



DTRAIN e-newsletter

ISSUE 7

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What you can find in this issue:

- 5 days Educational Program in Berlin, July 2022.
- DTRAIN Serious Games
- Final Multiplier Event

The last months, the DTRAIN partnership has been engaged in the preparation and execution of the "Design Thinking Challenges", which were developed as an integral part of the curriculum of the project, and they serve as case studies in solving problems using Design thinking, via high interactivity levels and high levels of engagement in real-market situations and challenges.

The DTRAIN project has come to an end. ✕

This newsletter marks the finalisation of the project and presents the latest developments and results. Results and conclusions were presented during the Final Multiplier Event in Rethymno –Greece.

We wish you all a pleasant read



5 days Educational Program in Berlin, July 2022

The Blended mobility: DT Challenge training took place in Berlin from 11-15/7/2022. The training met its objectives, among which was the validation of the DT challenges, in order to develop the serious games. During the Blended mobility the partners presented the Challenges (Case Studies) developed per country based on the "Design Thinking" methodology. Each project partner country developed a different case study starting from a problem posed by the Design Thinking team. These Challenges were being transformed into Serious games. The detailed presentation of the Challenges is available at Newsletter 6. The partnership, also, had the chance to visit the School of Design Thinking in Potsdam, where it was introduced to the school objectives and had an interesting tour and discussion.



DTRAIN Serious Games

Design Thinking is both a method and a mindset helping organisations to innovate sustainably. The "Serious Games" (based on Design Thinking Challenges) reflect real market cases from DTRAIN partners regions. Gamification is used in order to increase learners' motivation and to enhance their ability to recall and retain an already owned knowledge. After the "DT challenged" were developed, **"the Serious Games" are created in order to teach the "Design Thinking" methodology, in a real market challenge.**

SQLearn, being the lead partner of the development of the serious games has shared the guidelines and the templates for the development of the serious games.



Overview of the Serious Games

1. Readiness tool Meet the future Green Deal policy

The “Green Deal” strategy, of the European Commission has as an objective to Making Europe the first climate neutral continent in the world.

Main Scenario:

The user is a medium family-based olive oil grower/producer who exports internationally.

- ◇ **Growing Level:** The user is growing olives and has been employing both organic and conventional methods of growing because this is the main income and. The user has been informed that certain fertilizers and pesticides in use may impact the long-term quality of the land and its biodiversity, including a steep decline in nature’s pollinators.
- ◇ **Processing Level:** The user is taking the organic produce for processing at a local olive mill. This mill is a popular plant for many growers in the area incl. both conventional and organic ones.
- ◇ **Consumer Level:** In the organic side of the business, the user is using organic approaches but without formal accreditation (used to selling to various markets but with very little marketing on the organic, environmentally friendly practices implemented)

The user is being introduced to a series of questions in the above-mentioned scenarios and the results lead to interesting outcomes.

European Green Deal Policy: Readiness Meter

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How ready are you?

You own a medium-sized olive oil production family business that exports internationally.

The challenges that follow aim to show your company's readiness for the application and implementation of the Green Deal Policy.

Let's start!
If you are ready, click on the button.

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PREV NEXT

European Green Deal Policy: Readiness Meter

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Challenge 3- Consumer Level

In the organic side of your business, you are using organic approaches but without formal accreditation.

You are used to selling to various markets but with very little marketing on your organic, environmentally friendly practices.

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Overview of the Serious Games

2. Find an alternative packaging solution that allows the reduction of the use of plastic

To solve the problem of over packaging it is necessary to provide the end user with a type of packaging that is reusable but that is durable, attractive and (why not) technological/ dynamic. The idea is to use a medium-sized envelope in Jute and make it technological.

Main Scenario:

The user is a student of a professional training degree and has to study a way to make the packaging environmentally sustainable, finding a solution to the reduction of plastic.

The goal of the design project is to reduce the waste of plastics through a reduction in the use of bags in supermarkets. At the same time, however, another main purpose of the project is also to innovate this sector thanks to the technologies that today's world offers us.

- ◊The first sub-scenario supposes that the user is the final customer who will receive the Jutapack.
- ◊The second sub-scenario supposes that the user represents the company that produces the envelope or the app developer.
- ◊The last sub-scenario supposes that the user is the cooperative or supermarket that will introduce the Jutapack in its store

The user is being introduced to a series of questions in the above-mentioned scenarios and the results lead to interesting outcomes.



