Newsletter n.3

Deliverable: Sharing, Promotion & Use of the results (SPU) Plan

DigiREACT

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CFPCemon
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REVISION HISTORY

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(*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

REFERENCED DOCUMENTS

ID	Reference		Title
1	2021-1-DE02-KA220-VET-000032967		DIGIREACT Proposal
2			

APPLICABLE DOCUMENTS

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Newsletter n.3 – DigiREACT

A step closer to delivering innovative tools & solutions to support remote and hybrid working environments

Dear partner,

We are reaching out to inform you regarding the developments of one of our EU-funded project, DigiReact, concerned with supporting trainers and workers in corporate environments in effectively transforming traditional working spaces and teams into remote and/or hybrid ones:

1. Publication of PR1 in English and Translation into all project languages
As planned, in the first quarter of 2023, thanks to the collaboration among partners, we have finalized PR1, *The Remote Worker Training Backpack*. The Backpack aims at providing useful resources to corporate trainers on the e-leaderships skills and digital competences required to effectively engage their audience especially in hybrid business models. The Backpack was a joint transnational effort: each partner has engaged relevant stakeholders in the definition of topics and contents in order to better understand the needs of teachers/trainers in delivering online lessons. Finally we created the handbook to present effective practices for remote teaching in order to teach better, and with higher level of concentration. The English version of PR1 will be published on the DigiReact website, together with the translated versions (in each project language: German, Greek, Portuguese, and Italian) on which all partners are currently working, by the beginning of May.

2. PR2 and PR3
Now that PR1 is ready, the DigiReact consortium is focusing on the creation of innovative tools and digital solutions to really enable trainers and teachers in hybrid and remote environments to take full advantage of the methodology proposed in the Handbook to implement effective online training sessions. PR2 is concerned with the creation of the DigiReact Personalized Gamificator: An Employee Experience Platform for skills retention. The platform incorporates elements of gamification with the intention to encourage and establish learners' engagement and deliver unique user experiences that promote skills retention and life-long learning. Employee Experience Platforms (EXP) are recently emerging as combining a new category of digitized HR with workforce productivity, aiming to address the needs of both the trainers to discover and control their organizational abilities of the employees to improve and maintain their skills within hybrid teams. Our technical partners, CCSDE and ASSERTED KNOWLEDGE presented to us the setup and functionalities proposed for the platform, and received from all partner feedback and integration suggestions in order to finalize the two platforms. Both results will be made available to the public in the respective sections of the DigiReact website, and PR2 will also be translated into all project languages in order to allow stakeholders from all partner countries to take advantage of the opportunity to access to the tool and test it in real remote/hybrid working and VET schooling contexts.

4. TPM3

We had our 3rd and final Transnational Project Meeting in Espinho, Portugal, in March 2023. There, we talked mainly about project results 2 and 3, and planned work for future consortium activities: setting up instructions and implementation of communication, dissemination & exploitation strategy to engage relevant stakeholders in the testing phase of the Platform, which will occur from September to November 2023; preliminary organization for the LTTA in Mondovì, where teachers/trainers selected by all partners will receive specific onsite training from partners on how to use DigiReact tools for effective implementation of the new methodology proposed in the Training Backpack. We also decided to extend project duration to the end of 2023 in order to allow enough time to our engaged stakeholders to test PR2 and PR3 from September on.

5. Upcoming activities

We are working as a team representing VET Schools and ICT Companies in a world where we need to send and receive information to achieve the objectives. We are working to engage employees, and students in new learning experiences in digital way, to find strategies to enhance trainers' abilities to deliver effective online and asynchronous learning. To do so, we are developing digital tools to keep users engaged and focused, in a world with a lot of disturb like phones, mail and chats. We want to build a new platform that exactly meets the requirements which we have identified for effective remote training.

During the next in-person meeting of this project, teachers/trainers selected from all partners will take part in a Learning, Teaching and Training Activity to be prepared on deploying the DigiReact methodology in their online sessions. The LTTA, which will be held on 27th, 28th and 29th of June, will see all partners travelling to Mondovì. During the LTTA the Personalized Gamificator beta version will be presented and the Pilot testing of the project will start, by means of activation the dissemination strategy to engage relevant stakeholders in the actual testing, which will start in September. After the LTTA we will also deploy the virtual community on the project website.

Stay tuned! Visit our website!

We are almost ready for the first beta version of our platform!