

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



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FOSTERING INCLUSION & COMPETITIVENESS THROUGH TECHNOLOGY

Introduction by Keith Coleiro (MECB Ltd.)

Welcome to the third newsletter for the RISKREAL project. This issue specifically revolves around the project's first output, the Gamified App. The first section will explore its purpose, together with the organisational needs it addresses. The newsletter will also take a deeper look into the three multiplier events that were organised in order to introduce this output.



IO1 GAMIFIED APP

Available at: app.riskreal.eu

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The purpose of this Gamified App is the evaluation of psychosocial skills and attitudes among workers within various industries; primarily low-qualified jobs in various high risk environments that feature emotional pressure, anxiety, monotony, isolation, intense working periods, or external stressors such as adverse weather conditions. The app can be employed in the evaluation of prospective or current employees, in order to determine their suitability and aptitudes for such jobs, creating a worker skills profile that will be the basis for the identification of training needs in relevant competences.

In most cases, the formation and training of maintenance workers usually focuses on the cultivation of technical skills. Likewise, the selection of the workers dedicated to risky jobs often centres around these capacities. Psychosocial skills often go by unaddressed or even ignored, despite these skills being essential for some of these jobs. This is the case since psychological and social demands are a primary cause of accidents within the workplace, burn-out syndrome, absenteeism, staff turnover, lower productivity and earlier retirement. Such a factor is especially relevant within industries such as that of renewable energy for example, where the demand for workers is rapidly on the rise, but the tasks involved are saturated with psychosocial risks, consequently further depleting the pool of readily available workers.



IO1 MULTIPLIER EVENTS

ME1, ME2, & ME3

The project's first output, the Gamified App for the evaluation and assessment of psychosocial skills; allows companies, business owners or organisations to create personalised assessment for workers or employees. Moreover, it enables the ongoing monitoring of employees' progress and material covered, providing a window into the worker's training achievement.

In order to introduce this tool to beneficiaries and outline its features, three multiplier events were organised in Spain, Malta, and Greece. These events focused on introducing the project to its target audience, highlighting the role and importance of psychosocial skills in the workplace, explaining the project's Gamified App and provide an interactive demonstration of the application's functions. In addition, the participants attending the event were asked to provide their evaluation of this output.

Participants responded positively to the app in all three events, with most attendees providing high scores for the app's applicability to real-world scenarios, its role in preventing psychosocial occupational risks, together with its ability to identify opportunities for training.



IOI MULTIPLIER EVENTS ME1, ME2, & ME3

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ME1: Burgos, Spain

The first multiplier event was held in Burgos, Spain, within the University of Burgos (UBU) on the 5th of May. The activity was organised by the project partner UBU, whilst the partner Adventis assisted in the advertisement of the event. The event was attended by 37 participants that mostly included professionals, representatives of educational institutions, and researchers.



IOI MULTIPLIER EVENTS

ME1, ME2, & ME3

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ME2: Paola, Malta

MECB organised the second multiplier, which was held in Paola, Malta at the MCAST Institute of Business. The activity took place on the 4th of May with 43 participants attending the event. The group of attendees was mainly constituted of workers, VET trainers, Psychology Professionals, Managers, Employers and HR Representatives.



ME3: Volos, Greece

Finally, the third multiplier event was organised by PROTASI ZOIS and held on the 4th of May in Volos. Here, more than 30 participants attended in person, with some viewing the event digitally as it was streamed online. The event was attended by psychologists, educators, trainers, industry representatives, media, together with agents from the regional government.



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