

## **AR.Key**

### ***Augmented Reality applied to training on key competences***

Data show that people with lower level of key competences have up to 1,8 times more probability to be unemployed than those with higher levels. Hence, these unskilled adults lack the necessary "skills" to carry on with higher level of training, a situation that impedes them their requalification, which - particularly in developing economies - represents a clear exclusion of them, not only from the education and training system but also from the labour market.

This is the main problem that we intend to deal with: the EU construction industry is a common destination of people from school failure, whose low knowledge base (arithmetic, calculation, etc.), hinders them to learn and perform more complex tasks. This failure dooms, in the best-case scenario, these workers to perform tasks of peonage despite the fact that they could develop competencies of higher responsibility or, in the worst case scenario, to the long-term unemployment.

Thus, this project aims at designing and applying a training system (AR.KEY) for non-qualified workers from construction industry, in order to improve their mathematical competence and basic competences in science and technology, keys to successfully follow up their training and hence their professional career.

AR.KEY will be organize in learning outcomes using EQF methodology and based on Augmented Reality (AR), which is a live, direct or indirect, view of a physical, real-world environment whose elements are augmented by computer-generated sensory input such as sound, video, graphics or GPS data, enhancing one's current perception of reality. The final application will be available for using on tablets and/or smartphones on markets such as Google Play (ANDROID) or Apple Store (APPLE).

Therefore, the training system aims at improving the professional skills of unskilled workers from the building sector in those productive processes related to the comprehensive refurbishment of a building. For this purpose, the system will be structured in training modules sequenced in a very easy way, being supported by AR as well as other multimedia resources, in order to train students in those key competences necessities to better understand more complex procedures such as the refurbishment, maintenance and conservation of covers, installations, facades and structures, or the energy restoration (energy efficiency and/or renewable energy systems) of a building.

Partnership will be formed by 7 partners coming from 5 different countries, experts in vocational training in the building industry.