



## THE PROJECT

The **SIMULTRA** project - Simulation of Logistics and Transport Processes - develops innovative tools and solutions that go hand in hand with the already existing Vocational Education and Training (VET) programmes in order to achieve and enable work-based learning.

SIMULTRA is innovative as it develops technology that faithfully replicates the operations and procedures of the specific areas of transport (maritime, rail, road, intermodal) and logistics (warehouse and chain management) in order to shorten or eliminate the gap that separates training from the workplace and reducing the **"on-the-job"** training times companies often have to resort to as they seek to bridge the void between theory and practice.

SIMULTRA is a 24-months project funded with the support of the Erasmus+ programme of the European Union SIMULTRA 2017-1-IT01-KA202-006140.

The partnership is composed of companies or organisations that work closely with the logistical infrastructure of reference for each of the most important operating environments of the industry from four countries Italy, Spain, France and Belgium: a research center in Italy - ITL (project coordinator), a company in Italy - CE.P.I.M. S.p.A., a sectoral association in France - AFT, a vocational training center in Spain - CIFPA, the University of Antwerp - in Belgium, two software houses in Spain - NOVADEV S.L. and in Italy - POLIEDRA Soc.Coop..

## SIMULATION SOFTWARES

The 6 simulation tools regard: supply chain management, intermodal platform management, port operations, warehouse logistics management, road transport management and finally customs practices.

The simulators have been identified in order to recreate the whole supply chain of a container imported by a European company enterprise from an Extra-EU country. Each simulator will be available for download from the SIMULTRA website. The tools will be realised as videogames with different scenarios, scores and stages, matching the uses and the today's technologies, especially for youth.

A specific technical and training documentation will be prepared to support the use: a user manual for the functioning, manuals on technical contents and knowledge related to the simulated procedures, Competence (according to European Credit system for Vocational Education and Training - ECVET method) and Educational Standards for the inclusion in training courses and the transparency of learning outcomes.

## JOB PROFILE AND QUALIFICATION STANDARD

The processes that will be simulated are highly representative of six medium-high qualification professions (4th, 5th and 6th level EQF - European Qualifications Framework):

Supply Chain Designer / Planner, Container Terminal Resource Planner, Warehouse Technician/ Employee, Inland Terminal Clerk, Clerk for Customs Practices and Transport Clerk.

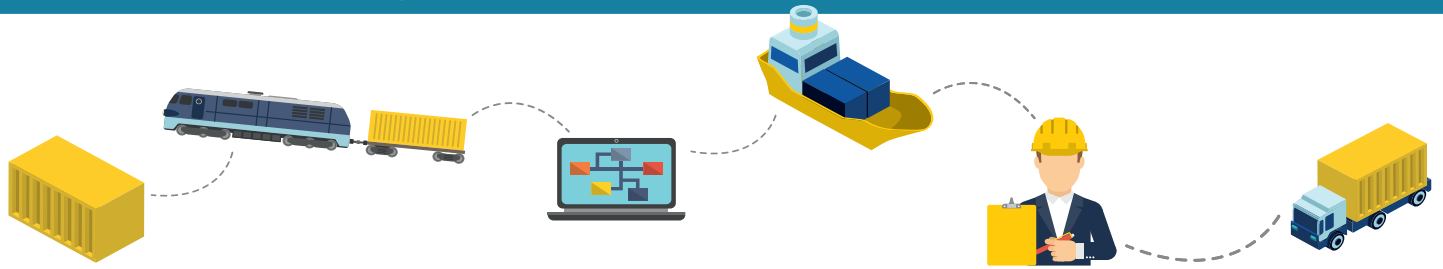


- 📍 supply chain management,
- 📍 intermodal platform,
- 📍 port operations,
- 📍 warehouse logistics management,
- 📍 road transport management,
- 📍 customs practices.

## COMPETENCE AND EDUCATIONAL STANDARD

The Competence Standards are regarding learning through computer and simulation tools. Based therefore on the contents and the activities carried out through the use of the tools, the corresponding competency standards will be defined according to the ECVET method (i.e. for each Learning outcome it defines Knowledge, Skills and Competence). These Competence Standards will ensure the recognition and transferability of skills acquired through learning based on simulated work, and therefore will also act as proof of what the user can do, even in the real world.

The Educational Standards will define elements like entry requirements, language, theoretical and practical content, level of qualification and others that allow for the inclusion of solutions developed by the project in existing technical and professional education and training courses.



## ACHIEVEMENTS SO FAR:

The project has concluded the creation of the first version of all six tools, currently at the 90% of completion. Together with tools, a first version of supporting materials have been drafted.

The testing phase has started, also enabled by the five multiplier events conducted so far. Users involved in testing of the tools are both internal partners and students/workers; a scientific committee composed by expert members is also currently involved in the assessment of software modules.

With the feedbacks collected during testing, revision and validation of tools are simultaneously carried out and further improvements in terms of graphics, user experience and game logic are expected!

## NEXT STEPS:



The prototype version of the tools will be soon available in the SIMULTRA website ("download" section) to facilitate testing activities;



Once validation will be concluded, the refined tools will be available in all partners' languages (Italian, English, Spanish, French) together with each simulator's toolkit.

Planning of the Final Conference for the public launch of SIMULTRA final results.

...Stay tuned!

PARTNERS:



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Erasmus+

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