**FACT SHEET BIP 2027**

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| **Organizing institution** | KU Leuven |
| **Partners** | FH Dortmund - D DORTMUND02<br>UPV-EHU - E BILBAO01<br>ISEL - P LISBOA01<br>UNIBZ - I BOLZANO01<br>UNIUD - I UDINE01 |
| **Are you looking for partners ?** | YES |
| **Title / Name BIP**<br>*(Enter the official name of the BIP)* | (Personal) Mobility in the future |
| **Abstract**<br>*(Brief summary of the activity – what it is about in 3–5 lines)* | The present day mobility infrastructure and it's consumption of resources is the starting point to work towards more data driven approaches to the electrification of society and smart cities. Students create awareness in how they (as an engineer) can transform and therefor improve their own future of mobility. |
| **Goal**<br>*(What is the main objective or purpose?)* | Creating awareness and skills in how to get information related to sustainable mobility to the general public in order to facilitate it's (technical and political) solutions. |
| **Topics covered**<br>*(List the key themes or subject areas that will be addressed)* | The BIP addresses 4 of the SDGs:<br>SDG 7 – affordable and clean energy<br>SDG 9 – Industry, innovation and infrastructure<br>SDG 11 – sustainable cities and communities<br>SDG 12 – Responsible consumption and production |
| **Expected outcome(s)**<br>*(What should students gain or achieve by the end?)* | A physical creation of a board-game. By creating the game (and afterwards playing the game) the students are confronted with different types of information and possible solutions related to sustainable mobility.<br>By working in a multidisciplinary and international team, communication and interpretation of cultural differences is an important professional asset addressed in this BIP. |
| **Start and end date of the BIP** | 15-19/3/2027 |
| **Content of virtual component**<br>*(Describe any online or hybrid elements* | The students will do some preliminary research with a link to the individual context related to their own environmental impact and more specific their mobility. |

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| *– e.g., webinars, online modules, collaborative tools)* | After the closing session of the BIP week the students work together online as a team to create a final report in which they explain the workings of their boardgame and in depth the (most relevant) scientific recourses that they used. |
| **Start and end date of the virtual component** | 1/3/2027-4/4/2027 |
| **Maximum number of students** *(Total number of participants allowed)* | 80 |
| **Maximum number per university** *(Limit per institution, if applicable)* | 5 students per partner. |
| **Webpage** | https://www.kuleuven.be/english/campuses/de-nayer-campus/events/euclides |
| **BIP ID** *(If already available)* | 2026-1-BE02-KA131-HED-000424254-3 |