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Erasmus+ KA220-SCH Strategic Partnership in School Education

-DICOMI-

DIGITAL COMICS OF MIGRATION

[2023-1-TR01-KA220-SCH-000166103]

WP2 – DESIGN OF DIGITAL COMICS



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WORK PLAN

This work plan covers the second work package of the project, the design of digital comics based on the interviews with war experienced and immigrant families in Germany, Netherlands, Sweden, Türkiye, and Ukraine, and the design of Digital Comics of Migration Learning Program. This plan includes the content, objectives, the principles and general design of the digital comics, and the Digital Comics of Learning Program.

Overview of the Activity

Digital comics of the project are targeted to be designed based on the war-experienced and immigrant families in Germany, Netherlands, Sweden, Türkiye and Ukraine. The interviews will be done face to face by the partner organizations. After the interviews are completed, the objectives of the digital comics (DICOMI Comics) and the Digital Comics of Migration Learning Program will be determined by the project partners. The objectives will set the ground aim for the DICOMI Comics and Learning Program. Each module will include the DICOMI designed by the project team with a qr code and/or link. The comics are to be embedded in the learning program, both in-print and digital formats. The modules will designed with 3E model (Enhance, Extend, Empower).

WP2.A1, A2. Interviews

The first activity of the project is the interviews with war-experienced and immigrant families. The partners are expected to do interviews with families who have experienced war, migrated because of war and other compulsory reasons such as poverty, climate crises, draught, and others. The families to be interviewed with are expected to be vulnerable groups to understand the war and migration better.

The questions are here for the interview:

- How did you decide to migrate?
 - What were the reasons/motives?
- How can you explain the process before migration?
 - How did you feel?
 - What did you experience?
 - How did you get prepared? (materials, emotion, documents, etc)
 - How did you plan the travel?
 - Why did you choose this country?
- How can you explain the process of migration?
 - What kind of transportation did you use?
 - How long did it last (the travelling)?



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- What did you do on the way?
 - With whom did you travel?
 - What kind of difficulties did you experience?
- How can you explain the process after migration?
 - How did you find residency?
 - Did you get any help? From whom? How?
 - How did you feel when you arrived at your new residency country?
 - What advantages can you tell about migration/being an immigrant?
 - What disadvantages can you tell about migration/being an immigrant?
 - Housing
 - Job
 - Education, etc.
- Did you experience any difference in your family when you migrated?
 - Has migration changed your relations within your family? How?
 - Has migration changed your family routines (how you live your day)? How?
- How did you construct a new life in a new country?
- Has migration changed who you are? How?
 - Has migration changed the characters of your family? How?
- What do you think about the migration policies? What are your ideas/comments?

Each partner organization is expected to interview with at least 7 families in vulnerable groups. The interviews are to be recorded and transcribed. English translations are to be uploaded in the Drive folder [here](#).

WP2.A3. Design of Digital Comics

The digital comics are to be designed based on the interviews. The project partners will discuss the interviews and the general experiences of the war experienced and/or immigrant families. The comics should aim these priorities:

- War experiences and difficulties
- Migration journey and its difficulties
- Reasons that push people and families to migrate
- War, nature and migration
- Integration after migration
- Issues of belonging and identity
- Language difficulties after migration



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WP2.A4. Design of DICOMI Modules

The Digital Comics of Migration Learning Program aims to improve the educational response to the war in Ukraine and other countries such as Syria. The program targets to improve inclusiveness of learning environments through developing key competences of literacy, social and personal development, digital and civic skills. The learning program is expected to consist of 10 modules that aim these themes:

- Difficulties of migration and war for families and children
- Migration journey
- Migration policies
- Adaptation and belonging after migration
- Migration and nature

Digital Comics of Migration Learning Program should include these:

- Cognitive objectives
- Affective objectives
- Social and Emotional Objectives
- 3 phases: Enhance (Introduction), Extend (Development), Empower (Conclusion)
- Inclusive strategies such as group work, peer cooperation, etc.
- Materials provided in the module inclusive of digital materials and tools
- Engaging and interesting content for students

DICOMI Modules will be designed for teachers and students as different packs. Each pack will address the target audience.

WP2.A5.Platform Design

Nordic Institute is responsible for designing an online, practical and effective digital platform for the teacher training activity. The platform should meet these criteria:

- Secure and user-friendly access for teachers, trainers, and administrators.
- Self-paced training modules with videos, presentations, readings, and interactive learning activities.
- Downloadable training materials, teacher guides, lesson plans, and project resources.
- Discussion forums and collaborative spaces for peer learning and exchange of experiences.
- Repository of digital comics, classroom activities, good practices, and project outputs developed by partner organizations.



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- Guidance on digital storytelling, comic-based learning, migration, intercultural dialogue, social inclusion, and social-emotional learning.
- Integration with digital comic creation tools and opportunities to share teacher- and student-created comics.
- Multilingual, mobile-friendly design.
- Accessible interface that supports users with different levels of digital competence and diverse learning needs.
- Monitoring and evaluation features, including feedback surveys and learning analytics.
- Public section for dissemination of project results, news, events, and downloadable resources to ensure sustainability beyond the project lifetime.

Task Distributions Among the Partners

Yildiz Technical University: YTU Team will lead this work package. They will interview with at least 7 families that experienced war and/or migration. Also, they are expected to design 10 comics, 4 modules. They are also required to translate the comics and the modules into Turkish.

Institute for Roma: IRM Team will interview with at least 7 families that experienced war and/or migration. Also, they are expected to contribute to the design 10 comics, and design 1 module. They are also required to translate the comics and the modules into German.

Gires Institute: Gires Team will interview with at least 7 families that experienced war and/or migration. Also, they are expected to contribute to the design 10 comics, and design 1 module. They are also required to translate the comics and the modules into Dutch.

29 Mayıs University: 29 Mayıs Team will interview with at least 7 families that experienced war and/or migration. Also, they are expected to contribute to the design 10 comics, and design 1 module. They are also required to translate the comics and the modules into Turkish.

Nordic NGO: Nordic Team will interview with at least 7 families that experienced war and/or migration. Also, they are expected to contribute to the design 10 comics, and design 1 module. They are also required to translate the comics and the modules into Swedish.

King Danylo University: KDU Team will interview with at least 7 families that experienced war and/or migration. Also, they are expected to contribute to the design 10 comics, and design 2 modules. They are also required to translate the comics and the modules into Ukrainian.

Each partner institution must comply with the visibility rules in the written and visual texts to be used during training announcements.



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Activity Calendar

The interviews should be completed between 01.04.2024 and 31.05.2024. Story analysis, adaptation and objective determination should be completed 01.06.2024 and 31.06.2024. Digital comics design should be completed between 01.07.2024 and 31.08.2024. The module design should be completed between 01.09.2024 and 31.03.2025. The creation of the platform should be completed between 01.01.2025 and 28.02.2025.