[02/09/2024]



NEWSLETTER



TARGET GROUPS:

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

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.

WHAT IS HAPPENING IN THE PROJECT?

- Here at HIRER, we're currently in the process of translating and finalising our Minecraft worlds! The game supports and promotes the universal use of Game-Based Learning in training as a novel method to deliver digital education content and an innovative learning approach.
- For example. The first level in the Minecraft game will be about managing but your team, specifically, it's all about e-Leadership. E-Leadership and communication with a hybrid or remote team does not simply translate from usual leadership skills. Methods of reaching out and goal setting all have to change in the remote work environment.
- Stay tuned as we'll soon be implementing our info days in Cyprus, Germany and the Czech Republic with relevant stakeholders.



NEWSLETTER N.3



UPCOMING RESULTS

• Stay tuned for the development of our online community. With this, we will 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

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