



DIGITALISING TRAINING

for **Transport Managers** across **Europe**



About e-ManTRA project

e-ManTRA project is a 24-months project co-financed by the European program Erasmus +.

This project aims at equipping trainings for **transport managers** across Europe with effective and inclusive tools, **training materials and teaching methods to ensure distance teaching and online learning**, continuous learners monitoring as well as the evaluation of achieved learning outcomes.

Launched in June 2021, the project brings together **seven partners** from six European countries representing different groups of stakeholders and beneficiaries: 1 professional association (AFT), 2 national training providers (Dekra and TTS), 2 vocational schools (Institut de Vic and Escola del Treball), 1 network of training organisations (FATII ARTRI), and 1 digital training developer (StagelT).

Project target group

The main target groups of the e-ManTRA project are teachers and trainers as well as learners in **transport managers training courses, especially EQF level 5, all over Europe.**



Erasmus+

Main objectives and results of the e-ManTRA project

The Covid-19 pandemic and the measures taken by governments to contain the virus have created major challenges for the training industry. In this context, it became necessary to look for alternatives to classroom training. **Moving training to a virtual classroom** ensured pedagogical continuity.

Digital training offers many opportunities and possibilities, some of which go far beyond face-to-face learning, but the transfer of training to the virtual classroom also presents difficulties and challenges for both learners and teachers/trainers. To overcome these difficulties, the project partners have worked on the development **of guides and digital tools** for learners and teachers.

1 Guidelines for developing and implementing digital training

Available **online** via a decision-making tool, the teacher/trainer can thus quickly find a format, methods and pedagogical tools adapted to their training needs:

Concretely, the teacher/trainer has :

- * **guidelines** on how to transfer their face-to-face training to a virtual environment.
- * an **inventory of 55 pedagogical methods and tools** for online and distance learning.
- * **pedagogical scenarios** for teaching with learning objectives specific to the training of transport managers training (EQF level 5).

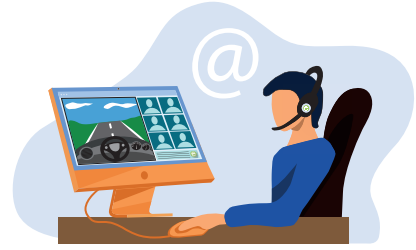


2 A guide to help transport and logistics learners to adapt to online/distance learning

To enable learners to optimise their distance learning and identify their strengths and weaknesses, a **self-assessment quiz** has been developed. Following this assessment, and depending on the results, the learner receives **personalised advices and tips** via practical cards.

3 A virtual platform to facilitate collaborative work

To improve the sociability and interactivity of learners and teachers/trainers during distance learning, the e-ManTRA project has developed a **multi-user virtual platform** that promotes **collaborative work** in a fun and immersive way.



4 An educational game on European Social Regulation



It is sometimes difficult to keep learners motivated and active in distance learning, especially when topics related to regulations are involved.

To counter this difficulty, the project offers a **fun card game on European Social Regulations**. In this game, which can be played on smartphone or computer, up to five players can compete. Only one player can reach the top of the leader board, but each of them will become a « Master of Transport ».

5 An immersive escape game in the heart of transport operations

All teachers/trainers want their learners to be able to understand and apply the knowledge acquired during their training. The escape game « Seal the Deal », created as part of the e-ManTRA project, takes the **learner into the heart of a road haulage operation**.

During 60 minutes, the learner must gather his or her skills and knowledge in order to **respond to a transport request from a demanding client**. It will then be up to the player to listen, take notes and ask the right questions to analyse the service requested.

What a great challenge for a learner at the end of a level 5 course!



THE CONSORTIUM



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