1st Project Newsletter [Oct/Nov 2025]

About the Project

Y-EDCO (*Youth EDucation on responsible use of plastics for Cleaner Oceans and waterways*) is a forward-thinking Erasmus+ project designed to empower young people to become informed, active contributors to a cleaner and more sustainable environment. It addresses the rapidly growing issue of plastic pollution in rivers, lakes, seas, and oceans—ecosystems that are crucial for biodiversity, climate regulation, and human well-being. By developing enhanced digital training materials supported by innovative tools such as Augmented Reality (AR), the project transforms environmental learning into an interactive and immersive experience. Through these tools, young people can visualize how plastic waste moves through water systems, how microplastics affect marine species, and how responsible consumer behavior can reduce pollution. Y-EDCO places young people at the center of the transformation toward a greener Europe promoting digital literacy, sustainability awareness, and entrepreneurial thinking. Through hands-on activities, community engagement, and digital innovation, the project encourages long-term behavioral change and strengthens the employability of youth in emerging green sectors.

Co-funded by the European Union

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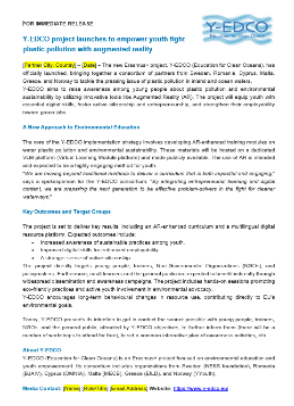
Y-EDCO
Education for Clean Oceans

Project Kick-Off Meeting – Malta (May 2025)

The Y-EDCO consortium officially launched the project during a hybrid KOM in Mosta, **Malta**, on **8–9 May 2025**. Representatives from all partner countries—Sweden, Romania, Greece, Cyprus, Malta, and Norway—participated in strategic planning sessions to finalize the project timeline, division of responsibilities, and development roadmap. Discussions included: - The creation of **twelve AR-enhanced training modules** on water plastic pollution and sustainability. - The pedagogical structure and learning outcomes of each module. - The architecture and functionalities of the **Virtual Learning Module (VLM) platform**. - Refining the project's **Gantt chart** to ensure strong coordination between WP2 (training content) and WP3 (digital toolkit & LMS development). - Planning the first **youth workshop in Romania**, where young participants will test activities and provide feedback. Partners also worked on dissemination strategies, community involvement plans, and early stakeholder engagement. The meeting set a strong foundation for collaborative work throughout the two-year project.

Press Release #1



FOR IMMEDIATE RELEASE

Y-EDCO

Y-EDCO project launches to empower youth fight plastic pollution with augmented reality

[Former City, Country] – [Date] – The new Erasmus+ project, Y-EDCO (Education for Clean Oceans), has officially launched, bringing together a consortium of partners from Sweden, Romania, Cyprus, Malta, Greece, and Norway to tackle the pressing issue of plastic pollution in inland and coast waters. Y-EDCO aims to raise awareness among young people about plastic pollution and environmental sustainability by utilizing innovative tools like Augmented Reality (AR). The project will equip youth with essential digital skills, foster active citizenship, and entrepreneurship, and strengthen their employability toward green jobs.

A New Approach to Environmental Education

The core of the Y-EDCO implementation strategy involves developing AR-enhanced training modules on water plastic pollution and environmental sustainability. These materials will be hosted on a dedicated VLM platform (Virtual Learning Module platform) and made publicly available. The use of AR is intended and expected to be an highly engaging method for youth.

"We are moving beyond traditional methods to answer a question that is both important and engaging," says a spokesperson for the Y-EDCO consortium. "By integrating entrepreneurial learning and digital content, we are equipping the next generation to be effective problem-solvers in the fight for cleaner waterways."

Key Outcomes and Target Groups

The project is set to deliver key results, including an AR-enhanced curriculum and a multilingual digital resource platform. Expected outcomes include:

- Increased awareness of sustainable practices among youth.
- Improving the skills for entrepreneurship locally.
- Active engagement in clean-up campaigns.

