



6<sup>th</sup> NEWSLETTER

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# Serious game: SKILLS IN THE WIND ENERGY SECTOR (Trivial: SKILLWIND)

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Main partner:



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Partners



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## THE PROJECT

**Trivial: SKILLWIND** is a project funded by the Action "**Strategic Partnerships**" of the **Erasmus+ Programme** of the European Commission, specifically by the KA2: "**Cooperation for innovation and the exchange of good practices**"

The consortium is composed of five partners from four European countries with an extensive experience in the vocational training of this sector and in the development of European Projects

- **AEE** (Spanish Wind Energy Association): *Spain*
- **SGS TECNOS** (Multinational Company): *Spain*
- **ANEV** (Italian Wind Energy Association): *Italy*
- **BRUNEL UNIVERSITY LONDON** (University): *UK*
- **WindEurope:** (European Association of Wind Energy): *Belgium*

The Trivial: SKILLWIND's objectives are:

- To standardise at European level the NECESSARY SKILLS TO ADEQUATELY QUALIFY WIND INDUSTRY PROFESSIONALS, SPECIALLY THE CAPABILITIES OF WORKERS RESPONSIBLE FOR THE OPERATION AND EXPLOITATION OF WIND FARMS.
- To promote the development of innovative training in the wind power sector through the design and programming of a SERIOUS GAME FOR THE INDUSTRY. This training will be specifically aimed to solve the most critical aspects of the activities of Maintenance and Health and Safety needed to create a safe working environment.
- To promote the PROFESSIONAL DEVELOPMENT OF WORKERS AND THE COMPETITIVENESS OF THE INDUSTRY.

## THE SERIOUS GAME IS FINISHED AND AVAILABLE FOR DOWNLOAD

After testing the beta version of the game app and the pilot test carried out in the partner's countries, the Serious game is now finished, and it can be downloaded at: <https://skillwind.com/serious-game/>

The game is available in four languages: English, Spanish, French and Italian, for android devices and it is going to be available as well for iOS phone devices. The game is structured in a Trivial Pursuit approach in which sets of questions on 6 different subjects and 3 levels of difficulty should be answered to succeed. The game questions check the skills acquired via the training programme modules available on the project [website](#).

### THE BETTER TRAINING WORKSHOP: THE FINAL EVENT TO PRESENT SKILLWIND

The SKILLWIND Serious Game was presented on the **4<sup>th</sup> October 2017** at the “Better Training” workshop, in Brussels.



Figure 1. Better training workshop event in Brussels

The event was organised by WindEurope and gathered international professionals of the vocational training and the energy sectors. It introduced the SKILLWIND’s main achievements as an example of an innovative approach in the industry O&M and health and safety trainings. Moreover, the workshop allowed a broader discussion about how to improve training for workers in the wind sector. Among the speakers were: **Iván Pineda**, Director of Public Affairs of WindEurope; **Miguel Santos**, Policy Officer at the European Commission in the DG EMPL/E3; **Jakob Lau Holst**, CEO of the Global Wind Organization (GWO); and **Karsten Lundsgaard Haegg**, Chief Instructor Maritime at Maersk Training Svendborg.



Figure 2. Consortium partners in the final meeting in Brussels

### LAST TRANSNATIONAL CONSORTIUM MEETING

The consortium members attended the dissemination event and took the opportunity to hold the last project meeting the following day, the 5<sup>th</sup> of October, at WindEurope’s premises.

The training materials that has been implemented so far were reviewed and some

last-minute modifications were proposed to be included to polish all the work done up to that moment. The feedback obtained from the pilot tests was discussed and a work plan was scheduled in order to apply some changes in the Serious Game app. Additionally, the state of work done to deliver the game App translated to other languages and available for iOS was evaluated and to conclude. the financial situation of the project was examined and a dissemination plan for the last weeks of the project was scheduled. Finally, partners focused on working to keep the results of project available after the end of it.

### THE SKILLWIND PROJECT COMES TO AN END

**31<sup>st</sup> October 2017** is the SKILLWIND project's official end date. The Serious Game app, though, remains a useful tool to support wind energy professionals even afterwards. Don't hesitate to support the project consortium in disseminating the app through your networks of contacts!

The partners of the project, led by Asociación Empresarial Eólica, want to express their gratitude to the European Commission and the Spanish National Agency SEPIE to give them the opportunity to develop this tool. Many thanks also to all those professionals who took part in the experts' forum, the pilot tests and the dissemination events, for their contribution. It has been an exciting experience and we hope to keep on contributing with our expertise in wind energy to make a safer and cleaner Europe.

The SKILLWIND team



<https://skillwind.com>

**More information:**

Periodically, AEE will send newsletters as this describing the different stages and updates of the project. However, you can find more detailed information on the website and the in the social networks:

[https://twitter.com/skill\\_wind](https://twitter.com/skill_wind)

<https://www.facebook.com/skillwindgame/>

Should you wish not to receive further information regarding this Project, please let us know by sending an email to: [info@skillwind.com](mailto:info@skillwind.com)