



HIRER

Infographic

Vol.2

About the Project

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.

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-leadership, 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

The MOOC

- Our materials are about raising the digital capacity and readiness of HR managers and trainers.
- The MOOC is a development upon these topics so that HR workers or remote workers can immerse themselves in the content at their own pace and without a teacher. The content covers the following areas:
 - E-leadership competences for efficient digital HRM
 - Organizational skills in hybrid/remote environments
 - Remote onboarding and training processes
 - E-teamwork for employees' well-being
 - Problem solving skills
 - Data-intensive tools
- The MOOC will also come with a specially-tailored Glossary so that familiarity with all content is ensured

The Minecraft Game

To make the training even more effective and interactive, three Minecraft Escape Rooms are being created, combining different aspects of Human Resource Management. Through this gamified approach, the participants obtain a holistic approach of HRM through real-life scenarios with a fun approach.

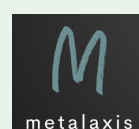
The Topics are, 1. World 1: Manage your team, World 2: Manage your hybrid workspace and World 3: Manage your processes

If you want to take a look at the first world:

- You can watch the video on the HIRER website available [here:](https://hirer.erasmusplus.website/main-outcomes)
<https://hirer.erasmusplus.website/main-outcomes>



The consortium



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them. **Project Number:** 2022-2-DE02-KA210-VET-000092219