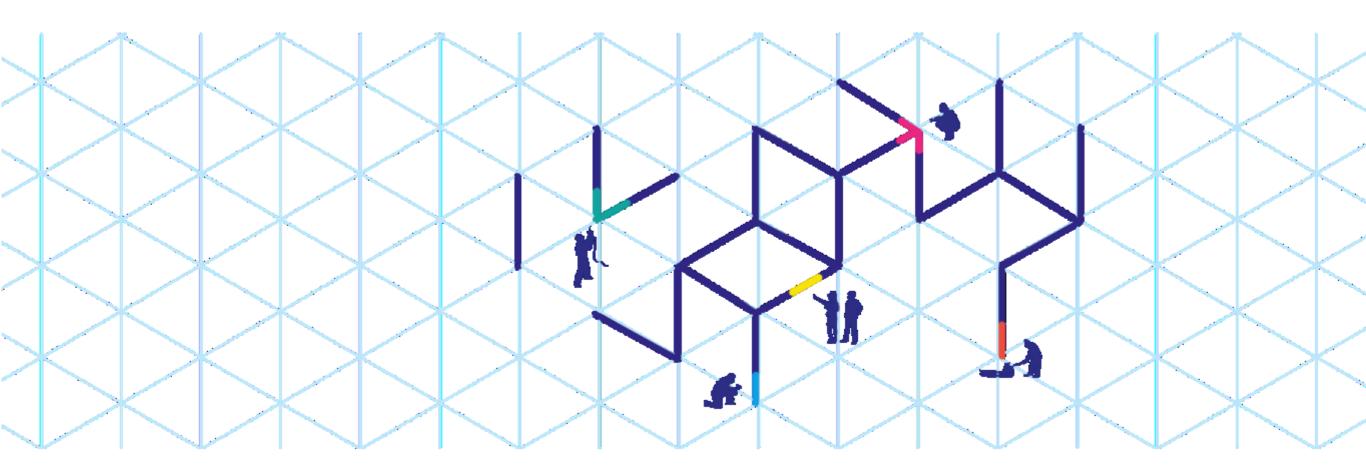
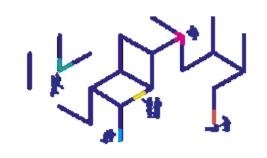


ENERGY TRAINING FOR CONSTRUCTION WORKERS

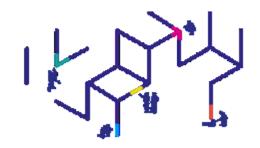




# TWG 3 Innovative training infrastructures, materials & methods: Overview of final results, sharing practices

BUILD UP Skills 10<sup>th</sup> EU Exchange Meeting 31 May 2017 (Day 1)

Simonas Gaušas (Visionary Analytics)

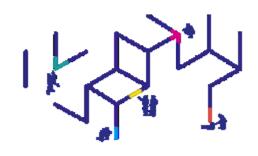


### Background

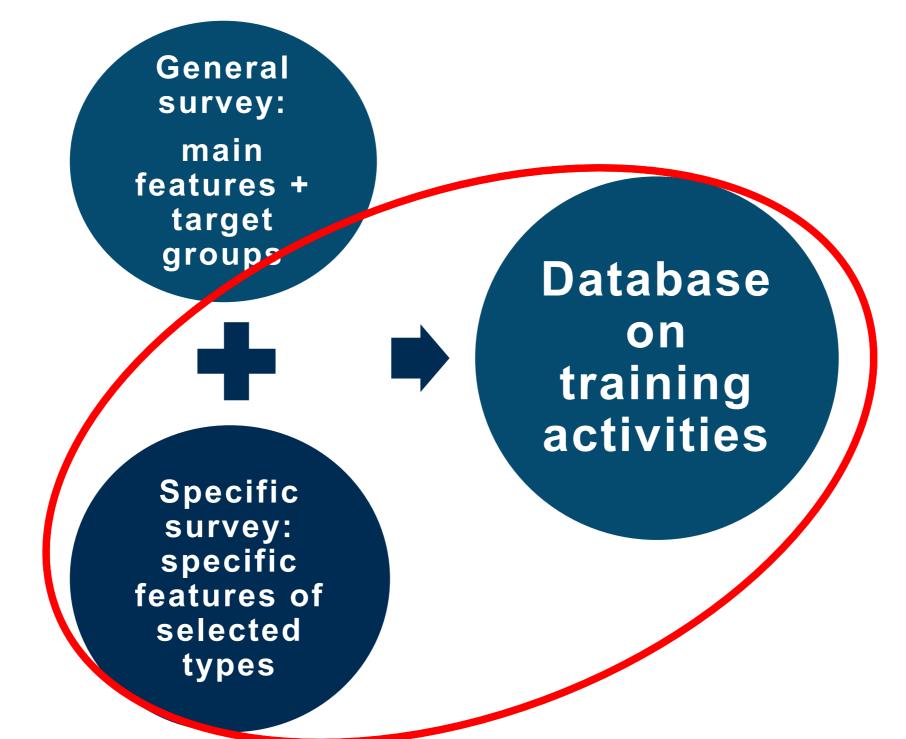
- ➤ TWG3 aims to engage the project coordinators and partners in an interactive exchange of information including the following:
  - 1. Identify and share good practices
  - 2. Map the most important difficulties and achievements
  - 3. Discuss the topics

