



¿Cómo nace EU Immersive?



Todo empezó con una conclusión de un proyecto con jóvenes



No se sienten responsables del proyecto europeo.

¿Es un problema? → **Sí. Será nuestro problema.**

Vamos a definirlo y a analizarlo

Antes de proponer nada, quisimos escuchar. Organizamos espacios de diálogo con jóvenes universitarios de toda Europa.



World cafés

Conversaciones
abiertas en pequeños
grupos.



Focus groups

Presenciales y
online.

Aproximadamente

400

jóvenes universitarios
europeos

3

RESULTADO DEL ESTUDIO

Lo que nos dijeron los jóvenes

“En principio les parece algo interesante...”

“...pero no lo conocen.”

Ni en lo teórico ni en lo experiencial

Para ellos, la Unión Europea era algo...

lejano

complicado

burocrático

confuso

4

NUESTRA RESPUESTA

Darlo a conocer de un modo nuevo



01

Desde ellos mismos

Un enfoque *youth centrad*: los jóvenes como protagonistas.



02

Teoría y experiencia

Conocer la UE y, además, vivirla.



03

Un nuevo lenguaje inmersivo

Entornos virtuales para experimentar Europa.

¿Qué acción de la Guía Erasmus+ es la mejor?

LA RESPUESTA

Partnerships for Cooperation

Asociaciones de cooperación

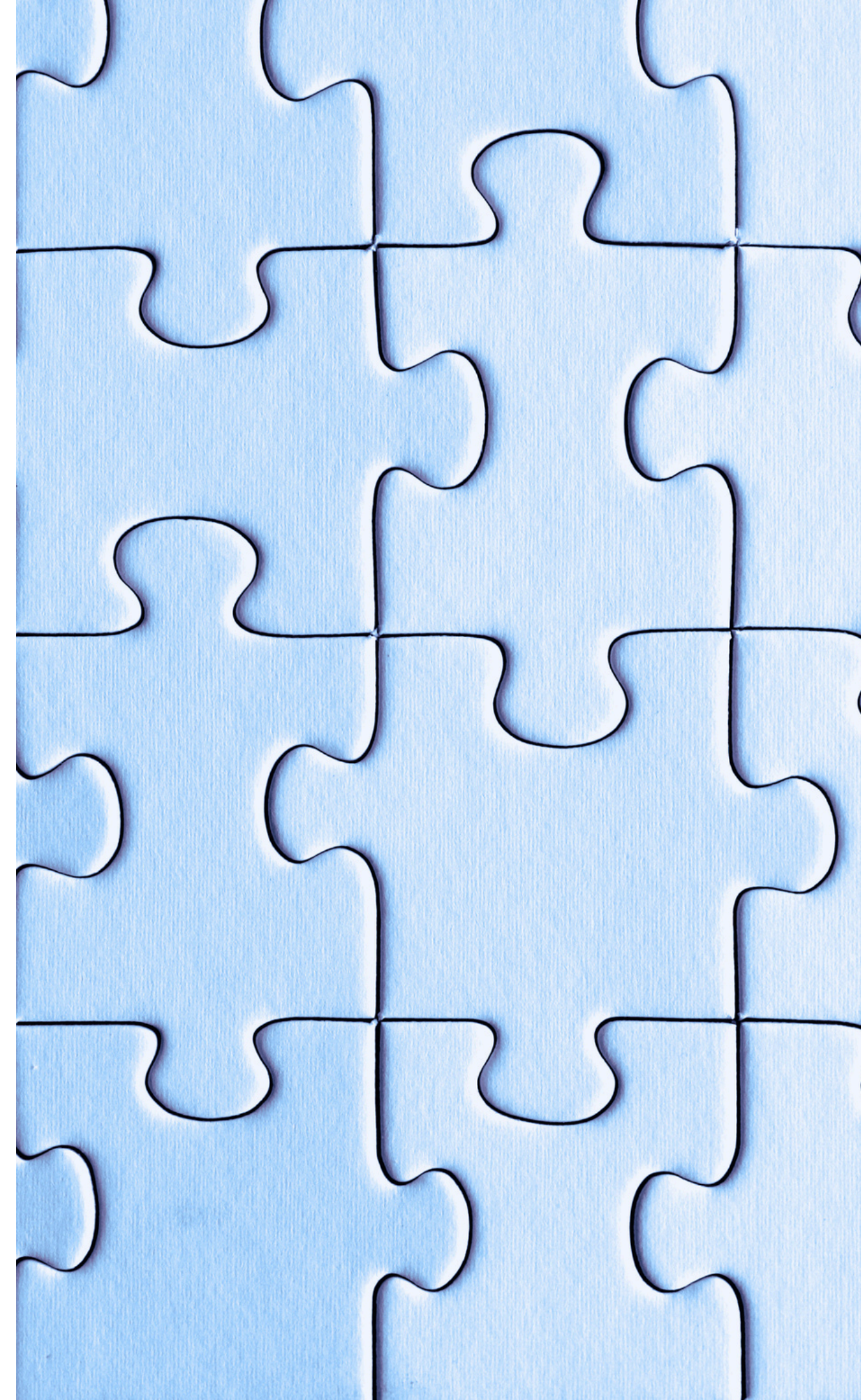
KA2: Cooperación entre organizaciones e instituciones

