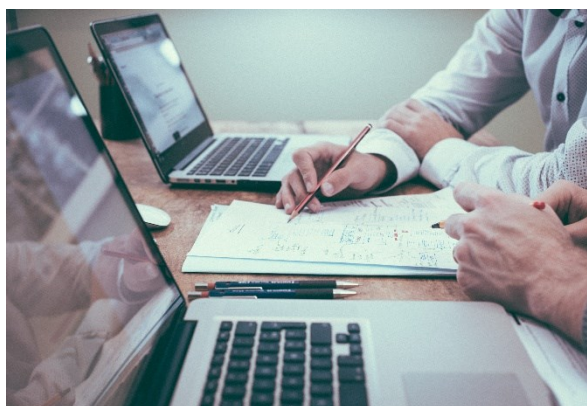




Alliance for Fostering Business and Education Innovation through Digital Supply Chains



BE-DIGITAL PROJECT IN A NUTSHELL...

The project aims at identifying the **digital needs and opportunities within the Supply Chains ecosystem** to develop an innovative **Higher Education and VET programme** that provides students with **digital competences and skills** through the collaboration of educational and corporate organizations.

During the first 18 months the project, the BE-Digital Consortium worked to release the **deliverables** of the «**Needs identification. Development of curricula and ECVET profile**» Work Package:

- **Guidelines for developing Digital SC courses (D2.1)**, aimed to identify, describe and analyse the needs of the HE institutions, VET providers and businesses in the field of Digital SCs, especially in the areas of AGVs, IoT, Data Analytics (including Blockchain), AR/VR for developing state-of-the-art courses.

- **Higher Education curriculum (D2.2)**, developed in accordance with ECTS guidelines, describes skills and knowledge that HE students should obtain, the subject matter in which learning experiences are embedded, instructional methods and activities, methods of evaluation to assess students' learning progress, and adjustments to teaching and learning processes.

- **ECVET profile and curriculum (D2.3)**, based on the profile of the 'Digital supply chain expert' and developed as a market-oriented structure, it is a modular curriculum with the learning outcomes, the associated ECVET credit points and an assessment procedure for the recognition of competences.



**Have you read
the 1st and the
2nd project
newsletters yet?**

They are available
on the project
website, clicking
[here!](#)

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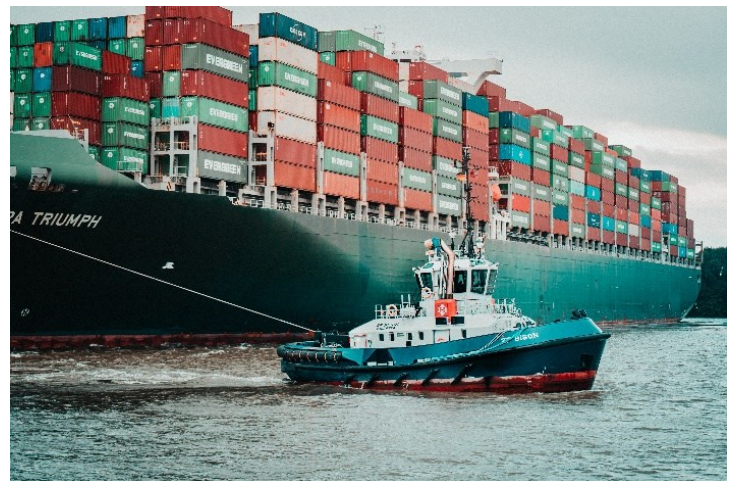
 www.bedigital-project.eu

BE-Digital is running fast!

Moreover, the Consortium now is working on the following WPs :

- **WP3: Development of learning material**
- **WP4: Development of interactive tools**

In WP3 the **Training and Courses Evaluation Plan (D3.1)** has been released with guidelines and useful insight for the development of Evaluation Plans and Problem-Based Learning Assessment. The **8 high-quality training courses** (4 basic-level and 4 advanced-level) on AGVs, IoT, Data Analytics (including Blockchain) and AR/VR are in their making, and the Consortium is now working on developing **1 complex** and **4 thematic Virtual Training Scenarios**.



In WP4 the development of a **Serious Game** (based on the training materials devised) is on progress, aimed to promote the digitalisation of Supply Chains. The Serious Game is a Card Game where players have to win and collect knowledge cards by successfully completing tasks, which will test their knowledge on the subjects of the 4 thematic areas of the project.



While the **Moodle-based platform**, with progress monitoring capabilities, will be configured and implemented soon.

**Would you like to know more?
Visit our website and the related area clicking here!**

Alliance for Fostering Business and Education Innovation through Digital Supply Chains

Would you like to know more about the main competences and requirements that were integrated in the design of the HE and VET curricula?

- Comprehensive understanding of AGVs, IoT, Data Analytics (including Blockchain), AR/VR fundamentals and concepts.
- Familiarization with modelling, design principles, application, and in-depth knowledge of technologies.
- Understanding of security issues and safety standards.
- Familiarity with platforms and applications, integration of AGVs, IoT, Data Analytics (including Blockchain), AR/VR into supply chain management.
- Proficiency in active learning, data processing, programming, and problem solving (Advanced level).



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