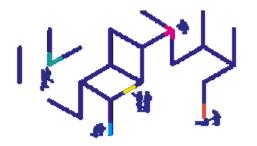
### > Topics:

- Training infrastructure: where training takes place
- Training materials: tools used to deliver training
- Training methods: techniques or approaches how training is delivered



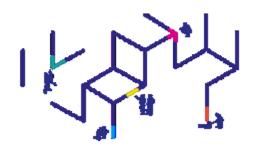
### Database on training activities



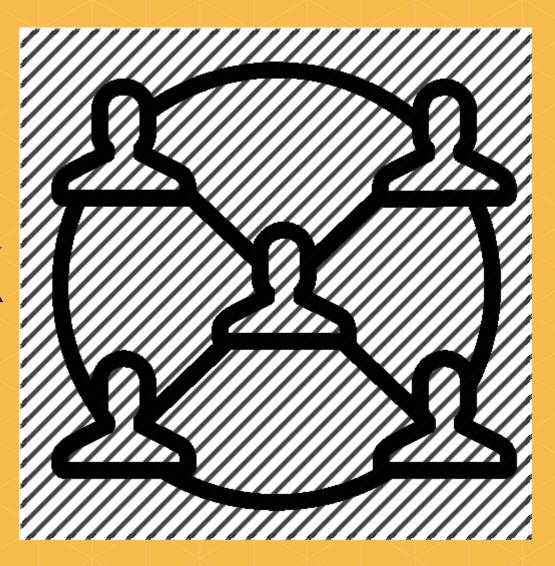


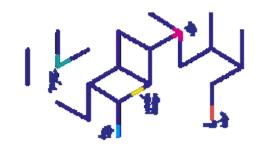
### Overall logic of the specific survey

- ➤ November 2016 April 2017 with 100% response rate
- Info collected for each main type of training infrastructure/ material/ method used in the project (3 per project):
  - Country coverage
  - Objectives
  - Level of progress
  - > Target group characteristics (type, age, experience, etc.)
  - Training characteristics (category, duration and timing)
  - Innovativeness
  - > Transferability/ replicability
  - > Feedback incl. strengths and weaknesses
  - Recommendations



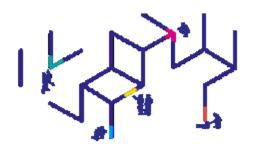
How we are going to work in DAY1?



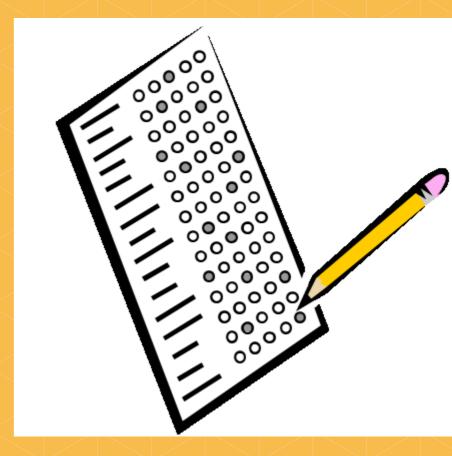


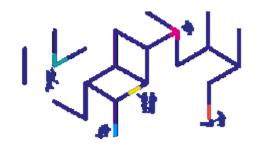
### Plan for Day 1

- No division into sub-groups
- > Focus on sharing of experiences:
  - Javier González, CONSTRUYE 2020: Training materials – participant satisfaction results;
  - Helder Gonçalves, FORESEE: Training materials used in building envelope insulation, solar thermal, PV and wind systems
  - Peter Op 't Veld, PROF/TRAC: Training methods mixed classroom- and ICT-based training innovations
- > Time for presentation & questions ~15 minutes
- Wrap-up and plan for Day 2



