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THE DIGITAL TRANSITION OF THE FURNITURE SECTOR: NEW OPPORTUNITIES FOR THE LABOUR MARKET

DITRAMA - Digital Transformation Manager for the furniture sector

CONFERENCE PRESENTATIONS
First part

15th of DECEMBER 2021

H. 10:00 –12:30 (CET time)

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AGENDA - presentation

Massimiliano Rumignani - Innovation department / AMIC

THE DIGITAL TRANSITION OF THE FURNITURE SECTOR:
NEW OPPORTUNITIES FOR THE LABOUR MARKET
DITRAMA – Digital Transformation Manager for the furniture sector

AGENDA
15th of DECEMBER 2021
H. 10:00 – 12:30 (CET time)

ONLINE

Moderated by: Massimiliano Rumignani – **Innovation Department** – AMIC

10:00 Presentation of the Agenda: Massimiliano Rumignani **– Innovation Department -** AMIC

10:05 Introduction: Joaquim Solana **– Cluster Manager -** CENFIM

10:15 Presentation of the Project and its results

- Curriculum "Digital Transformation Manager for the Furniture Sector"
  Jeroen Doom **– Director –** WOODWIZE
- DITRAMA: Platform and online training course
  Almudena Gonzáles **- International Department –** METODO
- DITRAMA: The Guide for the Digital Transformation manager for the Furniture Sector
  Massimiliano Rumignani **– Innovation Department -** AMIC

10:40 KEYNOTE SPEECH: The digital transformation in the furniture sector: trends and scenarios
Mr. Jeroen Franssen **- Senior Expert Talent, Labour Market & Organisation –** AGORIA

11:05 Round table - Moderated by Serena Leka **-** Aarhus University
The impact of the Digital Transformation on the labour market for the Wood and Furniture Industry
Xavier Pi **- Diagnostic 4.0 Workgroup Chair - Industry 4.0 Commission (**Engineering Associations of Catalonia**)**
Margherita Roiatti **- Coordinator of International Relations and Research Fellow -** ADAPT
Nikolas Van Beeck **– Product trainer -** Van Hoecke

11.45: Short Coffee Break – 5 minutes

11.50: ALLVIEW - Building together a platform of 'Centres of Vocational Excellence' for the European wood and furniture industry
Gregorio Cañavate - **International R&D Project Manager–** CETEM

12.00: Face-to-face: VET and HE centers facing the digital challenge
Moderated by Chiara Terraneo **– Project Manager -** FederlegnoArredo

- **Clara Ferraz - Head of Training Activity -** CFPIMM - Training center for the Wood and Furniture industry in Lordelo (Portugal)
- Alexandra De Raeve **– Head of research center FTILab -** HOGENT - University of Applied Sciences and Arts in Flanders (Belgium)
- Matthias Grymonpon **– Lector at** HOGENT - University of Applied Sciences and Arts in Flanders (Belgium) – Participant of DITRAMA Pilot Training Course

12:20 Final conclusion and closing statement
Julio Rodrigo **– Innovation and Sustainability Manager –** CENFIM

12:30 End of the Conference

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CURRICULUM “DIGITAL TRANSFORMATION MANAGER FOR THE FURNITURE SECTOR”

Jeroen Doom - Director / WOODWIZE

DIGITAL TRANSFORMATION MANAGER

Imagine
that you have
*a **person***
in your company…

DIGITAL TRANSFORMATION MANAGER

who is ***able*** *to*
plan, design, guide and check
the ***implementation***
of *the* ***changes****,*
needed by furniture companies,
to transform *themselves*
and adapt to
the ***digital transformation****.*

NEW JOB PROFILE

The Digital Transformation Manager (DTM) is the professional, able to properly guide companies within the furniture sector towards their digital transformation. The DTM is the professional, that will plan, design, guide and check the implementation of the changes, needed by furniture companies, to transform themselves and adapt to the digital transformation.

CURRICULUM

Main principles

WHY?
Definition of the context, profile => aim of the course
WHAT?
Definition of the goals and objectives => Learning Outcomes
HOW?
Adapted teaching activities, materials, assessment…
WHERE?
Alignment of LO with defined SKC
ORGANISE & REVISE
Based on evaluation & feedback

DIGITAL TRANSFORMATION MANAGER CURRICULUM

Validation

ONLINE QUESTIONNAIRE
JUNE – JULY 2020

91 experts from 13 EU countries

7 categories of skill sets

1. Technical skills (digitalization);
2. Innovation skills;
3. Communication skills;
4. Management, leadership and entrepreneurial skills;
5. Emotional intelligence skills;
6. Skills related to quality, risk and safety;
7. Ethics

DIGITAL TRANSFORMATION MANAGER

DIGITAL TRANSFORMATION MANAGER CURRICULUM

7 categories of skill sets

10 Learning Units

Technical skills (11) → *4 learning units*

Non-technical skills → *6 learning units*

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DIGITAL TRANSFORMATION MANAGER CURRICULUM

2 LEARNING PATHWAYS

EQF 5

Higher Education students

Managers

70h – 2,8 ECVET

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DIGITAL TRANSFORMATION MANAGER CURRICULUM

2 LEARNING PATHWAYS

EQF 4

VET students

Co-workers

35,5h – 1,42 ECVET

Learning Unit 1

Digital technology
Exploration of contemporary emerging and potential disruptive technologies

