



Funes

Newsletter **issue 7**

FURNITURE NEW EUROPEAN SKILLS 2020
2014-1-ES01-KA202-004883

Index

1. 7th MEETING OF THE PROJECT
2. QUALITY PLAN
3. FINAL DISSEMINATION EVENT

Coordinates:



Partners:



Funded by:



El presente proyecto ha sido financiado con el apoyo de la Comisión Europea. Esta publicación (comunicación) es responsabilidad exclusiva de su autor. La Comisión no es responsable del uso que pueda hacerse de la información aquí difundida.

PROJECT

014-1-ES01-KA202-004883,
**FURNITURE NEW EUROPEAN
 SKILLS 2020-FUNES-**

1. - 7th meeting of the project

On 12th – 13th July 2017, it was held the seventh meeting of project in Paterna, Spain.

This meeting lasted two days and was coordinated by FEVAMA.

This meeting has been the last meeting of the project, with some objectives very clear:

- Check all activities we have done during the project.
- Check the pilot course results and the problems during this activity.
- Administrative issues.
- European Platforms to introduce the results of the project a control the activities during the project, travel, meetings, intellectual outputs, multiplier events....
- Dissemination activity to present the results of the project



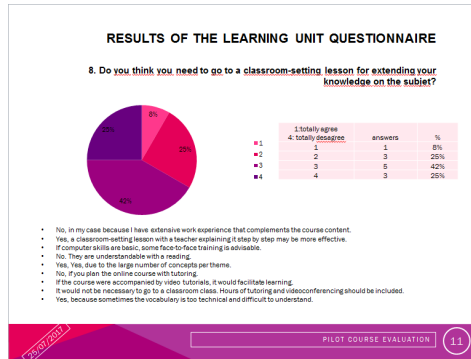
During the meeting each partner presented the Pilot Course carried out.

This meeting is a good situation to determine if we have arrived to the objective of the number participants in the pilot course, and if they are related with our target group, current and future workers, students and unemployed people, as well as experts in the sector or in training activities related with the sector.

The partners have prepared some presentations with the results in each country.

CONCLUSIONS PILOT EVALUATION TRAINING MATERIAL

- It is necessary improve some parts and put more pictures.
- We need to revise the links some of them have problems.
- The partners must add the evaluation in each module.
- AIDIMME must elaborate a manual to use the platform
- The partners must prepare an explanation in the introduction of the course, about the reality of the contents and the relationship between them. Each module is independent; each user can start by the module they want.
- Each partner can adapt the platform Moodle in their language, this platform is free, and in this case they can put the material in their language and facilitate the use.



The information elaborated by the partners will be unified by FEVAMA and this partner will send it to ITD, this partner will be the responsible to prepare the final document with the improvement to do.

PILOTTEST - RESULTS (N)

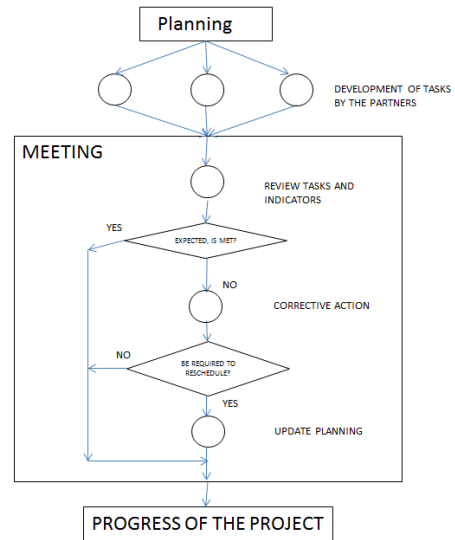
Statements	1	2	3	4
	Total	Answers	Total	Answers
1. E-Learning as a good tool to achieve training objectives.	-	-	6	7
2. Accessibility to Moodle FUNES Course.	-	-	6	7
3. Clear explanation of concepts.	-	-	6	7
4. Use of this training system.	-	-	3	10
5. Level of difficulty proper to the goals of the course.	-	1	5	7
6. Other information, as external links.	-	1	5	7
7. Knowledge acquired is useful for the job position.	-	-	4	9
8. Go to a classroom lesson for extending this subject.	-	-	2	11
9. Contents are sufficiently developed.	-	1	3	9

2 Quality plan

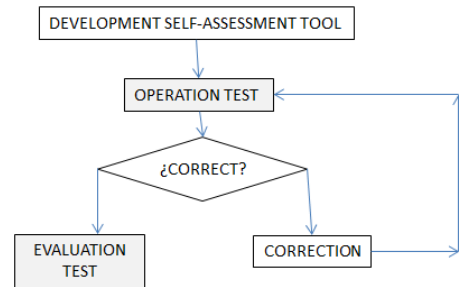
At the beginning of the project the coordinator had prepared a quality plan in order to analyse the quality of the coordination, intellectual outputs, meetings, and the reschedule if is necessary and why.

During the last meeting the coordinator have presented the results obtained in this quality plan.

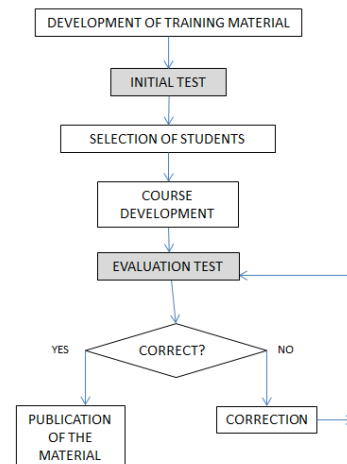
General Flowchart



Evaluation Of Self-Assessment Tool



Evaluation Of Training Materials:



INDICATORS:

This indicator is revised half yearly. The project started on the 01/09/2014.

