

# REFITTING MACHINE

**Arduino expert for the recovery of obsolete machines**

## The Toolkit

To provide high-quality knowledge and skills needed to modernize existing machinery in order to make them "smart" and more adapted to the nowadays requirements of the manufacturing industry.

## ICT Tool

The tool for Competence Assessment to evaluate the knowledge and starting skills of the educators, identify the needs of the specific target in order to provide them with useful skills so that they can enter the world of work.

## e-Learning Platform

An open education digital platform for the provision of the training material developed throughout the project.

## WHAT'S NEW ON THE REFITTING MACHINE PROJECT?

In these difficult COVID-19 times, the project partners keep up the good vibes and continue working at full speed on designing and developing all the needed material and tools in order teachers, trainers, adult educators to be more able to address and advance their knowledge gaps and skills. To this scope,



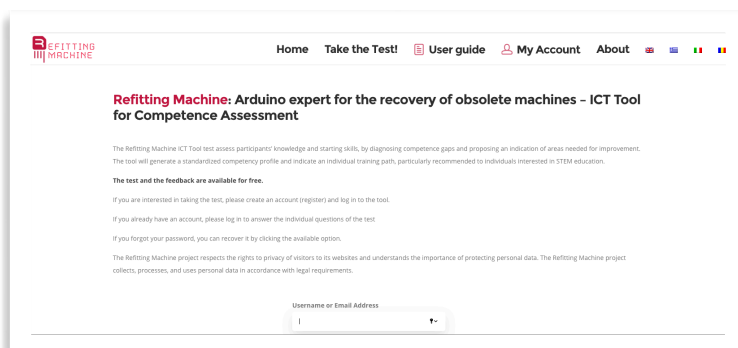
✳ The **Experts Program Toolkit** is now available in all partner languages (English, Spanish, Romanian, Greek and Italian) and shared through the Gamified e-learning Platform. Currently, partners are locally organising pilot testing activities, to test the materials developed and proceed to further updates and finalization of the structure, assess the validity of the methodology developed to offer VET trainees the knowledge and skills needed to modernize and adapt outdated equipment, based on the feedback from the target groups (people who seek to upgrade existing skills and knowledge or gaining new knowledge, trainers/trainers/educators, VET organisations/schools/universities) . By the finalization of the pilot test on May, partners will review all the feedback received, and based on the initial predictions that they had, will work on fine tuning.



## REFITTING MACHINE BLOG

Don't forget to have a look also, at our **blog**! The partners of the "Refitting Machine" project are committed to post constantly updates and interesting articles on the project's blog. Through the blog, you will be able to get aware on many topics related to the project, such as Arduino, machinery revamping, open-source movement, technology, and its application during the COVID-19 pandemic, and many other.

✳ The **"ICT Tool for Competence Assessment"** is also available in all partner languages (English, Spanish, Romanian, Greek and Italian) and provides the opportunity to users to assess their knowledge and starting skills, by diagnosing competence gaps and proposing an indication of areas needed for improvement. Currently, the ICT Tool for Competence Assessment, is being pilot tested from partners locally, from the aspects of effectiveness, accessibility, clearness, balance among information and visuality of data, methodology used and applied. By the completion of the piloting on May, partners will collect the feedback and will proceed to fine-tuning based on the comparison with the initial predictions and requirements.



To keep track of all the activities implemented in the "Refitting Machine - Arduino expert for the recovery of obsolete machines" project, stay tuned in our [website](#) and see how the learning path is going further!



**VISIT OUR NEW WEBSITE:**



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**LEVERAGING GAMIFICATION METHODS**

Educators can implement gamification in their trainings, by turning activities into game. Imagine how much more engaging trainings will become; how it will cultivate the learners' imagination. The goal of provision of knowledge will be achieved, in a more inventive way. Furthermore, it also enhances the possibility of an innovative dynamic. And, it reinforces the communication, to a greater extent. Apparently, the benefits work in a bidirectional manner, in this context as well.

Here are some engaging techniques that one can apply to a wider audience:

- ▶ Visually stimulating game environments, in terms of aesthetics, can caught one's attention. And, to a greater extent invoke positive emotions.
- ▶ A number of choices to proceed in the game.
- ▶ Encourage qualities, such as teamwork on the gameplay, by provision of rewarding elements. And, by improving their luck on the game.
- ▶ Finally, games that promote imagination, is another useful method.



*Badges of Gamified Learning Platform*

It all boils down to the fact, that the more customized the game application can become, the wider the target group it addresses. As, it fosters self-expression, through choice. Furthermore, it cultivates qualities that can be useful for the "player". And, to a greater extent to the framework they are in. To this edge, Refitting Machine, is observing the evolution on this subject; and, is a contributing instrument to the development of pertinent content.