

Database of Good Practice Policies and Initiatives	
<b>Country</b>	SLOVENIA
<b>Level of Outreach</b>	Local, Regional, National
<b>Supported by</b>	EU Agency Erasmus+
<b>Field of Interest(s)</b>	Health and Safety
<b>Organisation</b>	
<b>Name of organisation</b>	Chamber of Commerce and Industry of Slovenia - CCIS
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<b>Policy/Initiative Data</b>	
<b>Title of Initiative</b>	<b>Upp Games. Basic Health and Safety skills on Works at Height through Serious Games</b>
<b>Partnership details</b>	Promoter: Fundación Laboral de la Construcción Partners: Chamber of Commerce and Industry of Slovenia CCIS, Chamber of Construction and Building Materials Industry of Slovenia, Institut de Formation Sectoriel du Bâtiment, Open Universiteit Nederland, Westdeutscher Handwerkskammertag, Centro Edile Andrea Palladio, Centre IFAPME Liège-Huy-Verviers.
<b>Project Duration</b>	01.12.2017 to 31.03.2020
<b>Total Budget</b>	€173,925.00
<b>Description</b>	The project "Upp Games. Basic Health and Safety skills on Works at Height through Serious Games" continues from the project Health & Safety Games, by which a mobile application (app) was developed to improve the learning of basic skills in Health and Safety, through educational games. The UPP games project focuses on the design, development and implementation of a mobile application for learning occupational risk prevention for work at heights for construction vet profile to acquire work on height skills, knowledge and competences <a href="http://microsites.fundacionlaboral.org/upp-games?pag=16&amp;idioma=1">http://microsites.fundacionlaboral.org/upp-games?pag=16&amp;idioma=1</a>
<b>Phases</b>	n/a

Project Details	
<b>Aim</b>	The aim is to define a framework of theoretical and practical learning by identifying the hazards and risks in works at height, Training in techniques on prevention of occupational hazards for working at height as well as teaching the trainers of the construction sector in the use of the App and assessing the skills acquired by trainees on Health & Safety.
<b>Target groups</b>	VET trainees and trainers in the construction industry, Migrants and lower-skilled workers, Young people interested to join the construction sector, Construction workers enrolled in life long training
<b>Exchange of Experiences</b>	Exchange of experiences and the analysis of common training needs of the countries
<b>Outcomes 1</b>	The traditional systems of training in Prevention of Occupational Hazards are not very effective in lower-skilled workers and migrants. That's why the Upp Games App offers serious games for trainees to learn and/or update prevention techniques in work at height through practice and virtual experience.
<b>Outcomes 2</b>	VET teachers and trainers will acquire and improve their ICT skills, in accordance with the new demands of the learning environment,
<b>Outcomes 3</b>	VET trainers and teachers of construction will also have at their disposal an open, clear, dynamic, innovative and easy to use resource
Policy/Initiative	
<b>Skill gaps</b>	The development of Upp Games will allow low-skilled workers in the construction industry to easily improve their knowledge and skills in Health and Safety issues and change behaviour of construction workers
<b>Mis-matching of skills</b>	VET trainers and teachers of construction will also have at their disposal an open, clear, dynamic, innovative and easy to use resource to improve and develop the educational games of the application, adjusting them to the target group in each teaching process.
<b>Skills-Shortages</b>	n/a
<b>Training/skills</b>	VET teachers and trainers will acquire and improve their ICT skills, in accordance with the new demands of the learning environment, contributing to their professional development and updating, while having an educational resource to innovate their pedagogical approach.
<b>Career moves</b>	VET students and apprentices of construction will be able to acquire new skills adapted to the needs of the labor market during their apprenticeship.
<b>Mobility</b>	
<b>Other EQF-Level</b>	n/a
<b>Transfer in Europe</b>	Transfer of Knowledge
<b>Entrepreneurship Opportunities</b>	n/a
<b>Other</b>	n/a