The project directly targets young people, trainers, Non-Governmental Organizations (NGOs), and policymakers. Furthermore, it will leverage and the generated data as expected to be distributed through widespread dissemination and awareness campaigns. The project includes hands-on sessions promoting eco-friendly practices and active youth involvement in environmental advocacy.

Y-EDCO envisages long-term behavioural changes in resource use, contributing directly to EU's environmental goals.

Today, Y-EDCO presents its intention to get in touch of the various parties with young people, trainers, NGOs, and the general public, enhanced by Y-EDCO education, to further inform them. [Name] will be a number of workshop to be attended by [who], to host a numerous information about environmental activities, etc.

About Y-EDCO

Y-EDCO (Education for Clean Oceans) is an Erasmus+ project focused on environmental education and youth empowerment. The consortium includes organizations from Sweden (NTIG foundation), Romania (SUMO), Cyprus (CMRIN), Malta (MSDC), Greece (LILO), and Norway (YFood).

Media Contact: [Name], [Role/Title], [Email Address], Website: [Link, Name, website etc]

The first official press release presented Y-EDCO's mission to a broader audience, stressing the urgent need to educate and empower young people to act against plastic pollution. It highlighted the project's innovative use of AR to make invisible environmental processes tangible and engaging. It also emphasized the project's contribution to:

- strengthening digital skills among youth;
- fostering active citizenship;
- inspiring engagement in green entrepreneurship;
- supporting the transition to a circular and climate-neutral Europe.

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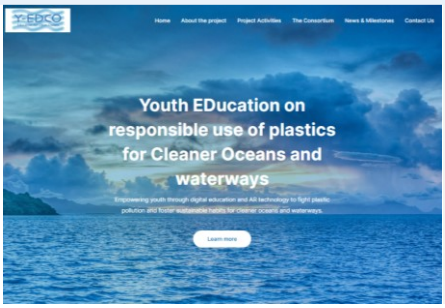
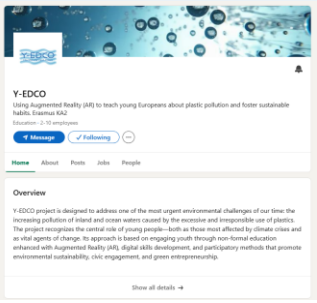
Y-EDCO
Education for Clean Oceans

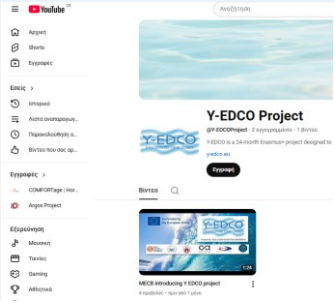
Project Online Presence

Y-EDCO is strengthening its visibility to ensure widespread awareness and engagement:

W:www.y-edco.eu / **L:** linkedin.com/company/y-edco / **Y:** youtube.com/@Y-EDCOProject







Ongoing Work & What Comes Next

Y-EDCO has initiated its stakeholder outreach campaign, inviting young people, educators, NGOs, and community organizations to participate in the project. The early engagement phase focuses on building a network of participants who will: - contribute feedback on training materials, - participate in workshops and clean-up activities, - support dissemination within their local communities. We are now moving into an exciting phase where the first prototypes of AR-enhanced educational tools will be created to help young people explore themes such as: - microplastic detection and environmental impact, - water pollution pathways, - responsible use of plastic and waste reduction, - circular economy concepts and green innovation. **Upcoming activities include**: - The youth workshop in Romania. - Pilot testing of AR scenarios with young learners. - Launch of the multilingual VLM digital platform. - Awareness campaigns, local clean-up actions, and youth-led challenges in partner countries.

Project Partnership

Y-EDCO is delivered by a strong consortium from **six** European countries, combining expertise in environmental sustainability, youth engagement, digital technologies, and European project management: - **NE&S Foundation (Sweden)** – Project Coordinator - **Biblioteca Județeană Antim Ivireanu (Romania)** - **OMNIA R&D (Cyprus)** - **MECB (Malta)** - **EILD (Greece)** - **YYouth (Norway)**

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