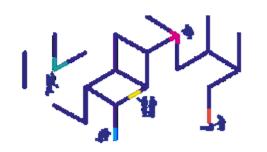
Overview of final results of the specific survey





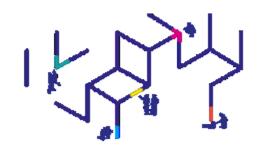
### Outline for each group

- Distribution of main types
- Inovativeness
- > Replication
- > Feedback
- Strengths & weaknesses
- Lessons learned



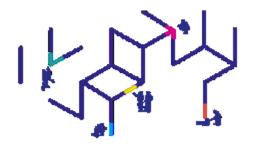
Overview of final results: Training materials





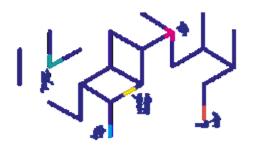
### Main types of training materials

- ➤ 15 Didactic materials mostly Power Point Presentations or similar (e.g. Prezi)
- > 5 Training manuals
- > 4 Reference manuals
- ➤ 3 software tools (2 mobile applications CONSTRUYE and BUSTOB and 1 online module
  - SWEBUILD)



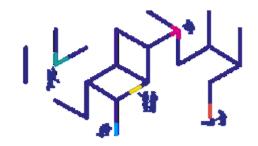
### **Didactic materials**

- > 2/3 projects completed their activities for this type
- Focused on workers/ technicians
- ➤ An **innovative** practice? Yes 67%, e.g. can be used on site/ mobiles, first time, specifically adapted, include innovative technologies, ambassadors
- ➤ Easy to replicate? Very easy 33% or easy 67%
- ➤ Feedback available? Yes 53%
  - Strengths: easy to understand/ use, up-to-date, in-depth (incl. mistakes/ good practices)
  - Weaknesses: lacks focus and illustrations, complex and too theoretical
- Lessons: ADAPT to local context (incl.target groups)



### Training and reference manuals

- > 2/3 projects (partly) completed their relevant activities
- > Focused on workers/ technicians, but also trainers
- ➤ An **innovative** practice? Yes 67%
- ➤ Easy to **replicate**? Very easy 33% or easy 67%
- ➤ Feedback available? Yes 44%
  - Strengths: good theory/ practice balance; graphs & figures; useful after the course; examples of real projects
  - Weaknesses: difficult to fit in the time available; important to adapt to target group; requires high level of practical skills from trainers; more examples/ standard solutions
- Lessons: classic, but the most typical and user friendly way to achieve the learning outcome; dividing tasks into sub-tasks for easier application; reorganise courses from few days to few weeks



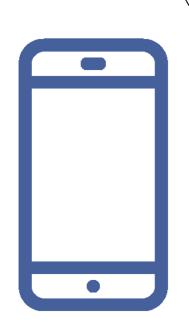
### Software tools

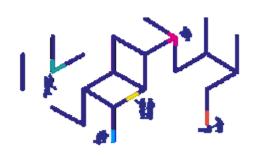
- > All projects (partly) completed their relevant activities
- > Focused on workers/ technicians
- ➤ An **innovative** practice? Yes 100%
- ➤ Easy to **replicate**? Very easy 67% or easy 33%
- ➤ Feedback available? Yes 67%

rengths: new approach to training; accessible nywhere; Free of charge; easy to understand; teractive