Esta acción clave apoya:

- asociaciones para la cooperación, incluidas asociaciones de cooperación y asociaciones a pequeña escala;
- asociaciones de excelencia, incluidos los centros de excelencia profesional y la acción Erasmus Mundus;
- asociaciones para la innovación, especialmente, alianzas y proyectos con visión de futuro;
- proyectos de desarrollo de capacidades en los ámbitos de la educación superior, la educación y la formación profesionales, la juventud y el deporte; acontecimientos deportivos europeos sin ánimo de lucro.

Objetivos de las Asociaciones para la Cooperación

- **mejorar la calidad del trabajo, las actividades y las prácticas de las organizaciones e instituciones implicadas**, abriéndose a nuevos agentes que normalmente no están incluidos en un sector;
- **desarrollar la capacidad de las organizaciones** para trabajar a nivel transnacional e intersectorial;
- **atender a prioridades y necesidades comunes** en los ámbitos de la educación, la formación, la juventud y el deporte;
- **propiciar la transformación y el cambio**, dando lugar a mejoras y nuevos enfoques de manera proporcional al contexto de cada organización.



Socios del proyecto



**ECH Youth Shaping the
Future**



**Education for an
Interdependent World**



**Euroculture Erasmus
Mundus Master of Arts**



**University College
Dublin**



**Red de estudiantes
Erasmus de Ucrania**



**Asociación de
Profesionales y
Educadores - Tuning**



Objetivo

Conocer el proyecto europeo,
saber darlo a conocer y hacerse
responsables

01

**Desde ellos
mismos**

02

**Desde un
conocimiento
teórico y
experiencial**

03

**Siendo capaces
de comunicarlo**

04

**Con lenguajes
nuevos y suyos: el
lenguaje inmersivo**

Unidades y experiencias del proyecto

Los orígenes y la historia de la UE



Plataformas inmersivas

Instituciones de la UE



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Retos futuros de la UE



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Unidad 1 – La historia de la UE en el metaverso

Para estudiantes universitarios

Alrededor de 100 estudiantes universitarios de diferentes países se reunieron para diseñar y construir **16 plataformas inmersivas**.

Creadas por jóvenes y para jóvenes, estas plataformas ofrecen una forma única y creativa de comprender cómo surgió la Unión Europea, sus principales logros y sus desafíos.





EU Enlargements and Cultural Expressions

Sapienza University of Rome

Examines how the EU has expanded geographically and how this growth has enriched European cultural diversity.

Explore Space



From Division to Unity: The Fall of the Berlin Wall

University of Valladolid (UVA)

Reflects on the symbolic and political impact of the Berlin Wall's fall on European integration and unity.

Explore Space



Economic Integration and the Introduction of the Euro

University of Valladolid (UVA)

Analyzes the process of creating a single European market and the introduction of the Euro as a shared currency.

Explore Space



Border and People: The EU's Migration Challenge

University of CEU San Pablo

Addresses the EU's approach to migration, its humanitarian challenges, and policy dilemmas across borders.

Explore Space



BREXIT: A Stress Test for European Unity

University of Valladolid (UVA)

Evaluates how Brexit tested the resilience and cohesion of the EU and its political and legal institutions.

