



3D ACADEMY

POBOLJŠANJE VEŠTINA PRUŽALACA
STRUKOVNOG OBRAZOVANJA I OSPOSOBLJAVANJA
U PODRUČJU 3D TEHNOLOGIJA

PROJEKAT

3DAcademy je projekat finansiran u okviru programa Erasmus + koji objedinjuje raznoliko partnerstvo koje dolazi iz industrije i sektora strukovnog obrazovanja i osposobljavanja iz Bugarske, Hrvatske, Srbije, Bosne i Hercegovine i Irske, pod koordinacijom Udruženja Poslovno informacionog i savetodavnog centra (Bugarska).

Glavni cilj projekta je povećanje kapaciteta pružalaca strukovnog obrazovanja i osposobljavanje da ponude obuke u 3D tehnologijama i putem njih povećaju primenu novih nastavnih pristupa i praksi koje su relevantne za trenutne i buduće potrebe ekonomije, društva i promenljive veštine za tržište rada.

ZAŠTO 3D TEHNOLOGIJE?

Primena 3D tehnologija (tj. štampanje, skeniranje i modelovanje) je široka i proteže se od sektora kao što su arhitektura, moda i građevinarstvo, pa sve do automobilske, vazduhoplovne i farmaceutske industrije. Prilikom prenošenja ovih prednosti u području obrazovanja, 3d tehnologije mogu dosta poboljšati, olakšati i unaprediti obrazovni proces, pružajući praktično učenje, prilagodljivost, saradnju i timski rad, kao i kreativnost, pomažući u uključivanju učenika, poboljšanju njihovog učenja i pripremi za buduće karijere.

REZULTATI

3DAcademy program obuke

Metodologija osposobljavanja i kurikulum u području 3D tehnologija koje zadovoljavaju potrebe učenja nastavnika/trenera/edukatora u strukovnom obrazovanju, kao i studenata strukovnog obrazovanja, ranih studenata i početnika u industrijskim kompanijama.

Novi strukovni standard

Novi strukovni standard u području 3D tehnologija.

3DAcademy Online Hub

Online Hub nudi struktured, zanimljiv i jednostavan sadržaj za učenje i korišćenje 3D tehnologija za lične ili profesionalne aplikacije.

Događaji širenja i umrežavanje

Događaji i aktivnosti u partnerskim zemljama radi promovisanja projekta 3DAcademy i vođenje metodologija obuke i sadržaja.

PARTNERSTVO



LOKALNI PARTNER

Voxellab doo



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www.3d-academy.eu



3D ACADEMY

ENHANCING THE SKILLS OF
VET PROVIDERS IN THE FIELD
OF 3D TECHNOLOGIES

THE PROJECT

3DAcademy is an Erasmus + funded project that combines a diverse partnership coming from the industry and the VET sector from Bulgaria, Croatia, Serbia, Bosnia and Herzegovina and Ireland, under the coordination of Association Business Information and Consulting Center (Bulgaria). The main objective of the project is to enhance the capacity of VET providers to offer training in and through 3D technologies to increase the uptake of new teaching approaches and practices that are more relevant to the current and future needs of the economy, society, and the changing skills needs of the labour market.

WHY 3D TECHNOLOGIES?

The application of 3D technologies (i.e. printing, scanning, and modelling) is wide and spans from such sectors as architecture, fashion, and construction to the automotive, aircraft, and pharmaceutical industries. When transferring these advantages in the field of education, 3d technologies can greatly improve, facilitate and enhance the education process, providing hands-on learning, customisation, collaboration and teamwork, and creativity, helping to engage students, enhance their learning, and prepare them for future careers.

THE RESULTS

3DAcademy Training Programme

Training methodology and curriculum in the field of 3d technologies that cater to the learning needs of VET teachers/trainers/educators, as well as VET students, early university students, and entry-level staff in industrial companies.

New Vocational Standard

New vocational standard in the field of 3D technologies.

3DAcademy Online Hub

An online hub offering content that is structured, engaging and easy to use for learning about and utilising 3D technologies for personal or professional applications.

Dissemination events and networking

Events and activities across partner countries to promote the 3DAcademy project and pilot the training methodologies and contents.

PARTNERSHIP



LOCAL PARTNER

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