workshops, Meetings) : This work package aims to manage the communication and dissemination activities of the project.

EXPECTED RESULTS

We aim at creating following following results via work packages;

- Improving the response of education to war, war-related migration and compulsory migration
- Improving inclusion, promoting equality and non-discrimination by enhancing understanding and empathy through real-experience based comics
- Increasing the professional development of teachers with new tools, methods, creative and artistic materials
- Developing policy recommendations from Action to Recommendation about inclusion, comics as educational materials, and digitalization of education
- Developing key competences of reading, writing, digital literacy and digital skills through modules



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ONLINE MEETING

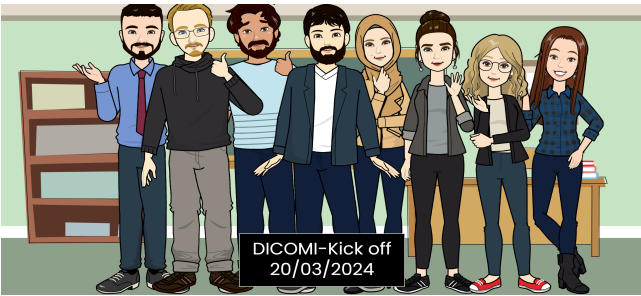
Since the start of the project, 1st online meeting was held. In these online meeting, the planning of the project, the development of the products, the execution of the dissemination activities, the implementation of the activities and administrative issues were discussed.

FIRST TPM MEETING IN GERMANY

The First Opening Meeting of the Digital Comics of Migration project was held in Wuppertal, Germany on 20, 21st March 2024.



In the meeting, the first work packages are discussed and task distribution is maintained successfully. Project partners were enthusiastic to start a new journey with the project. They created their comics avatars and a team photo in digital comics.



The following tasks were planned and next meeting time and place is determined.

PROJECT PARTNERS



YILDIZ TECHNICAL
UNIVERSITY

YILDIZ TECHNICAL



29 MAYIS UNIVERSITY



King Danylo
UNIVERSITY

KING DANYLO
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GLOBAL INSTITUTE FOR
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INSTITUTE FOR ROMA AND
MINORITIES INCLUSION



INSTITUTE AB

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