

Association Design Software Experiment Workshop – Partner Identification Form

National Agency identification	
Full legal name	Tasarım Yazılım Deney Atölyesi Derneği
Full legal name (English)	Design Software Experiment Workshop Association
Acronym	YFTF
OID	E10302847
PIC	
VAT number	
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Region	
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Phone number	+90224 334 14 47

Type of Organization	NGO / Association
Main sector of activity	Offering participation in youth-led events and youth participation activities
Is the partner org a public body?	No
Is the partner org a non-profit?	Yes
Has the organization received any type of accreditation before submitting this application?	No

Legal Representative	
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Position	President
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1. Please briefly present the organisation.

The organization, established in March 2022, is a workshop focused on design, software, and experimental activities. It aims to contribute to the smart growth and sustainable development of the country by integrating innovative, social, environmental, and technological activities into daily life. The organization collaborates with various institutions and organizations that have a sensitivity to civil society, implementing innovative educational methods and conducting training and application activities. These activities are designed to promote sustainable development and make a positive impact on the community.

The organization conducts its activities through 16-week educational modules, focusing on areas such as:

Robotics coding: Introducing students to robotics and coding.

Maker workshop systems: Promoting maker culture and hands-on learning.

Teacher training: Providing professional development for teachers in 3D printing and VR-based systems.

Innovative projects: Developing and implementing innovative solutions to simplify daily life.

The organization also engages in activities such as science festivals, STEM workshops, and summer schools, targeting students aged 8-17 and teachers. It has participated in local projects, such as the TÜBİTAK 4007 competition and the Bursa Science and Technology Center's Expo Science Festival, and has organized a summer school for children aged 8-14. Additionally, it runs the "Science for a Secure Future" project, supported by the Ministry of Interior, focusing on robotics, software, and 3D design thinking for students and teachers.

Despite being a young organization, it has already made significant contributions to the community by supporting students and teachers through innovative educational practices. However, it has not yet participated in international projects and sees the "Green Light to Vocational Education with Metaverse" project as an opportunity to gain international experience and compare its practices with the European education system.

In summary, the organization is a dynamic and innovative entity focused on STEM education, teacher training, and community engagement, with a strong emphasis on inclusivity and accessibility.

2. What are the activities and experience of the partner organisation in youth work and youth participation? Please also provide information on the organisation's regular youth work activities.

The partner organization has extensive experience in youth work and youth participation, particularly through its involvement in STEM education, science festivals, and inclusive community projects. Below is a summary of its activities and experience in youth work:

Regular Youth Work Activities:

1. **TÜBİTAK 4007 - Science Festivals Program:**

- The organization contributed to the **Bursa Science Festival Phase 1**, titled **"Anasınıflarımızla 7'den 77'ye Bilimle Şenleniyoruz"** (We Celebrate Science from Ages 7 to 77 with Our Kindergartens), held at the Bursa Science and Technology Center (BTM) from **26-29 May, 2-5 June, and 9-12 June 2022**. The festival included workshops and educational activities for a wide age range, from kindergarten students to adults, with the organization providing both workshop content and trainers.

2. **9th Science Expo Bilim Festivali:**

- The organization participated in the **9th Science Expo Bilim Festivali**, organized by the Bursa Science and Technology Center at the TÜYAP Bursa International Fair and Congress Center from **9-12 June 2022**. It conducted a **chromatography workshop** for students aged 7-18, engaging them in hands-on scientific experiments.

3. **Summer School for Youth:**

- In **June 2022**, the organization organized a **summer school** at Yönder Schools, targeting students aged **8-14**. The program was entirely volunteer-based and included **science and STEM workshops**, providing young learners with opportunities to explore innovative technologies and scientific concepts.

4. **Inclusive Science Festival for Special Needs Youth:**

- The organization supported the **TÜBİTAK 4008** project, **"Inclusive Community Practices for Individuals with Special Needs"**, led by one of its members, Dr. Talip AKKAYA. This project involved **20 hearing-impaired middle school students** (7th grade) and was held at the Bursa Science and Technology Center from **14-18 November 2022**. The organization's trainers and expert educators conducted daily workshops, providing an inclusive and engaging science festival experience.

5. **"Bilimle Güvenli Gelecek" (Science for a Secure Future) Project:**

- Supported by the **Ministry of Interior's General Directorate of Civil Society Relations**, this project was conducted from **4-8 September 2023**. It focused on

providing **robotics, software, and 3D design thinking training** to students and teachers.

6. ***"Bilimle Güvenli Gelecek-2" (Science for a Secure Future) Project:**

A second phase of the project, ***"Bilimle Güvenli Gelecek-2"**, is scheduled to run from **20 August 2024 to 19 November 2024**, further extending the organization's impact on youth education

7. **Participation in the "Green Light for Vocational Training with the Metaverse" Project:**

- The organization is a partner in the **KA210-VET** project, ***"Metaverse ile Mesleki Eğitime Yeşil Işık"*** (Green Light for Vocational Training with the Metaverse), which aims to integrate metaverse technologies into vocational education. This project, running from **03/03/2025 to 02/06/2026**, will provide the organization with its first international experience, allowing it to compare its practices with European educational systems and gain cultural insights.

Target Groups and Inclusivity:

- The organization primarily targets **youth aged 8-17**, with a focus on fostering early interest in **STEM (Science, Technology, Engineering, and Mathematics)** fields. It also emphasizes inclusivity by reaching out to students from diverse educational backgrounds, including those who lack access to advanced STEM resources in their regular schools.

