

Our consortium



& with support from **movetia**



Our associate partners



About Us

We are an Erasmus+ strategic partnership for higher education that seeks to identify and tackle the gaps and mismatches in skills for linguistics and language students through the development of a new curriculum component and supporting materials to be embedded in existing programmes of study.

Target stakeholders



Higher education institutions - and by association their students in linguistics and language-related areas



Employers from digital and data-intensive sectors, who may not identify language and linguistics graduates as potential employees

UPgrading the SKILLS of Linguistics and Language Students



The UPSKILLS project

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



Our learning content

- A Glimpse into Language Data Science
- Analytical Thinking and Problem Solving
- Automatic Speech Recognition and Forced Alignment
- Collecting Language Data from Human Participants
- First Steps into Scientific Research
- Introduction to Language Data: Standards and Repositories
- Project Management
- Processing Texts and Corpora
- Start Programming with Python in 10 Steps
- The Essence of Machine Learning for Linguists in Tech
- Upskilling your "Introduction to Language variation" course



Our games

- TopLang
→ Teach and/or assess by simulating a work environment
- Guess the language!
→ Teach about language variation using a familiar game design
- The UPSKILLS Maze Game
→ Gamify your quizzes

Extra website resources

- Explore the UPSKILLS professional profile
- Consult our guidelines for research-based teaching
- Use our ready-made templates for course planning and assessment.
- Access curated lists of existing learning content and educational games to try out in your classes
- Read about our training and multiplier events ... and many more!

Goals

Our aim is to introduce an integrated research-oriented perspective into language-related programmes, with a focus on the BA level, that is expected to enhance students' employability by providing them with the skills needed to compete for a wider range of positions in the labour market. The development of our new study component is articulated through four intellectual outputs:



An in-depth needs analysis leading to a detailed professional profile for graduates of linguistics and language-related courses.



The development of best practices and guidelines for research-based teaching.



The adaptation of existing and creation of new learning content targeting the most sought after skills for industry and research positions.



The creation of educational games, following an exploration of game-based learning practices.

Find out more...



<https://upskillsproject.eu/>



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