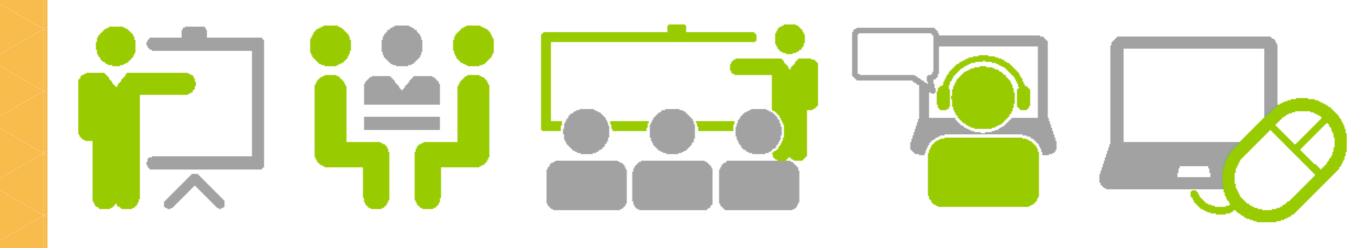
'eaknesses: costly/ difficult to update without EU nding; trainers reluctance to use new chnologies; requires internet; not too in-depth

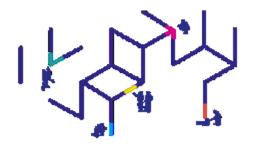
and practical





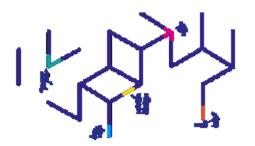
### Overview of final results:





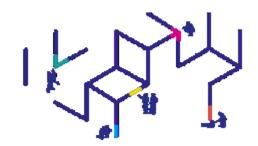
### Main types of training methods

- 13 interactive classroom-based training (group or peer-assisted learning)
- > 5 hands-on or direct practical training Work-based training
- 3 mixed classroom- and ICT-based training Blended learning, flipped classroom and other (e-learning)
- 2 Passive classroom-based training (lecture or seminar based instruction)
- 1 Hands-off or indirect guidance-based training-Mentoring (CROSKILLS II)
- ➤ 1 Hands-on training Apprenticeship (QualiShell)
- 1 Hands-on training Job-shadowing (BRICKS)
- 1 ICT-based training techniques Internet-based training (BUStoB)



### Interactive classroom-based training (1)

- > 92% projects (partly) completed their relevant activities
- Focused on workers/ technicians, but also trainers, managers/ supervisors and foreign workers
- ➤ An **innovative** practice? Yes 77% due to:
  - > Train the trainer approach
  - Better solution to meet personal training needs within a varied background group
  - > Contents
  - Addresses cross-craft understanding issues
  - Involves training ambassadors, participants as change agents
  - Combination of classroom with demo sessions and practical (hands-on) exercises
- ➤ Easy to **replicate**? Very easy 38% or easy 62%



### Interactive classroom-based training (2)

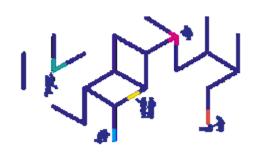
- ➤ Feedback available? Yes 62%
  - Strengths: builds on group work/ interactive; facilitates cross-craft exchange; flexible in terms of content and time; can be used on-site; can be adapted to different needs and competences; could involve some practical elements;
  - Weaknesses: too technical and less systemic; limited indepth knowledge transfer; very much depends on experience of the trainer (esp. in practical tasks); too long for workers; heterogeneous group of participants; expensive
- Lessons: Training should be given in even shorter sessions: (training>work>training>etc.); build on a system ("house as a system"); high investment in trainers; more time for practical tasks, examples of trainees; flexible schedule

### Work-based training

- > All projects (partly) completed their relevant activities
- > Focused on workers/ technicians
- > An **innovative** practice? Yes 80% due to:
  - Combination of practice/ theory, of self-/ interactive training
  - Using specific tools (e.g. specially constructed house, app)
- ➤ Easy to replicate? Very easy 60% or easy 20%
- ➤ Feedback available? Yes 80%
  - Strengths: possibility of self-learning; close to daily practice; adapted to workers
  - Weaknesses: trainees reluctant to new technologies; costly; fixed location; too short; limited number of participants
- Lessons: the most adapted to multilingual workforce, however need to provide guidelines how work-based training is carried out; should led to certification

### Mixed classroom and ICT training

- > All projects (partly) completed their relevant activities
- Focused on managers, architects and engineers
- ➤ An **innovative** practice? Yes 100% due to:
  - Combines self-/ interactive training, multidisciplinary
  - Portal promotes distant learning and dialogue
  - Application of case study method
- ➤ Easy to **replicate**? Very easy 33% or easy 67%
- > Feedback available? Yes 67%
  - > Strengths: useful content; good organisation; flexibility
  - Weaknesses: too dense; too theoretical; too general; costly
- **Lessons**: your experience?



