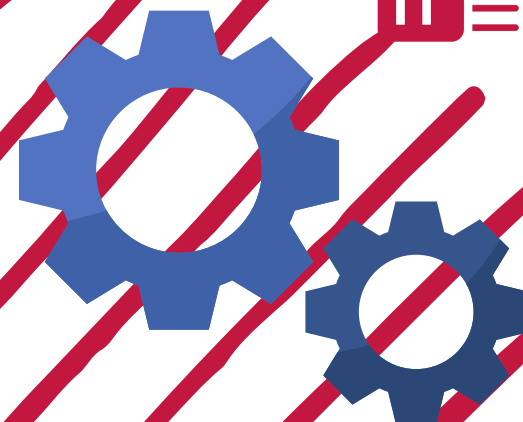
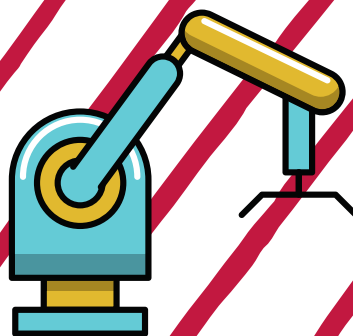
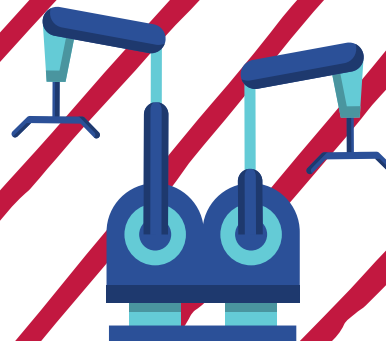
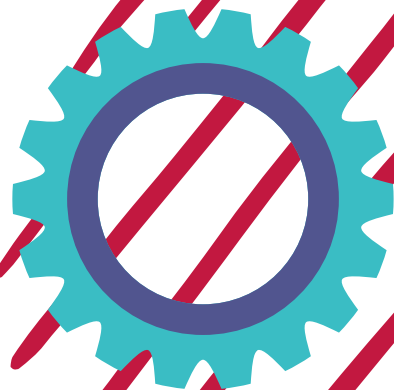




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CONTACT

www.refittingmachine.eu

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REFITTING MACHINE

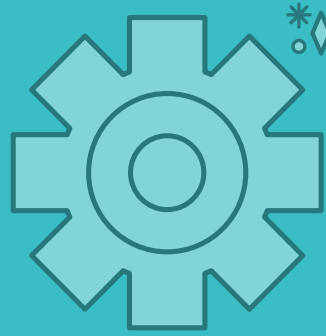
Arduino expert for the
recovery of obsolete
machines



Erasmus+

THE PROJECT

Two year initiative funded within the framework of ERASMUS+ programme (2019-1-IT01-KA202-007430) aimed to provide high-quality digital skills, and to encourage entry or return to the world of work, in line with the most advanced processes in the world of makers, Arduino, 3D printers, digital manufacturing, and 4.0 industry



The labor market is constantly evolving. The skills and qualifications required change over time. In order to face the change, we need to be equipped with different skills. Europe's digital transformation will see an acceleration with the rapid development of new technologies, such as artificial intelligence, robotics, cloud computing and blockchain ("chain of blocks"). Digitization affects the way people live, interact, study and work. In addition, 90% of jobs require a certain level of digital skills.



PROJECT OUTCOMES

EXPERT PROGRAMME TOOLKIT

Training material that provides teachers, trainers and adult educators high quality knowledge and skills needed to modernize existing machineries in order to make them "smart" and more adapted to the nowadays requirements of the manufacturing industry.

COMPETENCE ASSESSMENT ICT TOOL

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.

GAMIFIED E-LEARNING PLATFORM

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

