

DITMEEP

Digital Tools for Manufacturing training and Education Programmes

Starting situation

The manufacturing sector has been vital for the European industry, and an important driver for the economic growth, employment, and innovation. Although in the '90s the manufactured products from Europe accounted for one-third of the world total, current EU's contribution by manufacturing sector is falling almost to half of that, but manufacturing still accounts for two-thirds of total R&D, provides half of productivity growth and represent more than 60% of exports and imports. Manufacturing industry is the backbone of the EU economy, bringing prosperity and employment to citizens in all EU regions.

AT A GLANCE

Program: Erasmus+

Field: Vocational education and training

Total budget: EUR 261.120

Duration: May 2021 - April 2023 (2 years)

Coordinator: Renewable Skills & Consultant GmbH (RSC), Germany

Consortium: 5 partners from three countries (Spain, Portugal, Germany)



Project objectives

- Training course deployment in an e-learning platform with a core syllabus on Risk Prevention and Health, prepared for its adaptation to the specific countries regulation.
- Deployment of a common gamification methodology for Risk Prevention training modules
- AR mobile application development to support 2 series of learning experiences proposed as part of the core training (virtual spaces, signalisation and emergency drills).
- To reinforce learners and teachers with digital capabilities: guides on how to use the materials, how to complement in-presence teaching and to develop on-line trainings. A common structure in English will be translated by the regional partners.
- Tools and methodology evaluation through pilot training implementations (3 countries) with included tests for evaluation the procedures from the teachers/learners.



Output of the project

At the end of the project, the main results will be:

- To improve digital capabilities of learners and teachers in Risk prevention courses for manufacturing training, through a blended learning approach
- A training program and deployment in an e-learning platform specifically for Risk prevention courses based on gamification with resources for theoretical part and gamification activities, specific evaluation procedures, reinforced with Augmented Reality experiences through an app for individual use in mobile devices
- A methodology tested in 3 EU countries through pilot trainings, with evaluation from inputs of the learners/trainers
- Guide for trainers and learners on use of the interactive digital learning resources

All these materials will be tested delivered in an e-learning platform Moodle-based (from partner ISQ Moodle) and will be translated into the partners' regional languages for deployment of the pilot trainings. Finally, the training materials will be replicated at national platforms for ensuring sustainability after the projects' end.

Project consortium

1. Universidad de Santiago de Compostela, Spain



2. Centro Tecnológico del mar – Fundación Cetmar, Spain



3. Instituto de soldadura e qualidade, Portugal



4. SGS Tecnos SA, Spain



5. Renewable Skills & Consultant GmbH, Germany



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DITMEP Erasmus+ Project



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