Explore Space

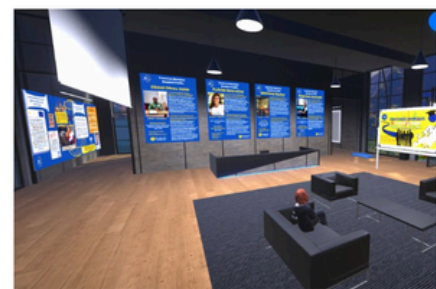


The EU and the COVID-19 Pandemic

University of Valladolid (UVA)

Investigates the EU's coordinated response to the COVID-19 pandemic in areas like health, economy, and solidarity.

Explore Space



Expanding Horizons with Erasmus Mundus

University of Uppsala

Explores EU-funded projects that support innovation, education, and regional development across member states.

Explore Space



The EU's External Action: International Cooperation Missions

University Pontificia Comillas

Explores how the EU engages in global diplomacy and development through international cooperation missions.

Explore Space



The 2008 Financial Crisis

Pontifical University of Comillas

Examines the 2008 financial crisis, its effects on the EU economy, and the institutional responses that followed.

Explore Space



Heritage, War and the EU

ESN Ukraine

This room presents Ukraine's history, culture, and, through a unique lens, the current conflict.

Explore Space



The EU and Projects: Empowering Education and Innovation

University of Gronigen

Explores EU-funded projects that support innovation, education, and regional development across member states.

Explore Space



Mobility in Action: The Erasmus Project

Complutense University of Madrid

Shows how the Erasmus programme promotes student mobility, cultural exchange, and European identity.

Explore Space



Towards a Common Academic Space: Bologna, Tunning and Alliances

Jagiellonian University

Explains how Bologna, Tuning and alliances are shaping a more unified and compatible European academic space.

Explore Space





Unidad 1 – La historia de la UE en el metaverso

Para estudiantes de secundaria

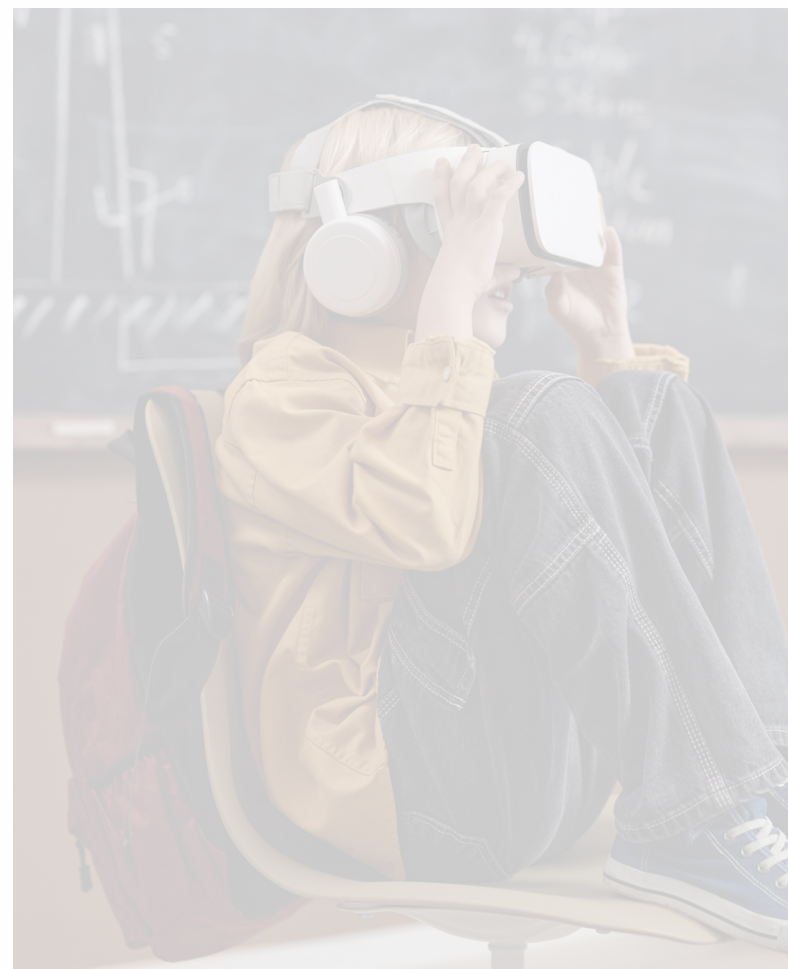
El proyecto también ha desarrollado **4 plataformas educativas interactivas** diseñados para su uso en el aula.

