



Erasmus+ Digital FabLab: “Learning-by-Doing” in footwear VET studies

On 29th and 30th November 2022, Erasmus+ Digital FabLab consortium met in Logroño (Spain) to take stock of the project led by the Portuguese Technology Centre, CTCP. The first project phase dedicated to the development of the VET course “Learning-by-doing” is now completed and sets the grounds to move forward.

As previously explained, the Erasmus+ Digital FabLab Project aims to simulate real-world experiences and hence build on latest technologies to develop learning-by-doing tools and teaching material that will bring stimulating experiences to VET students and help them acquire the right skills to produce quality footwear from anywhere in Europe.

In the first phase, partners have created a Joint International course for digital "Learning by Doing" on Footwear manufacturing, with a programme of 500 hours of virtual training, which will grant 20 ECVET points. It includes Units, Learning Outcomes, Structure of each unit, as well as the Delivery strategies and Assessment methodologies for online delivering methodologies. Five online collaborative workshops with other VET providers for validation and capturing good practices at online methodologies and assessment were held in Portugal, Poland, Spain, Italy, and Romania. According to the feedback received, adjustments were made when necessary, and the suggested improvements will be taken into consideration for developing the content of the digital FABLAB.

Another achievement of this first part is the development of a scanning tool in the form of a questionnaire summarising training needs and based on skills analysis. This tool aims to facilitate the identification of training needs and the design of a tailor-made training itinerary.

The partners were very satisfied with the progress of the project and are now working on the second phase, during which they will work on the development of practical skills on footwear manufacturing thanks to Augmented Reality (AR). The consortium is also expected to develop a course with innovative and attractive contents in AR for trainers, teachers and coaches in order they learn how to use new AR tools.

If your company or VET centre is interested in contributing in the project, either at the development phase or at the contents' validation, please contact any of the partners to find out the opportunities of being an active actor. You can also follow the progress of the Erasmus+ Digital FabLab project on our [website](#) and [social media](#).

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