### THANK YOU!

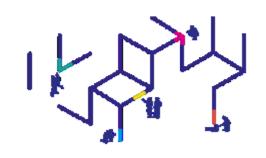


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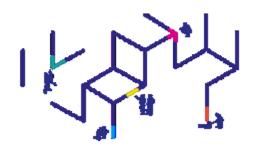


TWG 3 Innovative training infrastructures, materials & methods:

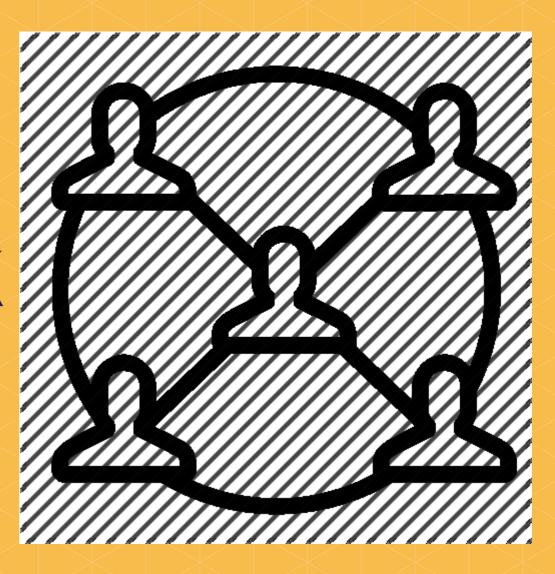
Overview of final results, sharing practices, database and TWG3 report

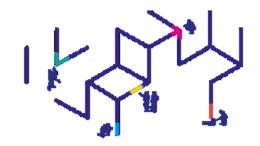
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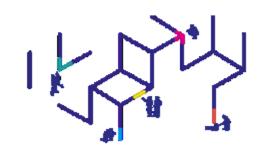
How we are going to work in DAY2?





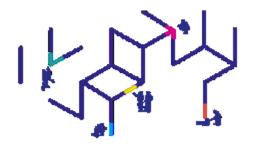
### Plan for Day 2

- > No division into sub-groups
- > Continue sharing experiences:
  - Elisa Sirombo, I-TOWN: working groups on cases, workshops and mock-up construction training and elearning – progress and lessons learned
  - Savvas Vlachos, WE QUALIFY: Training infrastructure – organizing workshops in energy efficient buildings for the first time
  - Other contribution(s)
- > Expectations regarding the database
- > Expectations regarding the TWG3 report
- Wrap-up and last steps



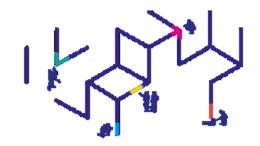
Overview of final results: Training infrastructures





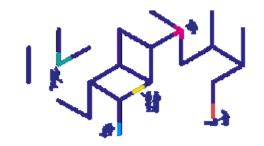
### Main types of training infrastructures

- ➤ 11 Classrooms (traditional) Seminar rooms
- > 10 workshops for simulation of different work tasks
- 3 In-company/ practical training Company production facilities
- ➤ 1 Study visits (TRAINBUD)
- ➤ 1 Computer-based training, i.e. training via PCs, tablets, smartphones, etc. (BUSTOB)
- ➤ 1 Online training, i.e. training via webinars, learning management systems like Moodle (PROF-TRAC)



### Workshops (1)

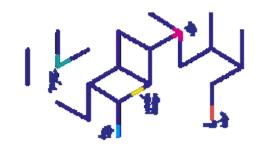
- > 90% projects completed their activities for this type
- Focused on workers/ technicians, but also trainers and supervisors
- > An innovative practice? Yes 89% due to:
  - Combination of classroom and practical training
  - > First time in a country (e.g. CY, SK)
  - Tools (e.g. full-scale demo wall for insulation)
- ➤ Easy to **replicate**? Very easy 33% or easy 67%
- ➤ Feedback available? Yes 44%
  - Strengths: good facilities; possibility to try out construction materials; Includes field visits; good trainers; presence of manufacturers
  - Weaknesses: expensive; long; stronger practical element (e.g. not suitable simulations/ demo); more interactive



