



The Project at a Glance!

INNOVATIVE LEARNING ARCHITECTURE FOR THE ACQUISITION OF DIGITAL SKILLS

</Motivation>

Encountering the
requirements of the
digital transformation
in the EU

The **digital transformation** poses special challenges for companies, the economy and society. In order to be able to help shape digitalisation in working life, competence development in the digital field plays a major role.

The acquisition of competences that are necessary in connection with the digital transformation also raises the question of which **teaching/learning methods** and learning locations are particularly suitable for promoting these competences and increasing the transfer of learning to the workplace.

The EU project "Digital Coach" deals with these very questions of learning formats and learning locations for the promotion of digital competences as well as the successful transfer of learning into the professional context in order to master the digital transformation in companies. The focus is on the development of the field of activity of a Digital Coach and the application of the **maturity model ADAPTION** in various training companies in European countries. In this context, the approach of the **learning factory** represents the basis for the design of workplace-based learning and the implementation of training program for those responsible for education in the field of digitalisation. Learning factories offer innovative possibilities for the acquisition of digital competences close to the workplace, which are taken up in the project in the development of a **qualification program for Digital Coaches**. In order to ensure the transfer of learning, uniform quality standards for learning factories will be developed. Another project goal, which is supported by the digital coaches and their knowledge of value creation processes and their respective changes, is to **promote the acceptance of digital strategies** in vocational education and in companies.

</Goals>

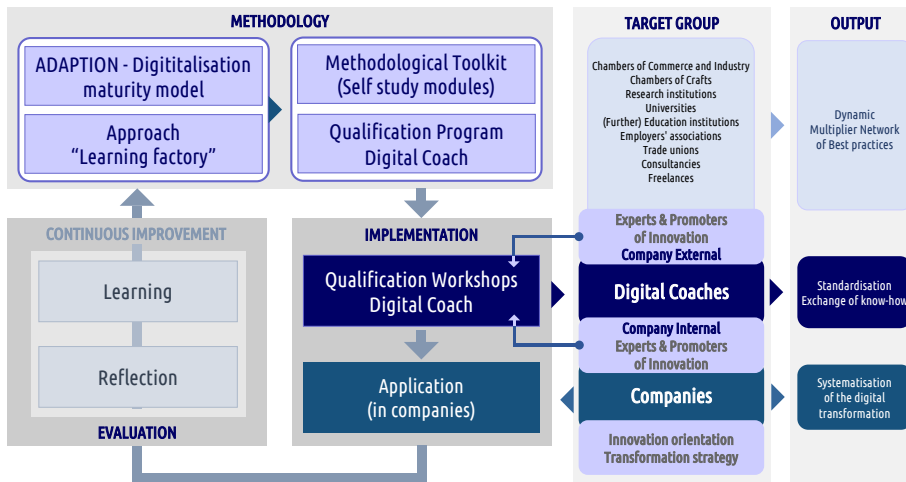
Digital coaches
as drivers of the
digital
transformation

Innovative learning
architecture using
the example of
learning factories

In future, digital coaches will support companies in the development and implementation of digital business models. In doing so, they will draw in particular on cross-customer and cross-sector approaches to unlock new potential for the companies and spread agile process thinking with the involvement of all process participants.



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Digital Coach: Operational process model of approach implementation

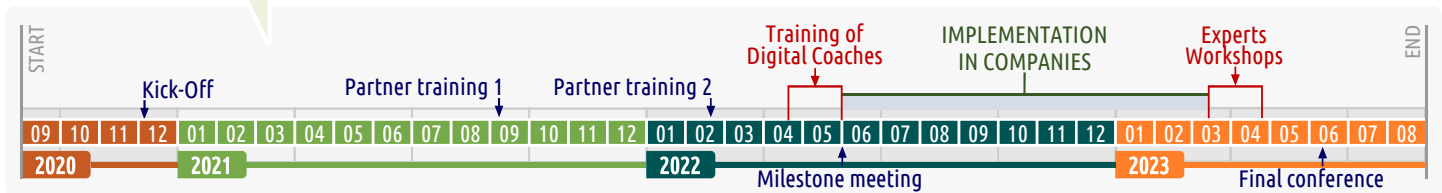
</Implementation>

The ADAPTION maturity model and the learning factory approach form the basis of the methodology.

Within the project, a comprehensive **methodological and practical toolkit** will be created, which will form the core of the **qualification program** for the future Digital Coaches.

The Digital Coaches will receive training on the **practical implementation** of this toolkit and consequently apply it in a selection of **interested companies**.

</Timeline>



</Partner in Europe>

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</ Project profile>

Project name:	Digitaler Coach (Digital Coach)
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Program:	Erasmus+
Key action/Field:	KA2: Cooperation for Innovation and the Exchange of Good Practices / Strategic Partnerships in the field of education, training and youth
Duration:	September 2020 to August 2023
Partner countries:	Bulgaria, Germany, Greece, Hungary