Estos recursos han sido utilizados por aproximadamente 300 estudiantes de 6 escuelas de Irlanda, Italia, España y Polonia, acercando la historia de la UE a los alumnos y haciendo que eventos complejos sean interesantes, accesibles y fáciles de explorar en conjunto.



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Unidad 2 – Las instituciones y los procedimientos de la UE

Alrededor de 80 participantes tomaron parte en:
4 sesiones preparatorias con expertos y *policy makers*.

- Redacción de *position papers*
- Movilidad a Bruselas del 29 de noviembre al 2 de diciembre:
- Participación en el Modelo UE, que simula el proceso de toma de decisiones de la Unión Europea.
- Visitas a instituciones de la UE – Parlamento y DGs de la Comisión Europea



**Council of the
European Union**



European Parliament



Artificial Intelligence



Migration



Delegate



Chairs



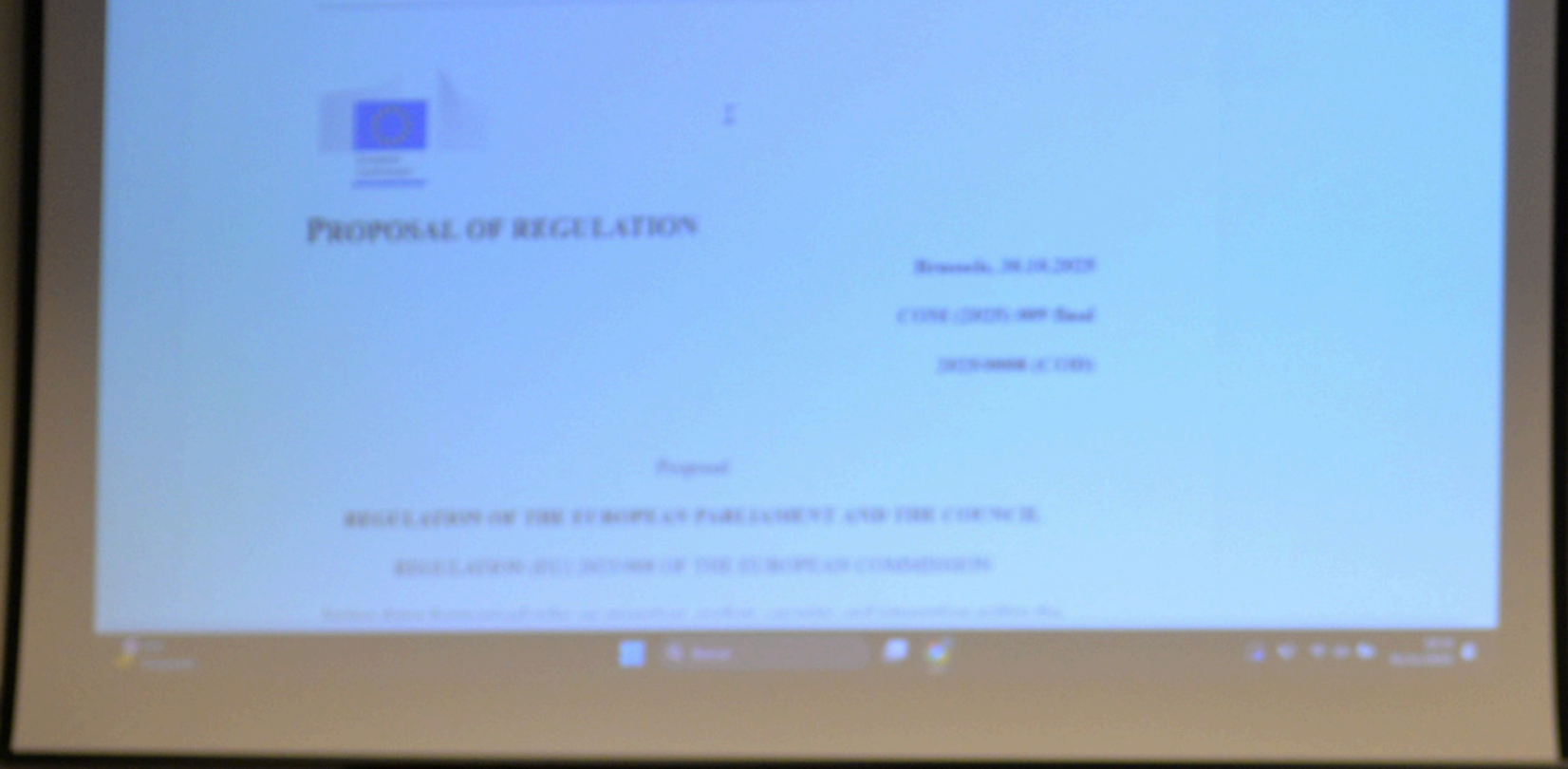
Journalists



Lobbyists









EU Immersive

Co-funded by
