

The Project

The HIRER project is dedicated to revolutionizing HR management training by boosting the digital skills of HR professionals. By leveraging the power of gamification and immersive learning, it introduces Minecraft-based escape rooms as a dynamic tool for training. This innovative approach equips HR managers with the necessary skills to navigate the complexities of hybrid and remote work environments, fostering better team engagement, leadership, and adaptability in an increasingly digital world.

Main Project Goals

- Enhance Digital Competencies: Equip HR trainers with essential digital skills to effectively manage teams in hybrid and remote settings.
- Integrate Gamification: Use Minecraft-based escape rooms to introduce innovative training methods, making learning interactive and engaging.
- Improve HR Management: Develop advanced management techniques that adapt to the evolving digital workplace.
- Foster Team Engagement: Strengthen the ability of HR professionals to motivate and lead teams in a digital environment.
- Promote Lifelong Learning: Encourage continuous development of soft and digital skills among HR professionals.

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HIRER

**INCREASING THE DIGITAL COMPETENCIES OF
HR MANAGEMENT TRAINERS THROUGH
MINECRAFT ESCAPE ROOMS.**



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The background

EKVASIS UG (Germany):

EKVASIS UG is a consulting and VET company focused on digital transformation for SMEs. They specialize in integrating emerging technologies into business practices, playing a key role in coordinating the HIRER project and ensuring the effective implementation of its digital training tools.

G.P. Mind The Game Development Ltd (Cyprus):

This technical consultancy excels in designing ICT-enabled educational games. Their expertise in gamification is crucial for developing the Minecraft-based escape rooms in the HIRER project, creating engaging and interactive learning experiences for HR professionals

metalaxis s.r.o. (Czech Republic):

metalaxis is a remote management consulting firm that helps organizations adapt to digital work environments. They bring expertise in remote team management and training development, contributing to the creation of effective remote work strategies and interactive training materials for the HIRER project.

THE MAIN RESULTS

1

Create a hands-on MOOC with interactive resources for HR managers/trainers to help them boost, validate and retain their soft skills and digital competences

2

Develop a series of Minecraft-based challenges in the form of escape rooms for participants to retain the knowledge and skills gained through the MOOC

3

Develop a series of Minecraft-based challenges in the form of escape rooms for participants to retain the knowledge and skills gained through the MOOC

The Target Groups

Direct:

- HR Trainers: Professionals responsible for training HR managers and staff, focusing on developing digital and management skills.
- HR Managers: Individuals overseeing HR functions who need to enhance their competencies in managing hybrid and remote teams.
- Educational Institutions: Organizations involved in HR training and development, looking to adopt innovative methods.

Indirect:

- HR Staff: Employees within HR departments who will benefit from improved management practices and digital tools.
- Corporate Teams: Teams within organizations that will experience enhanced management and engagement strategies.
- Policy Makers: Authorities and stakeholders interested in advancing digital competencies in the workforce.