

RISKREAL

Virtual Reality & Digital Tools for the Evaluation and Training of Psychosocial Skills within Industries with Psychosocial Occupational Hazards

Project N°: 2020-1-ES01-KA204-081847



FOSTERING INCLUSION & COMPETITIVENESS THROUGH TECHNOLOGY

Welcome by Keith Coleiro (MECB Ltd.)

Welcome to the first newsletter for the RISKREAL project. This issue will serve as an introductory overview of the project being undertake through the Erasmus+ program. Each issues aims to update the reader with developments together with highlighting the project's various components that will be employed to cultivate the social inclusion of low skilled workers, together with the economic competitiveness of their employers.







PROJECT'S AIM

AIM

The project aims to develop specific tools for both the evaluation and training of psychosocial skills. The goal is to cultivate these skills within low-skilled workers populating industry sectors that often come with high psychosocial occupational hazards (such as metallic manufacturing, moulding fabrication, or renewable energy). These tools aim to contribute not only to the worker's employability, quality of life and health, but also towards the competitiveness of their employers.

TARGET GROUPS

The project targets workers with low qualifications, vulnerable economic and social groups, private employers, training providers, human resource professionals, NGO trainers, psychology professionals, occupational health authorities and policy makers.

PROJECT'S RESULTS

The project aims to deliver a **Gamified App** that evaluates the individual's attitude and skill in order to allow for training that is specific to the individual's needs.

In addition, **Digital Theoretical Training Modules** will be provided in order the facilitate the cultivation and coaching of psychosocial skills.

Finally, the project aims to provide a **Virtual Reality Simulator** that reproduces working scenarios, prepares workers for the demands of their job and better trains them in the project's curriculum.



UNDER THE SPOTLIGHT: VIRTUAL REALITY TRAINING

BECOMING FAMILIAR WITH SPECIFIC ELEMENTS EMPLOYED BY THE RISKREAL PROJECT

Virtual Reality (VR) enables a safe environment in which the user can not only practice freely but also learn from mistakes without fear of consequence. In addition, the virtual environment empowers users with full control on the gradual increase in the complexity of tasks, in order to ease the approach towards real-life demands and conditions.

How Beneficial is Adopting VR for Training?

Various studies demonstrated the effective transfer of skills and significant improvements in ability when adopting this mode of training.



THE VARIOUS ADVANTAGES VIRTUAL REALITY TRAINING OFFERS

VR provides the trainee with an experience that is immersive within a simulated environment. In addition, it facilitates the creation of a safe and controllable environment where skills can be practiced repeatedly, allowing for trainees to better internalise action scripts and enable faster decision making. Furthermore, the repetitive practice of behaviours within and across contexts can facilitate a more flexible approach to problem solving.

VR allows for training packages to be delivered by organisations or employers with greater ease. The administration of training can occur through less human capital & lower costs. In addition, the programme can be adapted for learning across different contexts or scenarios. VR allows also further peace of mind, as learning from mistakes does not translate into health risks or wastage of materials and resources.

























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