RESULTS EXPECTED DURING THE PROJECT

The following results are expected during the project:

1. Specification of requirements for a common, openly accessible BIM-enabled Learning Environment (BLE).
2. A prototype BLE platform.
3. Open learning resources .
4. Three demonstration course modules that use the BLE.
5. Guidance materials for BLE users.
6. Trained users of the BLE.
7. A system to expand BLE use beyond higher education and throughout the Real Estate and Construction (REC) sector.

RESULTS ON PROJECT COMPLETION

On the project's completion, the BLE will be established and contain initial learning resources and demonstration course modules and stakeholders will be trained and able to use it.

We expect that a core group of enthusiastic and committed users will have been established with the knowledge and the collaborative network(s) to take BIM-enabled learning forward beyond the project funding period.

ASSOCIATE PARTNERS

ESTONIA

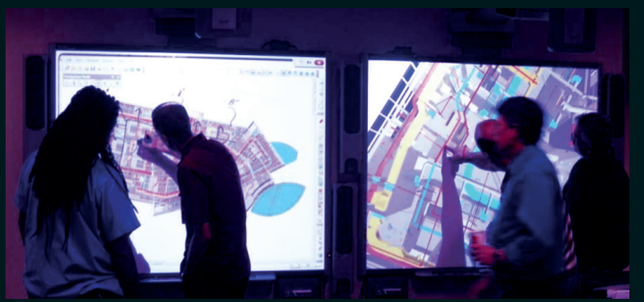
- Ehituskeskus (Construction Centre)
- Novarc Group AS

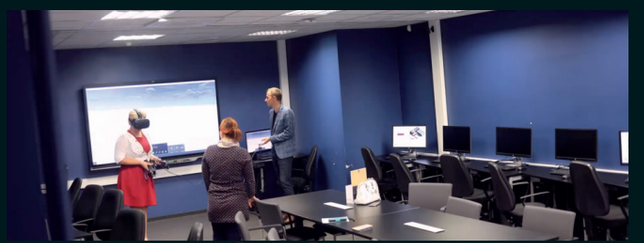
FINLAND

- RIL (Finnish Association of Civil Engineers)
- BuildingSMART Finland

ITALY

- Istituto Istruzione Professionale Lavoratori Edili (Building school)
- CMB Societa Cooperativa Muratori e Braccianti di Carpi
- Associazione Italiana di Ingegneria Economica (Certified Cost Engineers Society)





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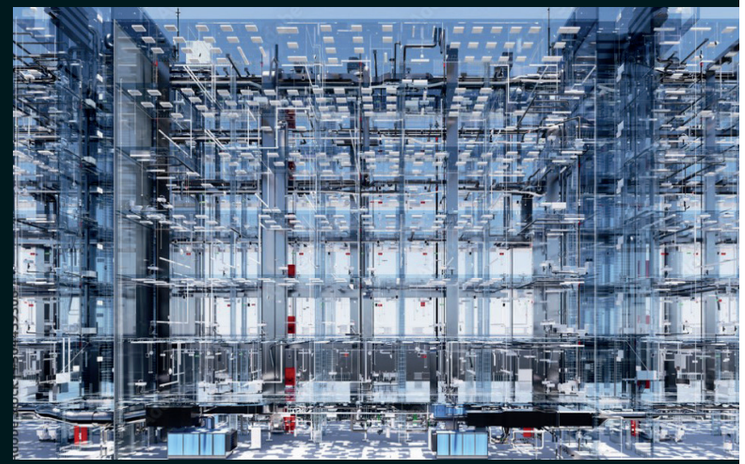
Benedict

BIM-enabled Learning Environment for Digital Construction



PARTNERS

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Erasmus+

Erasmus+ Strategic Partnership project

BIM-enabled Learning Environment for Digital Construction

2020 - 2023

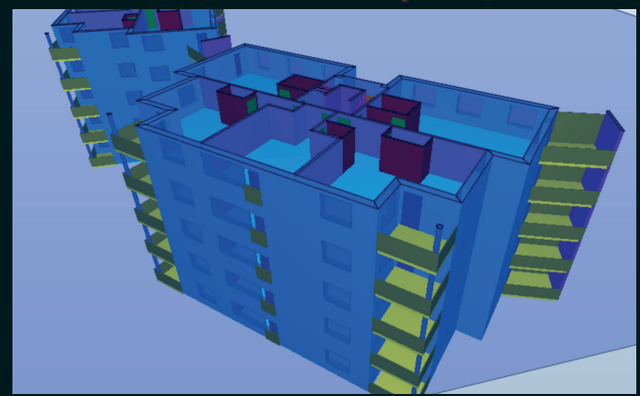
Building Information Modelling (BIM) refers to realizing the digitalization of buildings and construction operations.

This project is aimed at leveraging the emerging possibilities of BIM to enhance the education of Real Estate and Construction (REC) sector professionals by developing an innovative, BIM-enabled Learning Environment which offers more realistic, immersive and integrated learning experiences.

OBJECTIVES

To achieve the project aim, the following objectives have been set out:

- To specify the requirements for a common, open, accessible and flexible BIM-enabled Learning Environment (Intellectual Output O1)
- To develop a prototype BIM-enabled Learning Environment (BLE) (Intellectual Output O2);
- To create basic, generic content (learning resources) for the BLE (Intellectual Output O3)
- To develop, test, implement and evaluate a series of innovative course modules that apply BIM-enabled learning using the BLE (Intellectual Output O4);
- To develop guidance materials to enable the efficient use of the BLE for BIM-enabled learning by all stakeholders (Intellectual Output O5);
- To provide training and instruction to stakeholders on the use of the BLE (3 Multiplier Events and 1 Staff training event);
- To extend the use of the BLE throughout the REC sector. (Intellectual Output O6).



TARGET GROUPS & NEEDS TO BE ADDRESSED

The project targets primarily teachers and learners engaged in REC education but will also work closely with industry stakeholders (particularly with respect to aligning learning resources with industry needs) and bodies responsible for BIM standards (to ensure the open accessibility and compatibility of the BLE).

The BLE is envisaged as a tool for REC sector education and training that can be deployed beyond higher education in the European Union and elsewhere. It can potentially be used in the training and continuous professional development of personnel throughout the value chain of the REC sector from site workers to narrowly focused experts and in all countries regardless of their developmental status. To enable this, key stakeholders from beyond the educational sector have been identified as Associate Partners of the project.

The project addresses REC education issues which affect all countries albeit to different extents and in slightly different ways. The transnational nature of the project ensures that the BLE developed is not aligned to a particular national context or institutional educational environment but will be robust to different systems, educational approaches and software preferences.

The BLE is an open, online platform that enables web-based education and supports distance learning which, e.g. under pandemic conditions, helps address learning continuity needs.