HIRER

Infographic
Vol.1

About the Project

HIRER aims to normalize online and blended onboarding and training provided in hybrid/remote workplaces that as of today lack engaging digital tools and proper E&T resources. The project will thus increase the soft skills (e-leardership, HRM) and digital competences (communication, decision making, problem solving, data safety, creativity with digital means, etc.) of HR managers, trainers & VET trainers dealing with HRM so as to support them

keep up with the digital shift of their businesses, overcome the challenges of managing hybrid/virtual teams of employees and become sustainable and competitive among the market.

Project 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
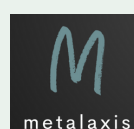
Target Groups

DIRECT:

The project will primarily involve **HR managers/leaders/professionals,** and **VET trainers** that organize training for HRM. The selection criteria for participating are:
- Average/low-skilled (EQF level up to 3).
- Digitally illiterate (basic skills are required.
- How to use a computer/smartphone/etc.)
- B1 English Language level.
- Highly motivated to increase hybrid skills.

INDIRECT:

- Employers/Managers/Entrepreneurs
- SMEs
- Game developers
- Training/Educational institutions
- Research centers
- Public authorities
- Local governments and target groups will be involved in all phases of the project (preparation, implementation, follow up).

The consortium

mind the game

ekvasis

metalaxis