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Erasmus Crane 4.0



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A DIGITAL TRAINERS TOOLBOX
TO HELP CRANE OPERATORS UPDATE
THEIR SKILLS FOR INDUSTRY 4.0
ENVIRONMENTS

This project has been funded with support from the European Commission.

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A photograph of a crane hook suspended in the sky, with a blue sky and white clouds in the background.

CRANE 4.0 about the project

CRANE 4.0 aims to up-skill and re-skill the European construction labour force with new skills in order to meet the demand of the labour market for new digital competences. Applying Virtual Reality (VR) in vocational training and on-the-job situations involving complex tasks facilitates the visualisation of the activities to be performed, even the riskiest ones, and the transmission of knowledge-intensive skills leading to an increased training quality.



crane operators



virtual reality



training methods

The gap between conventional teaching methods and the everyday work life of trainees, that is shaped by information technologies, is growing and vocational training needs to cope with the pace of digital advancements.

CRANE 4.0 develops innovative training paths and methods for teaching, learning and assessing the learning outcomes, through the use of Virtual Reality thus supporting the educators and learners in using digital technologies in creative, collaborative and efficient ways.

AIMS

The project aims to improve work-based and initial/continuous learning of crane operators to adapt their skills to the Industry 4.0 requirements. It will do so through the development of a Virtual Reality (VR) application downloadable from partners' websites, from the project website and from the main platforms for application download.

The innovative use of the VR in the training of crane operators is an added value for all those public and private VET providers who want to offer upskilling pathways to their educators and training.

RESULTS

CRANE 4.0 will develop three main outputs:

- Curriculum Handbook - a Transnational job analysis and report, Course Plan and Didactic Manual for Crane Operations 4.0.
- Virtual Reality Application development - VR app, Users' Technical Guide, Manual for assessing the quality of the VR app and learning outcomes.
- Blended pilot testing - 55 crane operators trained and a Procedural Manual for the implementation of the VR-Labs.

“VIRTUAL REALITY
REPRESENTS A
PROMISING
INSTRUMENT TO
DEVELOP NEW
FORMS OF ON-THE-
JOB TRAINING”