the European Union



AET



Erasmus Mundus Programme of the
EUROCULTURE

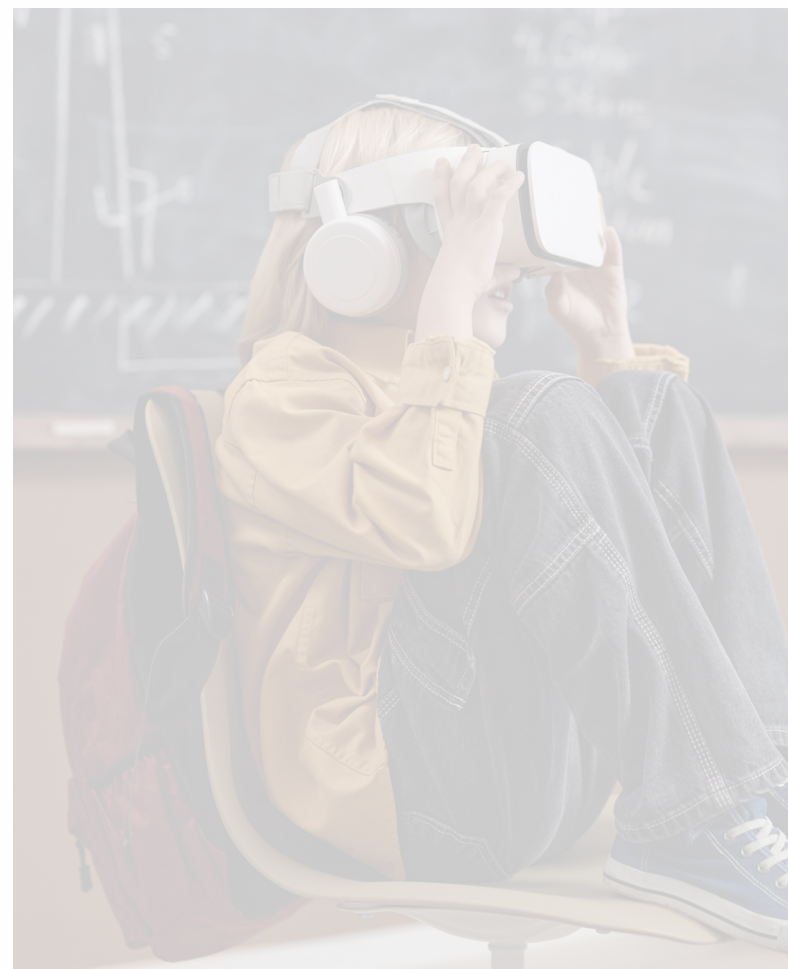






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Proyecto colaborativo y difusión

Challenge 1
**Población y
Demografía**

Challenge 2
**Competitividad y el
Papel de Europa en
el Mundo**

Challenge 3
**Ucrania:
Juventud y
Futuro**



Gobernanza

EU Priority 1



Financiación

EU Priority 2

Unit 3 – Agora Debates programme

Every Wednesday from 7 pm CEST via Zoom

4 February 2026



Challenges and Social Impact

Dr. Antonia Caro
CEO and Founder of
Eoh-for-Good

11 February 2026



Reimagining our futures together

Dr. Carlos Vargas
UNESCO's Chief of
Section for Teacher
Development

18 February 2026



EU Population & Demography

Kate Dearden
Peter Weissenburger
FutuRes Research Project
and Policy Lab Team

25 February 2026



Competitiveness & Future Methodologies

Francisco del Canto
University of North Dakota
Stefania Bocconi and
Valeria Piras – UCD

