

Database of Good Practice Policies and Initiatives	
Country	Finland
Level of Outreach	Regional
Supported by	National Agency
Field of Interest(s)	Digitalization, Circular Economy, Health and Safety, Promotion of the attractiveness of the Construction Industry
Organisation	
Name of organisation	Salpaus
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Policy/Initiative Data	
Title of Initiative	Sandbox the construction game
Partnership details	Salpaus
Project Duration	ongoing
Total Budget	
Description	Sandbox games are all about building a Finnish one-family house according to Finnish construction standards. The situations, rules, conflicts, conditions, behaviour and programmed tasks are all genuine and reflect real construction site situations and standards as closely as possible. Sandbox 1. built the foundations of a house, in Sandbox 2 you build the complete house. The second part comprises of 11 phases and each is to be completed one by one. The game has been designed for one gamer or for teams of two. Game controllers/advisors can enter the game and follow gamers' work. https://salpro.salpaus.fi/sb/
Phases	Sandbox II; Engage, play and keep building the house till the roof in an immersive environment provided by realXtend, the Finnish virtual world.

Project Details	
Aim	better apprehend the construction of a house foundation for young students. The 3D environment is an ideal way to learn the building technique of a house. This a risk-free environment allowing errors. Learning from them the students have a better comprehension of construction technique and the real construction site.
Target groups	students and teachers of a construction curriculum. People interested in construction technique
Exchange of Experiences	
Outcomes 1	Understand how houses are constructed using building techniques
Outcomes 2	Encourage young people to be interested in the construction industry
Outcomes 3	Digital and flexible training using gaming techniques
Policy/Initiative	
Skill gaps	Interactive basic understanding of how to build at school level, encouraging the young to get involved in construction.
Mis-matching of skills	n/a
Skills-Shortages	n/a
Training	Use of gaming with individual learning and as a team. Learning from the game the students have a better comprehension of construction techniques and the real construction site. Teachers can also engage and assess understandings and skills.
Career moves	n/a
Mobility	n/a
Other EQF-Level	n/a
Transfer in Europe	Easily transferrable to Europe if translated
Entrepreneurship Opportunities	n/a
Other	Encourage attractiveness of the young into the construction industry