

REBUILT

ABOUT THE PROJECT

REBUILT is a two-year project co-funded by the European Union in the context of ERASMUS+ KA220-HED - 'Cooperation partnerships in higher education (Agreement number: 021-1-DK01-KA220-HED-000030127). The overall objective of the REBUILT project is to develop and cultivate an effective innovation ecosystem of Higher Education Institutions, Business Communities, and Research Institutions that contributes towards achieving an urgent environmental turning point.

ReeNginneering Business under climate crisis



Co-funded by the Erasmus+ Programme of the European Union

THE SPECIFIC PROJECT OBJECTIVES:

- Improvement of the match between curricula of Higher Education Institutes and human capital needs of businesses.
- Development of future-oriented curriculum for Higher Education students and professionals
- Promotion of the lifelong learning dimension of Higher Education
- Development short stand-alone online courses leading to microcredentials for Higher Education students and professionals
- Development skills strategy and a low carbon transition action plan
- Raise awareness about environmental and climate-change challenges.



PROJECT RESULTS



1 REBUILT learning program

2 REBUILT Online Campus

3 REBUILT low carbon transition action plan for businesses



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REBUILT KICK-OFF MEETING IN ODENSE

The first Project Management meeting was organized in Odense, Denmark and the consortium was warmly welcomed by the project coordinator - UCL Erhvervsakademi og Professionshøjskole.



RESULT 1: STATUS ON MODULE CONTENT

- **Module 1** - This module aims to create an understanding of climate change.
- **Module 2** - This module focuses on the impact of climate change including tools for impact assessment.
- **Module 3** - First part of this module focuses on the future including an introduction to climate models. The second part of the module contains interviews with companies, selected as best practice examples to inspire the users of the learning platform. In the interview guide questions related to Modules, 1 and 2 will be incorporated as well as the elements people, planet, and profit.
- **Module 4** - In this module, the Viable Growth Model is introduced. The model is a tool for both start-ups and existing companies to develop businesses and projects in a sustainable way. The model is based on the 9 elements in the Business Model Canvas, but contrary to BMC, which has a solely economic focus. The Viable Growth Model has a triple focus: People, Planet, and Profit. After the introduction of the model, the next logical step will be developing action plans.