



European
Commission

Erasmus+ Virtual Exchanges (EVE)

Image © rayrimzy stock.adobe.com

EVE is a call for proposal under the **Erasmus+ Programme**. Projects should encourage young people to engage in meaningful intercultural experiences online, as part of their formal or non-formal education. Proposals are therefore invited to develop a virtual mobility concept addressing young people from 13 to 30 years of age. The online activities should facilitate discussions among young people about topics that matter to them and foster social inclusion. Facilitators will be trained professionally, to be able to moderate discussions amongst young people to engage, connect and feel empowered.

Partnerships under the EVE call should be based on a consortium of a minimum of four partners bringing together organizations from Erasmus+ programme countries, Western Balkans, Eastern Neighbourhood, Southern Neighbourhood, Russia and Sub-Saharan Africa. Application requirements are published on the [Search Funding and Tender \(europa.eu\)](https://europea.eu).

What are virtual exchanges?

Virtual exchanges are online people-to-people activities that promote intercultural dialogue and soft skills development. They make it possible for every young person to access high-quality international and cross-cultural education (both formal and non-formal) without physical mobility. While virtual debating or training does not fully replace the benefits of physical mobility, participants in virtual exchanges ought to reap a number of the benefits of international educational experiences. Virtual exchanges also help spreading European values. Moreover, in some cases they can prepare, deepen and extend physical exchanges, as well as fuel new demand for them.

Virtual exchanges take place in small groups and are always moderated by a trained facilitator. They should be easily integrated into youth (non-formal education) projects or higher education courses. Virtual exchanges can draw participants from both sectors, even if, depending on specific projects, they could involve participants from either only one of them or from both.

What priorities should projects address?

- to encourage intercultural dialogue and increase tolerance through people-to-people interactions;
- to promote various types of virtual exchanges as a complement to Erasmus+ physical mobility;
- to enhance critical thinking and media literacy;
- to foster the digital and soft skills development of students, young people and youth workers to enhance employability;
- to promote citizenship and the common values of freedom, tolerance and non-discrimination;
- to strengthen the youth dimension in the relations of the EU with third countries.



Images (from top round clockwise): © Prostock-studio, fizkes, motortion & as-artmedia, stock.adobe.com

European Education
and Culture
Executive Agency

Luxembourg: Publications Office of the European Union, 2021
© European Union, 2021
Reuse is authorised provided the source is acknowledged.
For any use or reproduction of photos or other material that is not under the EU copyright, permission must be sought directly from the copyright holders.



PRINT EC-03-21-438-EN-C ISBN 978-92-9484-668-6 doi:10.2797/576429
PDF EC-03-21-438-EN-N ISBN 978-92-9484-669-3 doi:10.2797/168900