

Novel learning approach for ERGOnomic principles for deSIGNers working in the upholstery and sleep sectors by using Virtual Reality – ERGOSIGN

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This publication will keep you updated with the latest developments at consortium and European Union level, while informing about forthcoming

Enjoy reading!

activities of our project.

ERGOSIGN First Results

On line course – content and learning outcomes

The objective of the 2nd important result of ERGOSIGN project is to describe the content and learning outcomes of the ERGOSIGN course, which the Project partners named Ergonomic Principles for Designers Working in the Upholstery and Sleep Sectors. The document that resulted is O2: Training Path and Curriculum Definition. This document will mainly act as a:

- Reference for VET providers which will add this course to their current offer and/or possibly wish to further develop its content, so as to adapt it to their current teaching reality,

- Reference for designers, furniture professionals and VET trainees who will wish to further improve their competence in ergonomics applied to furniture design. The document describes a flexible training path that can be adapted to best match each target group and their training needs, which were identified in a previous step of the project. The main target groups of the course are:

- Professionals furniture designers
- providers and VET students who train for a future career as furniture design technicians
- Other professional designers

Secondary target groups are:

- Furniture design students
- VET Other categories of professionals from the furniture industry
- Individuals who consider starting a career in the furniture industry.

Visit our website to read everything you need to know about the content of ERGOSIGN's on line course.



Challenges faced by the furniture sector:

The furniture sector has been severely hit by the recent crises and has faced a significant drop in the number of companies, jobs, and turnover. The main challenges are: • Competition – the EU furniture sector faces enormous competition from countries having low production costs. China's penetration into the EU market is growing rapidly and it is now the largest furniture exporter to the EU, accounting for over half of total furniture imports to the EU.

 Innovation - the reliance on innovation and design combined with an increase in global trade and digitalisation, makes the sector more vulnerable to weak protection of intellectual property rights. Boosting research and innovation also requires finance that is often inaccessible to SMEs.

• Structural problems - the ageing workforce combined with difficulties in attracting young workers may lead to disruptions in maintaining skilled workers and craftsmanship.

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