- Special attention is given to **inclusive education**, as demonstrated by its work with hearing-impaired students and its commitment to making STEM education accessible to all.

Experience in Youth Participation:

- The organization has **3 years of experience** in youth work, having successfully implemented numerous local projects and engaged hundreds of students and teachers in innovative educational activities.

- While it has not yet participated in international projects, its involvement in the ***"Green Light for Vocational Training with the Metaverse"*** project marks its first step toward gaining international experience and expanding its impact on youth education.

The organization is deeply committed to youth work, with a strong focus on **STEM education, inclusivity, and hands-on learning**. Its regular activities include science festivals, summer schools, teacher training, and innovative projects targeting youth aged 8-17. Through its inclusive approach and collaboration with various institutions, it has made significant contributions to youth education and participation in STEM fields. Its upcoming participation in the **KA210-VET project** will further enhance its capacity to engage youth in innovative and inclusive educational practices.

3. Please give information on the key staff/persons involved in this application and on the competences and previous experience that they will bring to the project.

The key staff members involved in this application bring a diverse range of competencies, expertise, and international experience that will significantly contribute to the success of the project. Below is detailed information about their roles, competencies, and previous experiences:

1. Yunus Emre Coşan

Role: Digital Design Expert, Workshop Leader, and Association Manager

Competencies and Experience:

Digital Design: Expertise in graphic design, web design, and logo design. He has managed and consulted on numerous projects in this field.

Video Editing: Proficient in video editing and post-production, including cutting, adding effects, and final assembly.

Computer and Information Systems: Specializes in software development, network management, and cybersecurity. He has provided training and led projects in these areas.

European Union Projects: Actively participated in EU-funded projects, gaining experience in international collaboration and organizing educational workshops.

Leadership: His technical knowledge and international experience make him a valuable leader for managing digital design, video editing, and IT-related projects within the association.

Contribution to the Project:

Yunus Emre Coşan will bring his expertise in digital design, video editing, and IT systems to the project. His experience in EU projects will ensure effective project management and international collaboration, particularly in integrating digital tools and technologies into vocational training.

2. Dr. Talip Akkaya

Role: Biology Teacher, Herpetology Expert, and Education Consultant

Competencies and Experience:

Herpetology: Specialized in the biology, ecology, and conservation of reptiles and amphibians. He holds postgraduate qualifications in this field.

Education and Training: Over 12 years of experience working with gifted and special-needs students. He focuses on practical biology laboratory skills and research methods.

National and International Projects: Has led and participated in numerous national and international projects related to biology, environmental conservation, and sustainability.

Environmental Awareness: Develops strategies for nature conservation and promotes environmental awareness through education and community engagement.

Contribution to the Project:

Dr. Talip Akkaya will contribute his expertise in biology, environmental conservation, and inclusive education. His experience in international projects will help establish effective collaborations and integrate sustainability principles into the project. He will also support the development of educational modules and training programs.

3. İzzet Uzunardalı

Role: Computer Science Teacher, IT Systems Expert, and Multilingual Professional

Competencies and Experience:

Computer Science Education: Teaches programming, hardware, software, and computer networks. He is skilled in delivering up-to-date technological knowledge to students.

IT Systems Expertise: Specializes in system design, management, and security, with extensive knowledge of information technologies.

Multilingual Communication: Fluent in Russian and Bulgarian, enabling effective communication and collaboration in international projects.

International Collaboration: Has participated in international projects, leveraging his language skills and cultural understanding to build bridges between diverse communities.

Technology Enthusiast: Keeps up with the latest technological advancements and shares this knowledge with colleagues and students.

Contribution to the Project:

İzzet Uzunardalı will bring his expertise in computer science, IT systems, and multilingual communication to the project. His ability to work across cultures and languages will facilitate international collaboration and the development of innovative training programs. He will also contribute to the integration of advanced technologies, such as the metaverse, into vocational education.

4. Gökhan Yıldız

Role: Science Teacher, STEM Expert, and Doctoral Researcher

Competencies and Experience:

STEM Education: Holds a master's degree in STEM (Science, Technology, Engineering, and Mathematics) and is currently pursuing a Ph.D. in a related field. His academic background equips him with a deep understanding of interdisciplinary approaches to education.

Science and Experimentation: Passionate about hands-on science experiments and innovative teaching methods. He designs and implements engaging activities to foster curiosity and critical thinking among students.

Robotics and Systems Education: Specializes in robotics and system design, integrating these fields into STEM education to enhance students' problem-solving and technical skills.

Professional Development: Actively participates in workshops, seminars, and training programs to stay updated on the latest advancements in STEM education and robotics.

Research and Innovation: As a doctoral researcher, he contributes to the development of new educational methodologies and technologies, particularly in the fields of science and robotics.

Contribution to the Project:

Gökhan Yıldız will bring his expertise in STEM education, robotics, and systems design to the project. His passion for experimentation and innovation will help develop cutting-edge educational modules and training programs. Additionally, his research background will contribute to the project's focus on integrating advanced technologies, such as robotics and the metaverse, into vocational education. His involvement will ensure that the project remains at the forefront of educational innovation and effectively engages students and teachers in STEM disciplines.

Yunus Emre Coşan: Digital design, video editing, IT systems, and EU project management.

Dr. Talip Akkaya: Biology, environmental conservation, inclusive education, and international project leadership.

İzzet Uzunardalı: Computer science, IT systems, multilingual communication, and international collaboration.

Gökhan Yıldız: STEM education, robotics, systems design, and research-driven innovation.

European Union granted project in the last years (as applicant org)