Overview of the Serious Games

3. Become a renewable energy entrepreneur and set up an eco-friendly farm

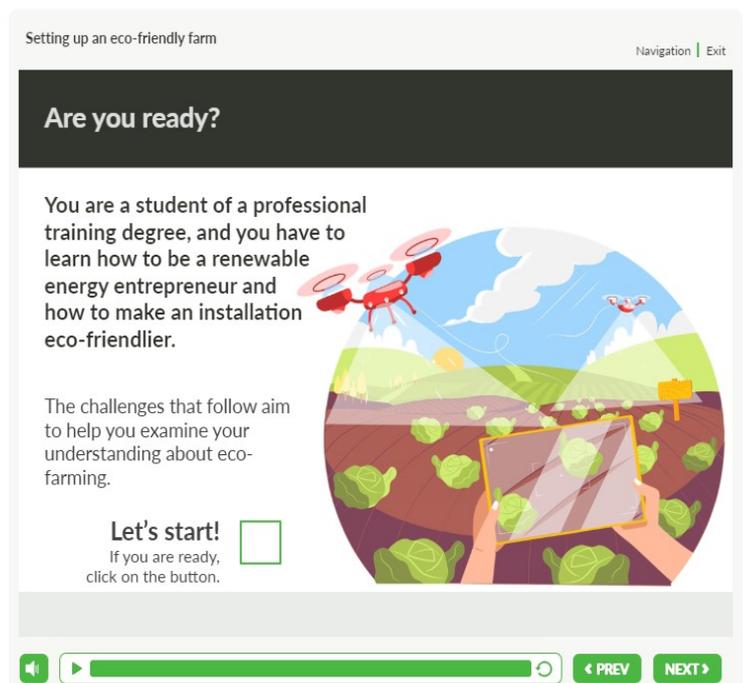
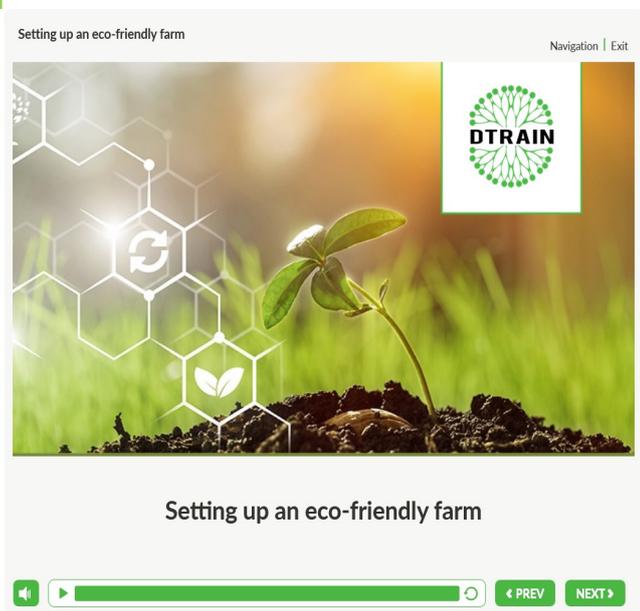
The objective of the game is to become a renewable energy entrepreneur with the know-how to set up an eco-friendly farm by completing 3 challenges.

Main Scenario:

The user is a student of a professional training degree, and must learn the knowledge to be a renewable energy entrepreneur and learn how to make an installation eco-friendlier.

- ◊The first sub-scenario supposes that the user is leading a design thinking project around the renewable energies and Agri-Food sector.
- ◊The second sub-scenario supposes that the user needs to identify which green energy, installation or use is better for each applicable situation in the context of the agri-food sector.
- ◊The last sub-scenario supposes that the user is the owner of a farm who wants to become more eco-friendly

The user is being introduced to a series of questions in the above-mentioned scenarios and the results lead to interesting outcomes.



Final Multiplier Event



The Final Multiplier Event took place on Wednesday July 27, 2022, at the “House of Culture” in Rethymno, thus announcing the successful completion of three years of intensive work.

With the phrase “we invest in continuing education” at the start of the event, the Deputy Governor of Rethymno Ms. Maria Lioni, referred to the importance of the project and in general the ongoing development of skills in the agri-food sector . Afterwards, the mandated Regional Councilor in the field of European and international relations,

Mr. Georgios Alexakis, referred to the projects in which the Region of Crete participates, while at the same time approving the educational dimension of the DTRaIN project and the significant effects it can bring to the agri-food sector of the island. She was also greeted by

Dr. Nektarios Papadogiannis, Vice Chancellor of ELMPEA, who in turn referred to the importance of continuous innovation both in the research and business fields.

Mrs. Dimitra Dimitriou, responsible for KA2 projects of the Vocational Education & Training (VET) sector, of the Erasmus+ National Coordination Unit (IKY) spoke about the multiple benefits that an innovative action like DTRaIN can offer and highlighted the passion and vision with which the project was implemented.



The aim of the DTRaIN program is to revitalize the agri-food sector of the partner regions, to encourage the acquisition of key knowledge, skills and competences and to develop the entrepreneurial spirit in the sector through critical thinking and creativity. More specifically, the project developed an innovative training program which, through an online platform, provides the target group: managers and consultants of agri-food businesses, policy makers and continuing education trainers, basic knowledge and methodological tools for applying Design Thinking, aiming at embracing a different approach to solving complex business problems.

The program involved seven partners from four countries. The head of the project is the Region of Crete and in particular the Directorate of Development P.E. Rethymnon/ Department of Education, DBM and Employment while the following partners participate: the European Training Center for Employment – EKKA (Greece), SQLearn (Greece), LDI UG – (Germany), Centro Machiaveli-CM – (Italy), Mediterranean Agricultural Institute of Chania (M.A.I.X) and the University of Valladolid, Spain.

Last but not least, we would like to warmly thank all the stakeholders who participated in the activities proposed in the framework of the project.

More information: <http://www.dtrain.eu/>

Lead partner



Region of Crete (GR)

Partners



European Center in
Training for Employment
(GR)



University of Valladolid (ES)



Centro Machiavelli S.r. l. (IT)



LDI UG (DE)



SQLearn (GR)



Mediterranean Agronomic
Institute of Chania (GR)

