



Co-funded by the
Erasmus+ Programme
of the European Union

“CONOCO: COping with NO mobility during COrona Virus times: Learning from each other”

Sustainability Plan

(Approved by the project consortium on 11 May 2022)
2019-1-CY01-KA204-066035

This project is not considered by the partnership as a single-opportunity project, disconnected from other activities, since most of the project partners have already been involved in Erasmus+ projects. In addition, all the partners are committed to the objectives of the project, as they realize its importance and added value for the survival of European citizens and the fact that there will be realized in the Digital Era for telework and social distance requirements. This allows for making all the efforts necessary to maintain the results.

Furthermore, the consortium has established an extensive network of stakeholders with which they interact regularly. Within this network and using additional connections between its nodes, it will be possible to promote the project results even after its completion.

The Sustainability Plan of the CONOCO project will pave the way towards a future exploitation of the deliverables generated. The consortium determined the Key Elements, which will be supported after the completion of the project, while most of them are already in the pipeline for implementation.

In particular, the consortium will:

- Sustain and retain the project [website](#), where all project results will be accessible for a duration exceeding 5 years after the official conclusion of the project.
- Maintain the project's Social Media Platforms.
- Continue the promotion of the project deliverables, specifically the Video Testimonials and the e-Book, at future events after the end of the project, such as conferences, the newsletters of their organizations, email alerts, and etc.

In addition to the above sustainability actions, a new project proposal was submitted, titled **CONOCO-2.0**, with the following main proposed results:

➤ **WP2 TELERESOURCES:**

- A2.1 -TELESKILLS: Online Competence and skills development in different topics
- A2.2 - Gamifications and Entertainment
- A2.3 - Educating Europeans



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➤ **WP3 - TELEWORK:**

- A3.1 - Blueprint Guidelines (best practice in effective telework and related problem solving)
- A3.2 - Training people working from home and Training employers monitoring employees

➤ **WP4 - CONOCO-2.0 PLATFORM Development:**

- A4.1 - CONOCO-2.0 Platform design and architecture, specifications
- A4.2 - CONOCO-2.0 platform development accessible by smart phones

The Consortium intends to keep contact and relations among the organizations once the project has ended. Following completion of the project, partner organizations will seek to use the new tools created, like the pitch promo video, to carry out actions aimed at a wide audience. The strong position of partners in local communities and their experience guarantee the sustainability of project results and the possibility of obtaining funding from local and national sources