

Objective

Setting up the framework to **train and upskill workers** in traditional craft and creative industries on **3D printing** and **Advanced Industrial Robotics**.

Report

Connecting craftsmen & creative industries via 3D printing technology

Curriculum

A training program in line with the European Qualification Framework





Who can benefit

- Craftsmen from furniture, shoes and any other sectors
- Professionals from creative industries
- VET students

Pilot

Testing project results with craftsmen & creative industries

Training

Modules and units for eLearning via a MOOC platform















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