4 March 2026



Ukraine: Future & Youth

Dr Yuliya Hilevych
Euroculture
ESN Ukraine

13 May 2026



EU Governance

Francisco del Canto
University of North Dakota
Stefania Bocconi and
Valeria Piras – UCD

27 May 2026



EU Financing

Dr Yuliya Hilevych
Euroculture
ESN Ukraine

Unit 3 – Transnational Meeting



Where?

Prague

When?

End of March/ Beginning of April

Goal?

To bring together participants to exchange insights and consolidate outcomes about the three EU future challenges.





EU Immersive Publication

Introduction

1.C1: EU Competitiveness

a.Expert view

b.Youth perspective

I.The problem itself: Definition, relevance, perceived impact, key elements, data to be analysed , sources

II.Scenario building (probable and desirable - evidence based)

III.Strategies (for the desirable scenario)

IV.Conclusions and recommendations

2.C2: EU Population and Demography

3.C3: Ukraine: Future and Youth

4.P1: EU Governance

5.P2: EU Financing

Conclusion



EU Immersive

EU's Future – Podcast Series



Competitiveness:
Europe's Role in a Changing World



**EU's Population and
Demography**



Ukraine:
Future & Youth



EU Governance



EU Financing

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EU History in the Metaverse: Behind the Scenes

VIDEO 1

Introduction EU Immersive Project Presentation

Introduction

The series opens with an overview of EU Immersive and the environments created in Unit 1. The creators introduce themselves as the voices of the series and invite you behind the scenes.

VIDEO 2

From Concept to Creation A conversation with the platform creators

From Concept to Creation

How did research become an immersive experience? The creators explain how their ideas evolved and how they chose the structure, design and interactive features that bring the history to life.

VIDEO 3

The Project Experience A conversation with the platform creators

The Project Experience

Months of teamwork, technical learning and problem-solving. The students look back on building and improving their environments, and on the skills they gained, from historical research to digital literacy.

VIDEO 4

Meaning and Impact A conversation with the platform creators

Meaning and Impact

Can immersive formats make European history more accessible? The creators reflect on what the experience meant to them and which messages about Europe they hope visitors will take away.

EU History in the Metaverse: Behind the Scenes

98%

better understood how the EU and its institutions work

95%

developed skills such as teamwork, critical thinking and communication

95%

felt a stronger sense of belonging to Europe

90

Net Promoter Score: they would recommend it to other young people

”

“This experience changed everything and shaped how I see the EU and the type of citizen I want to be.”

”

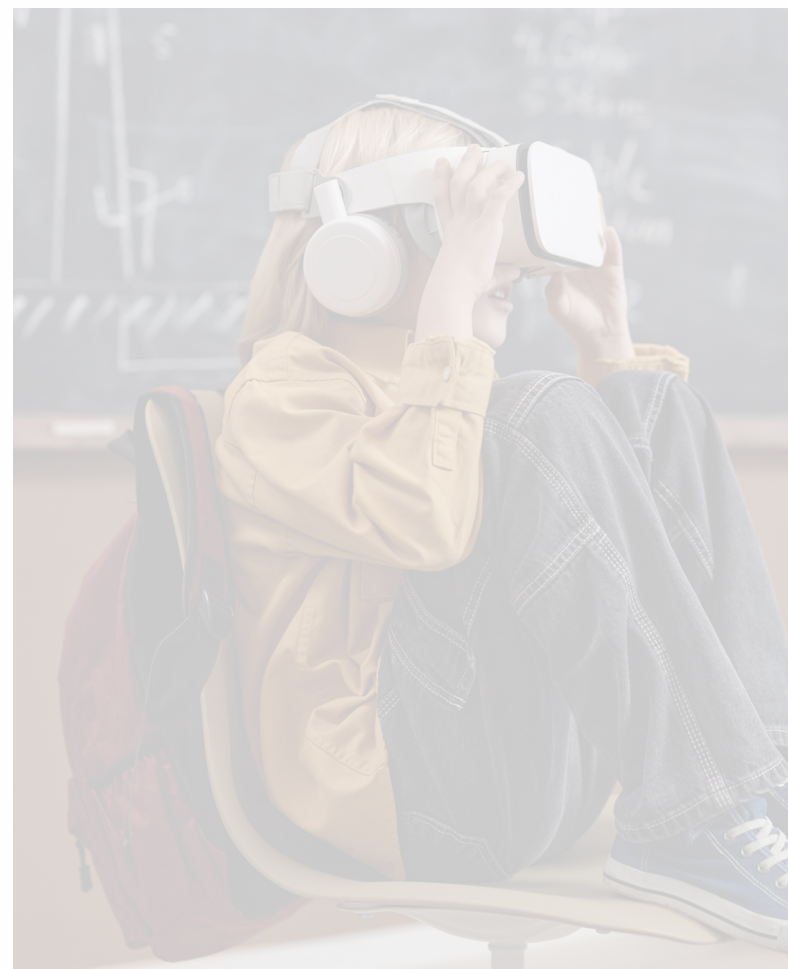
“One in a lifetime experience to connect with Brussels, the EU from the inside and young people from all over the EU.”

