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CRAFT 4.0

ENABLING THE POTENTIAL OF HANDICRAFT CRAFT 4.0

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WHAT IS CRAFT 4.0?

This is an international project funded by the EU's Erasmus + program, which started in early January 2019 and will continue for a little over two years. The project aims to create training tools and an entirely new partner network in the field of digital modeling and digital /additive/ production.

The main aims of the project are to:

- improve digital competences in the sector;
- provide support in developing skills in product design and development;
- improve the craft making process
- increase partner networks at local and international level
- increase customer engagement, with the aim of improving and developing individual craft businesses.

CRAFT 4.0 consists of the following three stages:

- Creation of an educational model which provides clarity and easy perception of knowledge and its teaching;
- Creation of training content which will help the representatives of the creative industries in the acquisition of innovative technological skills;
- Creating guides and recommendations that offer an example of potential implementation in other sectors and levels of education;

The partners working on this project are:

