Project Summary

ID4EXCELLENCE project intends to meet Europe 2030 growth strategy priorities on employment and education.

The project also considers the EU Roadmap Opening up Education (04/2013) enhancing education and skills development through new technologies and underlining the "insufficient supply of quality digital contents across languages, subjects and needs".

The construction sector is facing great challenges, not least the current health emergency that forces to rethink the places and spaces of both supply chain and value-chain, from training to design phase, from construction site to use and maintenance.

In this context, the digitization of the sector represents an important driver to face not only the challenges of effectiveness and efficiency to foster, projects innovation, but also the excellence and specialization of the skills, which is of main importance for the industrialization of the sector itself.

Moreover, an immersive design approach to the project innovation could lead to inclusive products and services in order to engage all the actors and stakeholders involved in the process.

Supporting the updating of skills and competences through an inclusive approach to the built heritage intervention, making with the use of new technologies and the combination of Key Enabling Technologies, (KETs), Virtual Reality (VR), Immersive Interactive Experience (IIE) and advanced 3D modelling is the general aim of the ID4EXCELLENCE project.

Objectives:

SPECIFIC OBJECTIVES:

- upgrading and innovating existing training programs with up-to-date Immersive Design methods and tools for the built heritage interventions with both virtual and dimensional environments and time-based narrative and story space;

- improving the effectiveness of teaching and learning through the application of an inclusive, immersive design approach to the project;

- increasing the synergic use of up-to-date technologies, in an integrated way, with a teamwork approach and personal development;

 - increasing the cooperation among educational institutions and enterprises in the EU for better employability.

NEEDS TO BE ADDRESSED:

- lack of homogeneous curricula validated at the European level for training on Immersive Design for the built heritage intervention in higher education;

- lack of "mixed" network among education providers and companies (so-called business-education partnerships) focused on Immersive Design experts for the built heritage intervention.

 TARGET AND METHOD:

New training programs are spread at the local level through Training of Trainers (C1) and piloted through local courses addressed to both students in third level education and post graduate architects, engineers, professionals in the field of the construction sector.

Implementation:

Main activities foreseen in the project and its indicators are: (see the attached Gantt) Project and financial management: -

Positive administrative and financial check each 5-6 months.

-Method: reporting, documentation check, control of financial resources deployment

-Development of a detailed work plan: check of state of implementation; control of timeline/deadlines

-Method; discussion at TM, virtual meetings; control of milestones and respect of the project timeline, Evaluation through internal monitoring questionnaire by the transnational project meetings.

Expected positive answers:

80% Output 1 – Comparative Research -Respect of the prerequisites; number of pages (approx. 100), produced in digital format downloadable from the project web site, produced in English clear contents and structure, usefulness for researchers/operators and stakeholders, etc. -Satisfaction of beneficiaries; -Method: a questionnaire with a scale from 1 (low), to 5 for satisfaction. Evaluation realized during multiplayer events and Resonance Groups Meetings, expected 80% positive answers.

Output 2 – Training programs for Immersive Design Expert -Realization of a panel of training opportunities according to the targets (university students, building and construction's professionals) -Method: design and development with the direct involvement of 1 tester/each target group (professionals, students). All, partners cooperate at the development phase, at least with 1 staff member

Output 3– Training toolkit (digital resources): -Effective design and development of time of the training path; -Method: control of on time implementation, results of the testing phase (15 testes/each partner) -Satisfaction of beneficiaries -Method: online questionnaire with a scale from 1 (low), to 5 for satisfaction -Respect of accessibility criteria in design and development (according to Web Content Accessibility Guidelines 3WC) -Method: control by official check list https://www.w3.org/TR/WCAG21/

Output 4 – Report on Pilot trainings -Respect of the prerequisites; the number of pages (n. 120), produced in digital format downloadable from the project web site, produced in English and translated in all the partners' languages, clear contents and structure, useful for 6 / 127 Call 2021 Round 1 KA2 KA220-HED - Cooperation partnerships in higher education Form ID KA220-HED-CEAA8FE0 Deadline (Brussels Time) 21 May 2021 12:00:00 EN researchers/operators and stakeholders, etc. -Satisfaction of beneficiaries; -Method: questionnaire with a scale from 1 (low), to 5 for satisfaction. Evaluation realized during multiplayer events and Resonance Groups Meetings, expected 80% positive answers. C1- short-term joint-staff training event -On-time implementation and delivery (according to Gantt) - Satisfaction of beneficiaries (relevance of the topics, general organization, quality of supporting materials, quality of contributions); Method: questionnaire with a scale from 1 (low), to 5 for satisfaction, expected 80% positive answers, - participants at least /n. 2 each partner - Training local pilot actions as described in IO4 - Resonance groups -At least 10 participants for at least 1 meeting for each of the partner countries, during the project implementation. After each meeting, feedbacks and suggestions are communicated to partners

through a written report and a satisfactory report, (at least 80% of satisfactions will be considered as a positive result).

- Multiplier events (1-6) - Dissemination, project visualisation, website, reporting to NA, internal reports among partners Results: What project results and other outcomes do you expect your project to have?

O1 IO1-COMPARATIVE RESEARCH ON VR TECHNOLOGIES APPLICATIONS FOR THE REHABILITATION AND VALORIZATION OF THE BUILT HERITAGE

O2 IO2- TRAINING MODULES FOR IMMERSIVE DESIGN EXPERTS

O3 IO3 - DIGITAL TRAINING TOOLKIT FOR IMMERSIVE DESIGN EXPERTS

O4 IO4- REPORT ON PILOT ACTIONS FOR IMMERSIVE DESIGN EXPERTS