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NEWSLETTER VOLUME 1

# THE USAGE OF MULTIPURPOSE TASKS IN MARITIME SIMULATION

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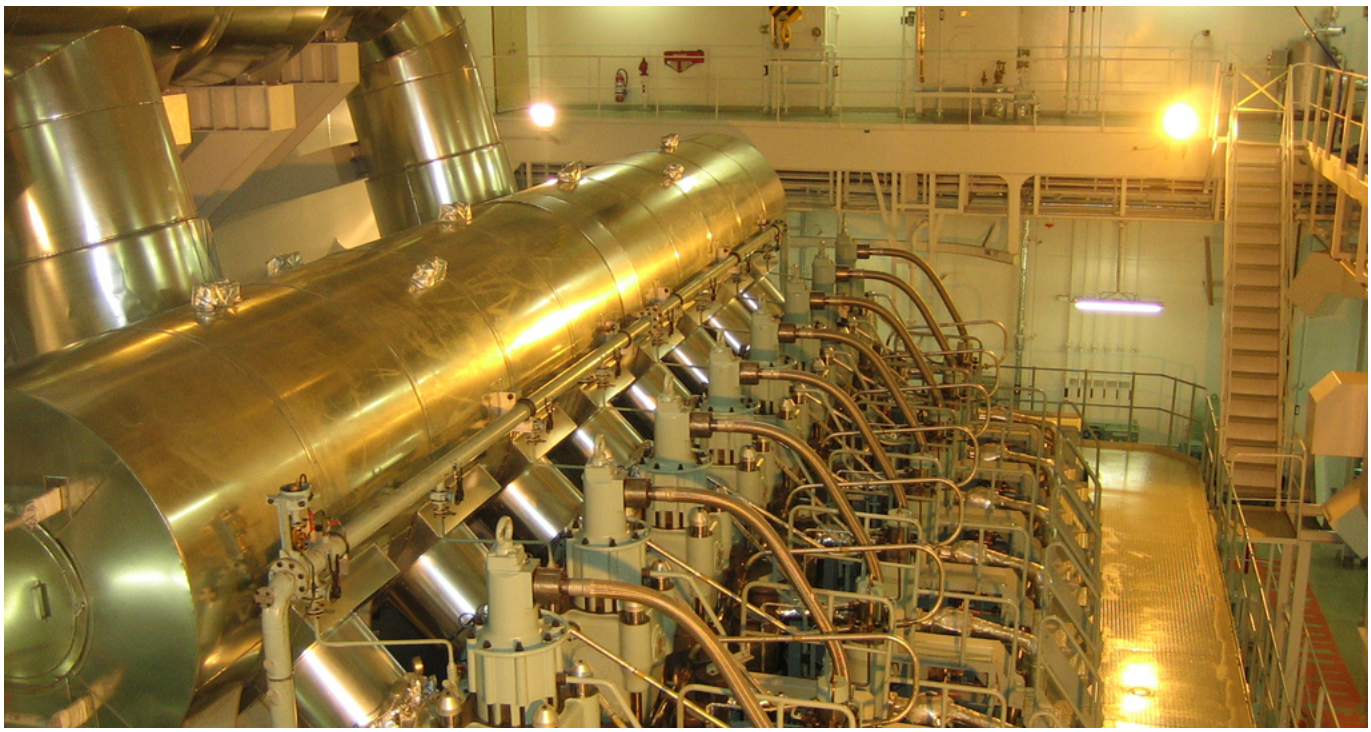

## TARGET GROUP

- **maritime sector / ship machinery field students**
- **individuals who cannot attend their schools due to various ailments**

## The project: UMTMS

UMTMS is an Erasmus+ project that aims at improving the digital training and learning experience of students in the ship machinery field.
Studies show that applied courses increase student success. In simulation applications, students can perform their lessons as in a real workshop by following the instructions on the application pages given to them.
The training content to be obtained will be digital transformation preparation, and the trainings in this field will make great contributions to the ship machinery control and preventive maintenance services.

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# The activities

How will we ensure that the objectives are met by meeting quality standards?
The consortium has organised itself to develop 5 main activities

**Project Management:** the project management team is responsible for monitoring and evaluating project activities and practices at the institutional level. With this activity we guarantee that the outputs will meet the expected quality and will be delivered by the established dates,

**Creating Simulations:** the goal is to develop an interactive set of simulations that will support the applied education part of vocational education that is missing in the distance education process and enable learners to learn by doing and practicing. Our other goal is to create 21 different scenarios within the simulation and to receive the necessary review and feedback on these scenarios after the simulation is created.

**Application sheets:** it will support the applied education part of vocational education that is missing in the distance education process. Thus, the application pages, which are educational simulations to be used in interactive simulation, which will enable learners to learn by doing and practicing, are the special goals of this activity.

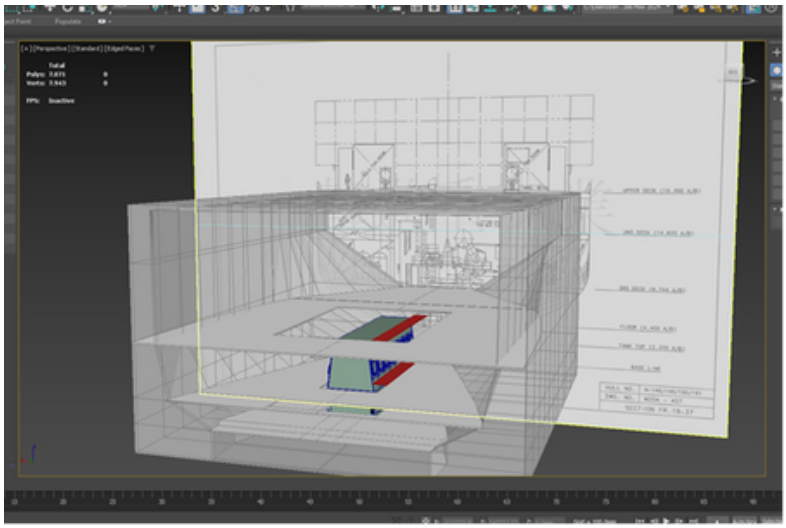
**Online Education Platform:** the online education platform will be structured in a Moodle and will be an online course management system with features that can support the activities that are needed in a distance education site. This will provide a learning process regardless of place and setting as the learning environment will be accessible from all internet environments including mobile platforms.

**Dissemination & Exploitation:** to ensure that the project reaches the largest number of people, this activity will promote the results through our website, social media, newsletters and events.

*Online resources should be provided for students studying in vocational schools that can make them take a more active role*

# NEXT STEPS

After our last partner meetings and hard work we have the scenarios templates ready. Now, the consortium will start defining the scenarios and developing the problems and solutions situations.



The partners are finalizing and improving the 3D simulation model perfecting the engine rooms to guarantee a perfect correlation with the real one. This will facilitate the learning process of the target group maximising the practical aspect of the digital education.

The consortium will meet in Rijeka in November to have the 3rd International Meeting to organize the following steps and make sure all the activities developed are meeting the expected quality standards.

Follow us!

UMTMS Project

# The Partners