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IGNITE 'S

4# NEWSLETTER

IGNITE:
FROM LEARNING TO IMPACT – THE FINAL RESULTS OF IGNITE

After two years of international collaboration, experimentation and student-centred learning, the Erasmus+ IGNITE project is reaching its conclusion. What started with a simple question – **how can higher education better prepare students for sustainable innovation?** – has developed into an integrated educational ecosystem combining empathy-based nano-learning, gamification, challenge-based learning and digital tools for competence development.

Across six European countries, students, educators, researchers, industry representatives and other stakeholders have contributed to developing, testing and improving the IGNITE approach. As the project comes to an end, its results remain available for higher education institutions, educators and students to use, adapt and further develop.



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FROM IDEAS TO ACTION: THE IGNITE SCRAPBOOK OF SUSTAINABLE STUDENT INNOVATION PROJECTS



Students Turning Knowledge into Sustainable Innovation

One of the final outputs of the IGNITE project is the **Scrapbook of Sustainable Student Innovation Projects**, bringing together innovative solutions developed by students during the IGNITE Innovation Marathon.

The Scrapbook captures this journey and presents student solutions in areas ranging from sustainable agriculture, carbon capture and biodegradable sensors to circular economy, smart biomaterials, sustainable mobility and plasma-based therapies.

The Innovation Marathon was designed as a four-month challenge-based learning journey in which interdisciplinary student teams moved beyond traditional classroom learning and applied their knowledge to real sustainability challenges. Supported by academic and industry mentors, students researched problems, developed solutions and presented their ideas at the international final event in Barcelona.

More than a collection of student ideas, the Scrapbook demonstrates how sustainability, interdisciplinarity and innovation can become part of practical higher education.

Explore the IGNITE Scrapbook on our project website.

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LEARNING BY DOING: PRACTICAL WORKSHOPS IN SLOVENIA AND NORWAY

IGNITE moved beyond digital learning by giving students opportunities to apply their knowledge through practical, interdisciplinary learning activities. Practical workshops organised at IPS in Slovenia and NTNU in Norway connected sustainability concepts with hands-on problem solving, teamwork and the development of innovative solutions.

Experience from NTNU

At NTNU, a two-day practical workshop involved 36 students, four lecturers and four company representatives. Students worked on sustainable and innovative plasma technologies, combining technological knowledge with sustainability, innovation and entrepreneurship. One of the resulting student projects later received the Innovation Award 2026. The workshops showed that combining nano-learning with practical activities can stimulate discussion, idea generation and collaborative problem solving while helping students develop broader competencies related to sustainability, innovation and technology.



IGNITE GOES TO SDEWES 2026

The results of the IGNITE project are also reaching the international scientific community. The educational framework developed within IGNITE will be presented at the SDEWES Conference in Gran Canaria, Spain, 30 August–3 September 2026, through the contribution:

An Integrated Framework of Nano-Learning, Gamification and Challenge-Based Learning for Sustainable Innovation in Higher Education

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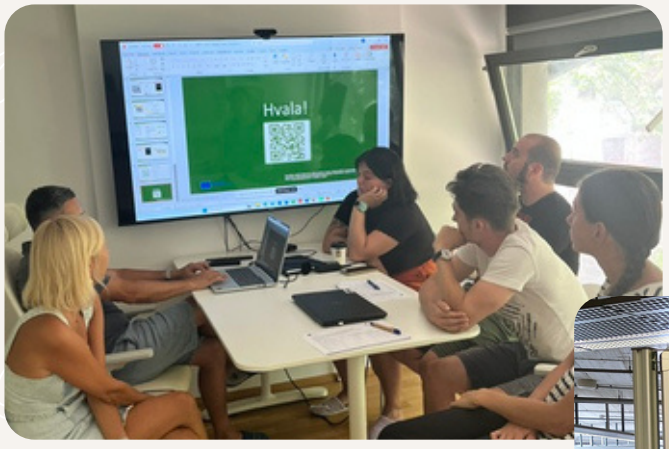
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BRINGING IGNITE CLOSER TO LOCAL COMMUNITIES

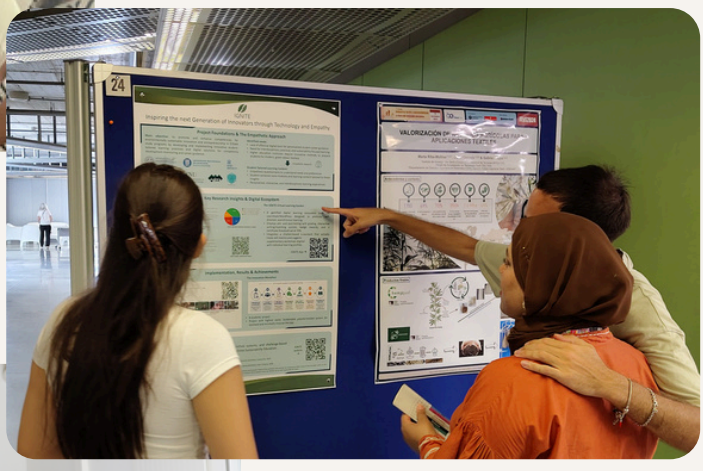
During the final phase of the project, IGNITE partners organised National Multiplier Events across the participating countries, bringing project results directly to students, educators, researchers, industry representatives, public organisations and other stakeholders.

Beyond presenting project outputs, the events encouraged dialogue about how innovative learning approaches can support sustainability, entrepreneurship and competence development in different national and institutional contexts. Through these events, the consortium ensured that the knowledge and tools developed within IGNITE reached audiences beyond the project partnership and beyond the classroom.

Slovenia | Spain | Belgium | Norway | France | Greece







LEARN → PRACTICE → APPLY





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FROM EXPERIENCE TO PRACTICE: IGNITE E-GUIDELINES

How can universities integrate the IGNITE approach into their own programmes?

The newly developed **E-Guidelines** capture lessons from the project and offer practical recommendations for higher education institutions looking to strengthen sustainable innovation competencies in STEAM education. The guidelines bring together lessons learned from the development and testing of the IGNITE learning ecosystem and provide practical guidance on using:

Explore the IGNITE E-Guidelines on our project website.

IGNITE FINAL CONFERENCE – CELEBRATING TWO YEARS OF COLLABORATION

On 27 August 2026, the IGNITE consortium gathered at the Jožef Stefan International Postgraduate School in Ljubljana, Slovenia, for the project's Final Conference, bringing together project partners and stakeholders to reflect on two years of collaboration and share the project's final results. Under the theme “From Student Needs to Innovative Learning”, the conference showcased the complete IGNITE journey: from understanding students' learning preferences and developing nano-learning modules to gamification through the Virtual Learning Garden, practical workshops, the Innovation Marathon, competence-monitoring tools and recommendations for integrating innovative learning into STEAM higher education.





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IGNITE IN NUMBERS – TWO YEARS OF INNOVATION



THE IGNITE LEGACY: KEEP LEARNING, SHARING AND INNOVATING

Although the IGNITE project concludes in August 2026, its learning resources, digital tools and recommendations will remain available beyond the project lifetime. Educators and higher education institutions can continue using the nanomodules, Virtual Learning Garden, E-Guidelines and Student Project Scrapbook to support sustainability and innovation competencies. IGNITE has shown that meaningful competence development happens when students can learn, practise, collaborate and apply knowledge to real-world challenges.

FROM KNOWLEDGE TO COMPETENCIES.
FROM COMPETENCIES TO ACTION.

Thank you to everyone who contributed to the IGNITE journey.

Follow updates via our project channels

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