

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

## **ERGOSIGN- Newsletter N. 8**

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

Enjoy reading!

# **ERGOSIGN Results - Developing Virtual Reality Tool and e-learning platform**

Since November last year Project partners have started work to prepare the Virtual Reality Tool that accompanies and complements the e-learning platform of ERGOSIGN course. The Virtual Reality Tool supports interactive learning through 14 examples of 3D models, which are simulations of real furniture products and individuals.

The Virtual Tool is available in 5 languages: English, Polish, Romanian, Slovenian and Spanish. This instrument that will help learners to study was created / prototyped by the Spanish partner – CETEM, based on best practices in use on the Internet and the various specific user requirements gathered by all partners working in ERGOSIGN consortium.

Since July this year Project partners have started work to prepare the E-learning platform, where all course content is integrated. Due to technical limitations, the modules of the learning content have been further divided in electronic chapters fully equipped with interactive assessment tools that will keep the user engaged and will make the learning process entertaining. The e-learning platform is available in 5 languages and offers 21 electronic modules with a large variety of quizzes to support your study time.

#### What the Virtual Reality Tool is?

The instrument is not a repetition of the course content, but it acts as a reinforcement tool to support information retention. The instrument contains up-to-date anthropometric data and recommended dimensions of furniture examples for the students to use in their designs as practice to the course theory.

**Curiosity**: Combined with the low level of physical activity observed today, increased sitting time can lead to impairment of several body systems and increases the risk for various illness and injuries.



### **Furniture Sector in European Union**

The furniture industry is a labour-intensive and dynamic sector dominated by small and medium-sized enterprises (SMEs) and micro firms. EU furniture manufacturers have a good reputation worldwide thanks to their creative capacity for new designs and responsiveness to new demands. The industry is able to combine new technologies and innovation with cultural heritage and style, and provides jobs for highly skilled workers.

**Visit our website at:** <a href="https://www.ergosignproject.eu">www.ergosignproject.eu</a> to be the first to read the documents.

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