Half-yearly revisions will be:

First revision: 01/03/2015

Second revision: 01/09/2015

Third revision: 01/03/2016

Fourth revision: 01/09/2016

Fifth revision: 01/03/2017

Last revision: 31/08/2017

The indicators that can be used to track monitoring and evaluation of the project are:

INDICATORS
1. Degree of compliance with the initial planning of the project
2. Compliance with the revised schedules.
3. Number of rescheduling
4. The percentage of progress of the project at a particular time against evolution that should have according to the initial planning.
5. Active participation in the activities of all partners project
6. Contribution of the deliverables on the date agreed upon by each of the partners.
7. Level of achievement of objectives in the meetings
8. Satisfaction with the quality of the coordination

3.- FINAL DISSEMINATION EVENT

FEVAMA and AIDIMME presented to the Spanish press, VET CENTRES and companies the FUNES results of the project.

IO1- European mapping of the current situation in the furniture industry

CONCLUSIONS

- The actual crisis, started in 2007, led companies into a **strong decrease** in terms of development.
- The furniture industry is characterized by a **majority of SMEs** with less than 50 or even less than 10 employees each.
- The production **processes** have been widely made **automatic**.
- Companies regular **departments depends on the size**; for the majority of SMEs a single person covers several roles for different areas.
- The **level of studies** about furniture training is **not defined** because there's not an univocal reference; in fact there's different specializations, **especially for higher education**.
- Most furniture companies produce for export**: from 40% to 90%. Main destinations are EU countries and US.
- Contract** constitute a significant portion of exports but mostly for **medium and big companies**.

25/08/2015 MAPPING THE FURNITURE INDUSTRY FOR EACH EU COUNTRY 22

IO2- Definition and development of future scenarios:

FUNES SCENARIO FOR FURNITURE SECTOR

POPULATION AND SOCIETY	RAW MATERIAL AND PRODUCTION	PRODUCTS, TRENDS FOR LIVING AND TECHNOLOGIES	CONSUMER INTERACTION BEHAVIOR
Ageing of population	Increased costs of raw materials	Eco-consumption (Alternative and renewable materials)	Innovative consumer (design his own furniture)
Difficulties creating young households	Competitiveness of countries with low costs production	Sustainable and interactive technology	Purchase of furniture using multiple channels
Stagnation in consumption	Demand for products highly differentiated	Smart houses (domotics)	Increasing of online sales
Stagnation of jobs and salaries		Flexible and advanced lifestyles	Use of ICT technologies
Purchase based on lowest price		Environment, health and wellness	
Flexible houses			

IO3- Skills demanded by companies in the furniture sector in the new scenarios

MATRIX OF NEW SKILLS						
Descriptor	Management	Research/Design/Production	Development of Quality in R&D Environment			
Organization and teamwork within wood of action	X	X	X	X	X	X
Strategic management skills	X					
Business management skills (knowledge about different production systems)	X	X	X			
Ability to work in a design group (3D printing)	X	X				
Knowledge and skills in management and production activity related to CT tools, 3D printing, virtual, off-line and on-line design, knowledge of 3D printers and tools	X	X	X			
Management and planning (time, cost, human management, ergonomics, etc.)	X	X	X			X
Ability to adapt to technical innovation (ability to create new materials)	X	X	X			
Knowledge of new materials and technical specifications of materials, knowledge of advanced, new materials efficiency and suitable materials	X	X	X			
Design and high technology knowledge	X	X	X			
Skills to work in a team	X	X	X	X	X	X
Knowledge of design programs (AutoCAD, Revit, etc.)	X	X	X			
Technical skills and use of tools	X	X	X			
Strategic management of R&D (strategy, management of the business)	X					
Brand positioning of a company tradition - Selling European quality	X	X	X			X
Design and new technologies	X	X	X			
Knowledge of design and materials (3D, new trends, etc. applications)	X	X	X			
Design and development skills to create technical documents (specifications)	X	X	X			X
Designing products and processes	X	X	X	X	X	X
Team work skills	X	X	X	X	X	X
Environmental awareness, applying the most convenient and sustainable technical concepts in the design of products, processes and new material designs	X	X	X	X	X	X

IO4 – Self-assessment skills system

IO5- Development of the e-learning training course

Training Unit 1: R&D and innovation strategy

Objective: Understand all the basics of the R&D strategy important for a company to stimulate innovation. Setting up a R&D business model for a specific case study, taking into account all concepts of the R&D strategy.

Index Training Unit 1: R&D and innovation strategy

1. The basics of a corporate R&D strategy	2
1.1 Innovation	2
1.2 Project management	4
1.3 IP and IPR management	6
1.4 Sourcing	10
1.5 Talent management	12
1.6 Regulatory compliance	14
1.7 R&D portfolio management	17
2 Entrepreneurship, open innovation and business models	19
2.1 Entrepreneurship	19
2.2 Open innovation	20
2.3 Innovation Business models	22
3 Technology and innovation policy, systems of innovation, innovation impact and university-industry interaction	25
3.1 Technology and innovation policy	25
3.2 Systems of innovation	26

IO6- Experimental pilot testing

IO7 – Pilot testing results and final presentation





www.funesproject.eu