



# NEWSLETTER

Project Number : 2022-2-DE02-KA210-VET-000092219

## ABOUT THE PROJECT

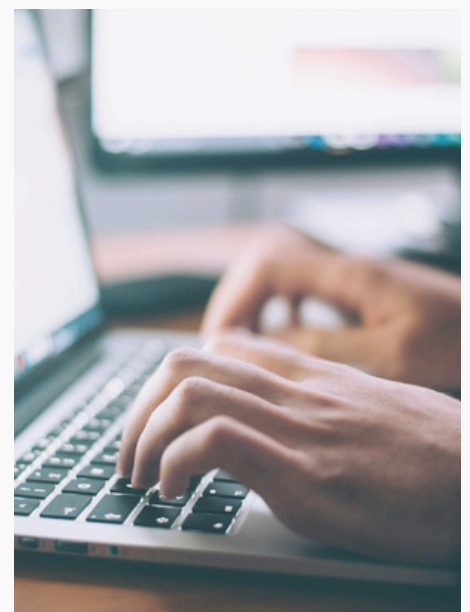
HIRER - Increasing the digital competencies of HR management trainers through Minecraft Escape Rooms - is a 13-month project that aims to boost HR managers, trainers, and VET trainers' soft skills (e-leadership, HRM) and digital competencies. This will empower them to navigate the digital shift, manage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

## RECENT DEVELOPMENTS

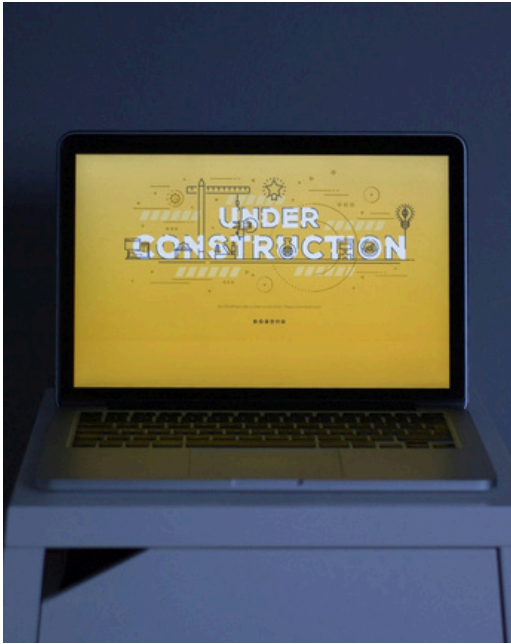
Hands-on Training Materials Following a comprehensive literature review, sector analysis, and needs verification phase, the HIRER project team has developed hands-on training materials for HR managers and trainers. These materials focus on skill and capacity building, emphasizing digital competencies crucial for HRM sustainability.

## TARGET GROUPS:

- HR managers/leaders/professionals
- VET trainers that organize training for HRM.
- e-leadership competences for efficient digital HRM
- Organisational skills in hybrid/remote environments
- Remote onboarding and training processes
- e-teamwork to enhance employee well-being
- Problem-solving skills
- Data-intensive tools



## UPCOMING RESULTS



The next significant milestone involves the development of Escape Rooms within the Minecraft Education Edition. These Escape Rooms are designed to simulate real-life HRM scenarios, offering a practical and engaging complement to the MOOC. The interactive challenges aim to:

- Enhance skill retention through a highly engaging gaming environment
- Boost productivity
- Encourage behavioral change in the workplace
- Key components of the Escape Rooms include gamification elements

The HIRER project continues to make significant strides in enhancing digital competencies for HR management trainers. With the development of interactive training materials and the innovative use of Minecraft Escape Rooms, we are on track to create a robust and engaging learning environment that addresses the evolving needs of HR professionals. Stay tuned for more updates as we move towards the completion of these exciting project phases.

## THE CONSORTIUM



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.

## FOLLOW US ON SOCIAL MEDIA!



Co-funded by  
the European Union