EQF 5: 5h

EQF 4: 4h

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Learning Unit 2

Digital technology Engineering and manufacturing

EQF 5: 12,6h

EQF 4: 7,7h

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Learning Unit 3

Digital technology Simulation and AR/VR

EQF 5: 6,4h

EQF 4: 4,2h

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Learning Unit 4

Digital technology
Data & security

EQF 5: 8,4h

EQF 4: 2,8h

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Learning Unit 5

Innovation and digital transformation

EQF 5: 7,7h

EQF 4: 4,2h

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Learning Unit 6

Leadership in digital transformation

EQF 5: 9h

EQF 4: 4,9h

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Learning Unit 7

Communication in digital transformation

EQF 5: 7h

EQF 4: 2,1h

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Learning Unit 8

The people within the digital transformation

EQF 5: 4,2h

EQF 4: 0,7h

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Learning Unit 9

Quality, risk and safety in digital transformation

EQF 5: 5,6h

EQF 4: 2,1h

DIGITAL TRANSFORMATION MANAGER

DIGITAL TRANSFORMATION MANAGER CURRICULUM

Learning Unit 10

Social and environmental impact of digitization

EQF 5: 4,2h

EQF 4: 2,8h

DIGITAL TRANSFORMATION MANAGER

FREE course !

Try the MOOC !

Give us FEEDBACK!

DIGITAL TRANSFORMATION MANAGER

Thank you for your attention

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DITRAMA PLATFORM AND ONLINE TRAINING COURSE

Almudena Gonzáles - International Department – METODO

DIGITAL TRANSFORMATION MANAGER

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You can access the video of this presentation at the following link:

https://youtu.be/hmnhEl6qlrU

DIGITAL TRANSFORMATION MANAGER

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GUIDE FOR THE DIGITAL TRANSFORMATION MANAGER OF THE FURNITURE SECTOR

Massimiliano Rumignani - Innovation department / AMIC

Guide for the Digital Transformation Manager (DTM) for the Furniture Sector

Leading companies in Furniture value chain to implement their digital transformation strategy

www.ditrama.eu

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DIGITAL TRANSFORMATION MANAGER

Enroll in the online and free of charge training course for Digital Transformation Managers for the Furniture Sector

You can register at this **link**

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Introduction

WELCOME

DITRAMA EU project partners are glad to introduce the training course "Digital Transformation Manager (DTM) for the Furniture Sector". It is a complete and interactive online training course, free of charge. It is available in 7 languages (English, French, Italian, Polish, Portuguese, Romanian and Spanish). The training materials and online course have been created in the framework of the DITRAMA project, a Sector Skills Alliance co-funded by the EU ERASMUS+ program, by 12 partners from 8 EU countries.

The Digital Transformation Managers will be in charge of leading the deployment of the digital transformation within companies in an integral manner. This professional will require technical, technological and managerial knowledge and skills, vision for their deployment within the sector and transversal skills for change management.

The course consists of 100 micro training pills (70 hours) grouped into 10 units, that cover strategic as well as practical aspects. The online course offers two training paths: for Higher Education students (EQF 5 with 2.8 ECVET credits) and for Vocational Education & Training students (EQF 4 with 1.4 ECVET credits).

BOOK OBJECTIVES

- ***Complement the online course***
- ***Make learning easier for both teachers and students through a tool that brings together all the DITRAMA training material***

www.ditrama.eu

TO ENROLL IN DITRAMA COURSE

Do not miss this opportunity to become a DIGITAL TRANSFORMATION MANAGER for the furniture sector and access for free the online course at aula.ditrama.eu/register

TO GET MORE INFORMATION

Discover the aims of the Project and all the news on the Official Website
www.ditrama.eu

Follow the hashtag #DITRAMA in LinkedIn and Twitter and share your own DITRAMA experience!

TO BE CONTACTED

WOULD YOU LIKE TO PRESENT DITRAMA TO YOUR STAKEHOLDERS?
Feel free to contact us for any better clarification!

info@ditrama.eu

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Digital technology - exploration of contemporary emerging and potential disruptive technologies

FILLS

- Internet of Things - Emergence of Connected Economics 5
- What is IoT/IIoT? General approach and platforms 6
- IoT framework - Case study Tapio (HOMAG) 7
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- Case study of One Two Time and Job registration by barcode scanning 9
- Cloud Computing – Enabling Industries of the Future 10
- Cloud computing explained in the context of Industry 4.0 11

TOPICS

- ***Internet of Things (IoT)***
- ***Industrial Internet of Things (IIoT), framework for product development***
- ***Cloud computing, enabler of Industry 4.0***

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Remote technician and operator training by AR/VR

PILL 26

SUMMARY

Augmented reality (AR) adds digital elements to a live view, often by using the camera of a smartphone. Examples include the game Pokemon Go. On the other hand, virtual reality (VR) implies a complete immersion experience excluding the physical world. Using a VR device the user is transported into a number of environments which can be either real or imagined. Mixed reality (MR) combines elements of both AR and VR. MOS Consult in cooperation with HOMAG Group developed a training and exam platform build on AR/VR to train the machine operators and technicians in the furniture industry. The system works on desktop machines as a computer game, as well as Virtual Reality application with full VR glasses support. The aim of the project is to remotely train new employees in the industry and continuously distribute the knowledge without the need of visiting a physical training center.

