

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

Introduction by Keith Coleiro (MECB Ltd.)

This issue of the project's newsletter provides an update in relation to the project's third transnational meeting, together with the project's training activity. The RISKREAL project offers practical tools in relation to the evaluation and acquisition of psychosocial skills and competences within industry sectors that carry an inherent high risk for psychosocial occupational hazards. This training activity enabled participant trainers to expand their competencies and knowledge in relation to the application of these tools.







THIRD TRANSNATIONAL MEETING

Over the three-year duration of the project, a total of four transnational meetings have been planned for the consortium's members. Alongside their quarterly online counterparts, these meetings enable project partners to effectively discuss tasks related to the development of the project's outputs, evaluate as a cohort the quality of the work that has been previously accomplished by partners individually, and better coordinate on forthcoming tasks.

Each meeting was planned with a specific focus and, despite these being instrumental in fostering a common understanding of project goals among partners, holding these meetings in person during the Covid-19 pandemic has been problematic to say the least. The first transnational meeting, aimed to kick-off the planning and implementation of the project's first output, had to be held completely online. PROTASI ZOIS was responsible for hosting the second transnational meeting in Volos, Greece. Despite sincere endeavours by of all partners, this second meeting was held in a hybrid format, with various partners having to attend online due to travel restrictions.



THIRD TRANSNATIONAL MEETING



The third transnational meeting, hosted by MECB and held in Malta on the 5th of September, allowed for a large part of the consortium members to coordinate in person for the first time since the project's onset. The meeting coincided with the project's Learning activity, facilitating the initial part of the validation process for the project's second output, that of the Training Modules, by the participants of the training themselves. Two other matters were also focused on prominently during the meeting. The project's first multiplier events; three activities that focused on the presentation of RISKREAL's app in Spain, Greece and Malta; were evaluated in terms of the public's initial response to the project. Moreover, the consortium had the opportunity to deeply discuss the contents of the project's VR simulator, an issue that was critical in defining the final scope and depth of this output.



PROJECT LEARNING ACTIVITY



The RISKREAL consortium organised a three-day training activity aimed at enabling participant trainers to expand their competencies and knowledge in relation to the project's tools and resources. The activity was held in Malta and took place between the 6th and 8th of September. In total, 20 adult trainers attended the event. These were selected among partner organisations and represented members of staff who specialize in human resources, labour hazard prevention, together with the training of low-qualified workers. In addition to trainers, participants also included workers in the sector of maintenance in order to facilitate the transfer of psychosocial skills among other workers at the end of the training.



PROJECT LEARNING ACTIVITY

The learning activity focused on developing an understanding and awareness of the worker profiles that can be found within the targeted industries; these include but are not limited to the wind energy sector, metallic manufacturing, moulding fabrication, and other similar positions in which psychosocial occupational hazards related with emergency management occur.

The modules covered by the project's training toolkit were also explored throughout the activity, together with knowledge on how to employ the project's app and training modules when addressing the training needs of workers. The learning activity also enabled trainers from different backgrounds to network, share successful practices the in development of psychosocial competences, and learn from each other's expertise.

The consortium capitalized on the opportunity of having this diverse pool of trainers to gather the first feedback and validation of the project's second output.



























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