

# Newsletter n.2

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



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CFPCemon

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Version	Date	Author	Description	Action	Pages
1.0	31/02/2023	CFP	Newsletter	C	4

## 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

ID	Reference		Title
1			
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# Newsletter n.2 – DigiREACT

## Is digitalization our future?

Dear partner,

We are writing you to tell you something information In order to give you news about the progress of our project called DigiReact:

### 1. End of PR1 Phase

As we planned, we end phase 1 and we reach the goal to complete The Remote Worker Training Backpack that aims to train corporate trainers on the e-leaderships skills and digital competences required to effectively engage their audience especially in hybrid business models. All of us create a questionnaire with our consultant, and for each questionnaire we reported the answer of our teachers finalized to better understand the needs of a online lessons. Finally we create a handbook for teachers that will use this new method of teaching in a remote way in order to teach better, and with higher level of concentration, even if students follow the lesson from home.

### 2. Initiation of PR2

Project results of the second part has been started, this part is called: DigiREACT Personalized Gamificator: An Employee Experience Platform for skills retention. Gamification in corporate training is not a new idea. In fact, training through gamification is here for a while with the intention to encourage and establish learners' engagement and deliver unique user experiences that promote skills retention and life-long learning. a new category of online learning environments arrives, that being Employee Experience Platforms (EXP), emerging combining a new category of digitized HR with workforce productivity.

It aims 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. The innovation of the project thus lies in the combination of two technologies to foster continuous development opportunities in a compelling personalized learning experience

### 4. TPM2

-in our Transnational Project Meeting in Greece in November 2022 we talk about results and solved some issues linked to Project Management and the results we attended for PR1, we develop a brochure for the project and star the first development of gamification concept.

### 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 engaging employees and students in new learning experiences in digital way, finding strategies in keeping

concentration in a world with a lot of disturb like phones, mail and chats. We want to build a new platform made by ourselves that exactly meet our requirements.

Next meeting will take part in Portugal, in march 2023 and in this way we finish part 2 talking about Personalized Gamificator and Pilot testing of the project and after that we try to better understand how to create a virtual community . Stay tuned! Visit our website!

<https://www.digireact-project.eu/> We are almost ready for the first beta version of our platform!.