

REFITTING MACHINE

Arduino expert for the recovery of obsolete machines

The Toolkit

To provide high-quality knowledge and skills needed to modernize existing machinery in order to make them "smart" and more adapted to the nowadays requirements of the manufacturing industry.

ICT Tool

The tool for Competence Assessment to evaluate the knowledge and starting skills of the end users, identify the needs of the specific target in order to provide them with useful skills so that they can enter the world of work.

e-Learning Platform

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

#refittingmachine

#arduino



ADVANCES ON INTELLECTUAL OUTPUTS DEVELOPMENT

The English version of the Intellectual Output 1 "Experts Program Toolkit" was completed and it is now translated in the partners' languages (Spanish, Italian, Romanian and Greek).

The development of project's Intellectual Output 2 "ICT Tool for Competence Assessment" is steadily advancing. Focus groups have been organized in each of the five partner countries in order to gather ideas and feedback from the target groups. A list of 80 Competency Statements, essential for the creation of the Tool, was generated during the process. The partners agreed on the main technical requirements and content of the Tool and, soon, they will review and tune its first draft. Finally, ICT Tool will be pilot tested, evaluated, fine-tuned and made available in English and in partners' languages. A user's guide will be also developed in the form of videos, in order to be more interactive.

The "Gamified e-learning Platform", which will serve as an open education digital platform for the provision of the training material developed throughout the project, is also on a good track. The design and the environment of the game was developed and agreed by the partners. In addition, the partners decided on the guidelines regarding the development of the platform and on the template to be used for developing game scenarios. The first scenarios are completed and the others will follow soon.

PROJECT PARTNERS:

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<https://refittingmachine.eu>



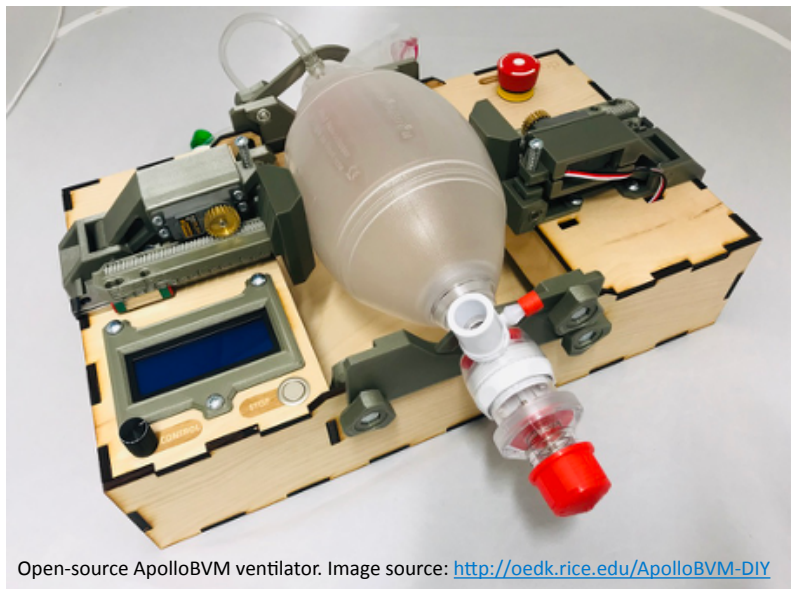
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WHAT IS OPEN SOURCE HARDWARE?

Open-source hardware (OSHW) are physical objects whose design specifications are licensed in such a way that the design or objects based on that design can be studied, modified, made, distributed, and sold by anyone.

The OSHW may be electronic hardware (computers, electronics, mobile phones, etc.), mechanical hardware (parts, components, systems) or mechatronics hardware (3D printers, laser cutters, cars, bicycles, medical equipment, etc.).

The open-source hardware phenomenon became very visible after the COVID-19 outbreak when numerous OSHW made the front page, from 3D printed face shields, replacement parts or hands-free door openers to open-source ventilators.



Open-source ApolloBVM ventilator. Image source: <http://oedk.rice.edu/ApolloBVM-DIY>

REFITTING MACHINE BLOG

The partners of "Refitting Machine" project are regularly posting interesting articles on the project's blog. Here you can learn about various topics relevant for this project, like Arduino, machinery revamping, open-source movement, technology and its application during the COVID-19 pandemic, and many other.

To read the articles already available and to be the first to know when new article are published, make sure you are following our blog on <https://refittingmachine.eu/blog/>.