### Workshops (2)

### > Lessons:

- Significant investments in adapting and using available space to prepare good demo models (e.g. building constructions, RES installations, ventilation facilities, airtightness testing, etc.)
- Practical experience should be similar to the actual conditions that might appeared in the field
- Distribution of few days of training over few weeks to get better results

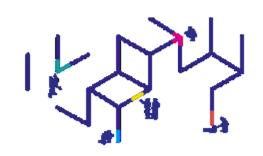


### Classrooms

- > All projects (partly) completed their relevant activities
- Applied to all groups
- ➤ An **innovative** practice? Yes 50% due to combination with e-learning, training on-site, immediate clarifications
- ➤ Easy to **replicate**? Very easy 50% or easy 50%
- > Feedback available? Yes around 60%
  - Strengths: easy to use; possibility to update; flexible; easily transferable; suitable for different needs; good experts
  - Weaknesses: too general/ unsuitable for experienced; difficult to bring workers; non-active listeners;
  - trainees reluctant to new technologies; costly; fixed location; too short; limited number of participants
- Lessons: must be combined with practical training/ demo models and more detailed handouts; trainers are the key

### In-company/ practical training

- > All projects (partly) completed their relevant activities
- Applied to workers/ technicians
- ➤ An **innovative** practice? Yes 67%
- ➤ Easy to **replicate**? Very easy 67% or easy 33%
- ➤ Feedback available? Yes 33%
  - Strengths: practical experience; good transfer of knowledge
  - Weaknesses: too short; training laboratory needed; risks (e.g. workers hired by other employers)
- Lessons: Infrastructure can be developed in schools (e.g. can be provided by producers based on partnerships)

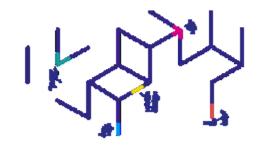


TWG 3 Innovative training infrastructures, materials & methods:

Database

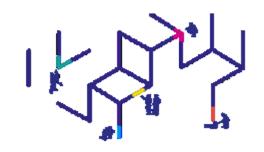
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Simonas Gaušas (Visionary Analytics)



### **Expectations**

- > Will be in MS Excel only
- Formatting suits your needs? Any improvements needed?
- > Content is accurate?
  - A number of clarifications of specific survey have been already made
  - Some further changes are due (study visits)
- We will ask you to send links to major outputs of your projects (esp. for training materials)
- > Accompanying files useful?
- > Anything else to add or amend?

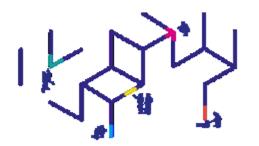


TWG 3 Innovative training infrastructures, materials & methods:

TWG3 report on findings

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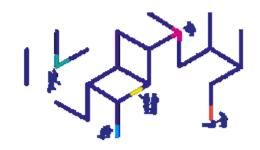
Simonas Gaušas (Visionary Analytics)



### Structure of TWG3 report

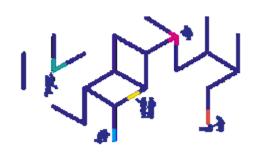
For each group (infrastructures, materials, methods)

- 1. **Definition** (what it is and what it is not)
- 2. Major characteristics (target groups, content, etc.)
- 3. Innovativeness (where/ how to innovate)
- 4. Assessment in terms of:
  - Pains (weaknesses, challenges)
  - Gains (strengths, successes)
- Good practice examples from presentations, database to be inserted where relevant
- Need for a useful document, not another report how to make this document more useful for you?



### TWG3 wrap up

- > Background (aims, tasks, topics)
- ➤ Overview of **final results** of the specific survey on training infrastructures, training materials and training methods incl. project **presentations**
- Expectations regarding the database (links to major outputs of projects to be collected)
- > Expectations regarding the TWG3 report



### THANK YOU!



For more information, please contact: <a href="mailto:simonas@visionary.lt">simonas@visionary.lt</a>