”

“I have definitely made lifelong friends.”

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Proyecto colaborativo y difusión

**Youth
co-creating
the European
project for
2030 and
beyond**



Their minds, their heart and their hands

We are living through challenging times.

Yet Europe has always grown by facing its crises, finding in each of them a new step forward.

“

Europe will not be made all at once, or according to a single plan. It will be built through concrete achievements which first create a de facto solidarity.

Robert Schuman, *Schuman Declaration*, 9 May 1950



“

Europe will be forged in crises, and will be the sum of the solutions adopted for those crises.

Jean Monnet, *Memoirs*



Young people from diverse backgrounds

University students

Students in higher education across Europe, whether or not they have taken part in Erasmus+.

Secondary school students

Younger students aged 14 to 17, reached through their schools and teachers.

Youth from candidate countries

Young people from EU candidate countries, especially Ukraine, and their vision of a shared European future.

Young migrants

Young people who have moved to Europe and now live in the EU.

People who work with youth

Youth workers, educators and policy-makers who support young people every day.

01

GENERAL SURVEY

My Europe

For all young people

Where is Europe today, and where would you like it to go?

We live in uncertain times, and we want to hear your perspective: how you see Europe today, the Europe you would like to see, and how young people can help get there. The survey covers four themes:



The picture today

How you see Europe right now: its strengths and its difficulties



The vision

The values Europe should never lose and its priorities for 2030 and beyond



How to get there

What the EU should do for young people, and who needs to act



The role of young people

Young people's strengths, what holds them back and what would help

02

THEMATIC SURVEY

Europe's Challenges

For young people who have studied, discussed or worked on these topics

Have you worked on or reflected about these challenges?

The EU faces many major challenges. Building on the work of the young people in EU Immersive, we have selected five for the EU's immediate future and beyond. If you know about any of them and have ideas to share, we want your voice to be heard.



Europe's
Population
Decline



Europe in the
World &
Competitiveness



Wise
Approaches to
Migration



The EU and
Ukraine



EU Governance

03

FOR PROFESSIONALS

Youth Work & Policy

For youth workers, educators and policy-makers

What do young people need from Europe today?

Working with young people every day, or shaping the policies that affect them, gives you a privileged perspective that we believe is valuable for this co-creation. Tell us your vision for Europe and what young people need, so their voices can better reach European decision-making. This survey is for:



Teachers & educators



Policy-makers



Youth workers & youth leaders



Youth organisations & NGOs

From young voices to European decision- makers

1

You share your view

Young people answer one or more of the three surveys.

2

We build a shared message

The views of young people from very different backgrounds are brought together into one shared message.

3

We present it to European decision-makers

The shared message is presented to the Council of Europe, the European Commission and Members of the European Parliament.

Help us reach more young people

If you are interested in sharing the surveys or bringing this conversation to your students, we will be happy to help.

We can provide:



Posters & materials

To share the surveys with your students and networks



Presentations

To introduce the project and this co-creation stage



Support for events

To organise a session or include the topic in your own event





Muchas gracias

Para cualquier pregunta o contacto:
euimmersive@ediw.net



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