



Project co-financed by the EU funds within the
programme
ERASMUS+/KA2–Cooperation and Innovation
for Good Practices

Project no. 2014-1-ES01-KA202-004883

Budget: approximately EUR 450 thou.

Goal of the project

The goal of the project is to develop models of new skills necessary in a modern furniture industry.

Results of the project

- Scenarios of the development of European furniture industry by 2020
- List of new skills necessary for existing and future employees in the furniture industry
- Training modules (together with adequate materials and use of IT platform) for facilitating gaining new skills by existing and prospect employees in the furniture industry

Contact



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Furniture new European skills 2020

Continuous technical progress, including development of modern communication techniques and global IT networks, is the reason why it is necessary to adjust traditional professions to the requirements of changing market and create new special skills.

New special skills are especially important in furniture making companies. The European furniture industry encompasses almost 124 000 companies generating over EUR 90 bn a year and employing approximately 1 m people. Furniture as a leading industry in many European countries stimulates the development of many co-operating industries (supply chain) and at the same time the community of designers, IT technologists, market analysts etc. The sector continuously develops and changes significantly, thus evolving out of a rather traditional manufacturing sector into a highly industrial. This is the effect of globalisation processes, use of new working methods and tools, implementation of innovative and ecological materials, emerging of new needs and behaviours of customers resulting from new life styles and demographic changes (ageing of societies), making products tailor-made or introducing compulsory standards and legal regulations. The forecasted escalation of these trends makes it necessary to quickly introduce significant changes to the qualification profile of the furniture industry employees as well as to acquire skills which will enable the employees to cope with new challenges and assure continuous operation of companies in a very competitive furniture market.



Partners:

7 organisations from 5 EU states:

- AIDIMA – Furniture, Wood and Packaging Technology Institute – Spain
- FEVAMA – Business Federation of Wood and Furniture of the Valencian Community – Spain
- COSMOB – Specialized Centre for the Wood–Furniture Industry – Italy
- Vocational Training Centre ENAIP Lombardia – Italy
- ITD – Instytut Technologii Drewna – Poland
- CFPIMM – Professional Training Centre of Wood and Furniture Industries – Portugal
- InnovaWood – Belgium

Execution period: 01.09.2014 – 31.08.2017