



Co-funded by  
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# PROJECT PRESENTATION

Increasing the digital competencies of HR management  
trainers through Minecraft Escape Rooms.



**HIRER**

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# OVERVIEW

**HIRER** – *Increasing the digital competencies of HR management trainers through Minecraft Escape Rooms* – is a 13-month project that aims to **boost HR managers, trainers, and VET trainers'** soft skills (e-leadership, HRM) and digital competencies. This will **empower them to navigate the digital shift**, manage hybrid/virtual teams, and enhance competitiveness in the market.



# OBJECTIVES

- **Develop engaging training materials** to increase the digital capacity and readiness of HR managers and trainers.
- Develop an **online learning platform** and turn the training materials into interactive resources all together into a **MOOC** to increase engagement and retain skills in the long-term.
- Create a **Minecraft game** to support and promote the universal use of **Game-Based Learning** in training as a novel method to deliver digital education content and an innovative learning approach.
- **Facilitate the formulation of a wider network** and community of stakeholders, project practitioners and interested parties that will embrace the HIRER initiative with a view to engage with external and associate partners and thus increase the impact of the project.



# TARGET GROUPS



- HR managers/leaders/professionals
- VET trainers that organize training for HRM.



# PROJECT RESULTS



- Efficient remote HR Management MOOC for trainers
- Minecraft Escape Rooms for trainers
- Online Community

# PARTNERS

## EKVASIS

EKVASIS is a **consulting and VET company specializing in digital transformation for organizations and SMEs**. We strategically apply emerging technologies such as AI, Blockchain, Opinion Mining, Cloud Computing, Digital Content, Gamification, and Service Design to boost turnover.

Our commitment includes fostering sustainable social entrepreneurship and ensuring financial viability. With expertise in designing eLearning programs using the OBE methodology, we implement peer-review mechanisms for quality assurance and provide training initiatives for employees at all levels, evaluating methodologies for optimal effectiveness.

# PARTNERS

MTG

Mind the Game is a **dynamic company passionate about innovative, knowledge-focused games**. Prioritizing playful learning, we specialize in instructional design, game development, LXP design, and STEM solutions. With three dedicated shareholders and a pool of 12 contractors, we engage in applied research, creating customizable escape rooms, transcribing Problem-Based Learning to Minecraft and Roblox, and exploring game-based learning.

Our commitment to accessible STEM solutions includes Raspberry Pi-based kits, and we actively experiment with inclusive practices to eliminate educational barriers. Applying service design principles sets us apart in the world of educational gaming.



# PARTNERS

**METALAXIS**

Metalaxis s.r.o. is a **specialized management consulting firm focused on aiding organizations in remote growth.** Our services encompass remote management consulting, HR and recruiting for remote teams, virtual project management, agile team coaching, transition and transformation project management, knowledge management, workflow management, remote team design and management, and business process design.

We equip traditional SMEs and organizations with the training, guidance, and IT tools needed to thrive in the new digital era, drawing from the best practices of cutting-edge technology leaders.

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HIRER PROJECT



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