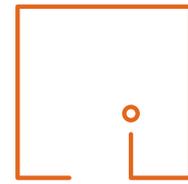




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CRANE
4.0

NEWSLETTER 1



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

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 in 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.

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.

1º TRANSNATIONAL MEETING - 15 & 16 November, Valencia

We have started the project with the Kick-off meeting in Valencia on 15th & 16th November 2019.

The meeting took place at IBOX headquarters, the other Spanish partner who also seats in Valencia, and coordinated by SGS, leader of the Project, both entities welcomed all the partners of de Project with great hospitality along the two-days meeting.



The agenda started with a brief presentation of the partners and their corresponding organizations. The consortium consists of 6 partners from different European Countries: SGS Tecnos, Valencia, Spain, IBOX Create, a consulting company also from Valencia, MECB, technical & innovation consulting bureau based on Malta, SQLEARN, providing e-learning solutions from Greece, the university polytechnic



of Bucharest (CAMIS) and Confindustria Veneto SIAV, the Service Agency created by the Provincial Associations and by the Industrial Federation of the Veneto Region. SGS gave a presentation on the CRANE Project structure, partnership, needs, objectives, expected impact and results and explained also all the financial aspects of the project. CRANE Project has a duration of 30 months.

After knowing each other we had our field visit in a Crane factory (Rúas Rigar) were they had explained us the different types of Cranes that they work with, which ones have more demand, the training and the regulation in Spain. Also, they showed us the facilities and a small demonstration of the use of one of their cranes.

The last part of the meeting with a presentation done by SIAV about the Promotion, Dissemination and Exploitation of the project, we all partners participating in the selection of the design and ideas for social media.

The day finished having dinner all together at the historical center of Valencia.

During the Second Day the different Intellectual outputs were presented; IBOX was the one responsible for explaining the first Intellectual Output, Curriculum Handbook, and it did it in great detail to clarify all the upcoming activities that we need to do.

The Second IO, VR application development, was presented by its leader, SQ Learn, they showed us an example of their VR for E-Learning to get an idea of what could be created for the CRANE 4.0 Project.

The KoM finished with a brief presentation, because we are on an early stage, of the Intellectual Output 3, Blended pilot testing, by its leader, MECB.

The 2nd meeting. will take place in Athens, in July 2020, we will keep you informed of all the advances of the Project.





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