

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 educators, 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.

WHAT'S NEW ON THE REFITTING MACHINE

The project **“Refitting Machine - Arduino expert for the recovery of obsolete machines”** aims to provide high-quality digital skills, and to encourage entry or return to the world of work, in line with the most advanced processes in the world of makers, Arduino, 3D printers, digital manufacturing, and industry 4.0.



In these difficult COVID-19 times, the project partners keep up the good vibes and continue working at full speed on designing and developing all the needed material and tools in order teachers, trainers, adult educators to be more able to address and advance their knowledge gaps and skills. To this scope,

- ✳ The **Experts Program Toolkit** will provide to teachers, trainers, adult educators the knowledge and skills needed to modernize existing machineries in order to make them “smart” and more adapted to the nowadays requirements of the manufacturing industry.
- ✳ The **ICT Tool for Competence Assessment**, will provide the opportunity of obtaining a standardized competency profile to define the competency gap and individual training path, improvise the diagnosed gaps and match them with the training materials.



VISIT OUR NEW WEBSITE:



Co-funded by the Erasmus+ Programme of the European Union

Disclaimer: The information and views set out in this website are those of the authors and do not necessarily reflect the official opinion of the European Union. Neither the European Union institutions and bodies nor any person acting on their behalf may be held responsible for the use which may be made of the information contained therein.

* The **Gamified e-learning Platform** will engage distant learners into the training procedure. Learn while playing about the recovery of obsolete machines through Arduino, is the way that the “Refitting Machine” training materials will be provided.

Currently, projects, partners, are in the phase of implementing Pilot Testing procedures, in all the above-mentioned results, in order to test, evaluate and fine-tune them, to better serve and adapt to the learners. All of them, will be available in English, Spain, Italian, Romanian and Greek, and soon all users worldwide, will be able to view and exploit the results, to foster their skills and knowledge.



To keep track of all the activities implemented in the “Refitting Machine - Arduino expert for the recovery of obsolete machines” project, stay tuned in our **website** and see how the learning path is going further!

REFITTING MACHINE BLOG

Don't forget to have a look also, at our blog! The partners of the “Refitting Machine” project are committed to post constantly updates and interesting articles on the project's blog. Through the blog, you will be able to get aware on many topics related to the project, such as Arduino, machinery revamping, open-source movement, technology, and its application during the COVID-19 pandemic, and many other.