LEARNING OUTCOMES

- ***Understand the machine workflows***
- ***Train yourself***
- ***Experience the furniture industry***

TOPICS

- Operator workflow training
- Service technician training and education
- New features and software products showcase
- Customer presentations and factory layouts design

TAKEAWAYS RELATED TO THE FURNITURE INDUSTRY

The VR and desktop experience platform is used in furniture factories experiencing a non-stop shifts in personnel as well as implementation of new technologies and machines, leading to constant trainings of the operators. The platform enables the operators to train themselves without occupying the time of their colleagues. Field Service technicians will also no longer need to visit the manufacturer's training centers to get trainings on the new features and machines, they can do the trainings and even their exams by themselves remotely.

ADDITIONAL MATERIAL

- For more information: www.mos-consult.com
- Operator experience: https://www.youtube.com/watch?v=znhtKN5gwu0
- Field Service technician experience: https://www.youtube.com/watch?v=gj9J-dR2hfE

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Embracing constant change and rapid adaptation to generate business value

SUMMARY

To stay competitive and keep generating value in the current economy, it is essential that manufacturing companies understand they must transition from traditional business practices to providing customers with high-quality experiences by delivering physical products bundled together with highly-automated services through multiple online and offline interaction channels. Technologies like digital platforms, IIoT, social media, e-commerce tools, data protection and cloud integration, and metrics measuring data from manufacturing, business processes and customer interactions are key elements supporting a digital transformation strategy. To measure the level of digital maturity of an organization is essential to ensure an optimal use of digital technologies both in customer engagement channels and internal operations.

LEARNING OUTCOMES

- ***Learn the basics of defining a Digital Transformation Strategy and the technologies supporting it***
- ***Learn the basics of a Digital Maturity Model***

TOPICS

- Setting and prioritizing goals in my digital transformation strategy
- Implementing digital platforms to manage omni-channel interaction with customers throughout digital touchpoints along the customer journey
- Industry 4.0
- E-commerce, IIoT, data protection and cloud integration
- Value realization, sustained business agility
- Transitioning from manufacturing to deliver high-quality customer experiences by providing highly-automated services through online and offline channels
- Metrics to measure and manage progress and ROI

TAKEAWAYS RELATED TO THE FURNITURE INDUSTRY

Digital maturity is not a project, but an ongoing process pursuing organizational improvement.
Defining an on-going digital transformation strategy with goals, action plans to meet them with concrete projects with scope, time and cost estimates.
Identify dimensions and variables to be measured using a Digital Maturity Model to evaluate a company's level of digital maturity.

ADDITIONAL MATERIAL

- Deloitte. Industry 4.0 engages customers. The digital manufacturing enterprise powers the customer life cycle
- Instituto Tecnológico Metalmecánico, Mueble, Madera, Embalaje y Afines (AIDIMME). Agrupación Empresarial Innovadora de Fabricantes de Muebles y Afines de la Región de Murcia. (AMUEBLA). Cluster e innovation hub del equipamiento del hogar y el contract (CENFIM). Centro Tecnológico del mueble y la madera de la región de Murcia (CETEM). Análisis de viabilidad para la implantación de la Industria 4.0 en el sector hábitat

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IoT framework - Case study Tapio (HOMAG)

www.dikamaw

PILL 72

SUMMARY

Tapio IIoT platform "The open wood industry ecosystem" offers its customers many options for networking, monitoring and increasing productivity and efficiency in order to develop new business models through digitization. It offers solutions for machines monitoring, machines servicing and remote servicing, data backup, management of tools and materials, optimization of cutting, nesting processing, furniture design/configuration, CNC programming. Developed in partnership with Homag and already having over 40 large companies as partners, it is one of the best known in the field.

TOPICS

- IoT application in Wood Industry

LEARNING OUTCOMES

- ***Recognize the main features of a IIoT platform***
- ***Understand how an IIoT platform works***
- ***Understand the benefits of using an IIoT platform***

TAKEAWAYS RELATED TO THE FURNITURE INDUSTRY

With over 40 key industry partners, **Tapio** is a perfect example of an **IIoT platform**. It offers different solutions for companies in the wood industry: real-time machine management, machine service management, data management, TeleService, tools and materials management, optimization of panel cutting, optimization of nesting cutting, furniture configuration. All this, in order to increase productivity and competitiveness in an increasingly crowded market.

ADDITIONAL MATERIAL

- https://www.tapio.one/en/

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Case study of Proteus® ERP

PILL 89

SUMMARY

Proteus ERP is a fully integrated software solution developed in close cooperation with (amongst others) the wood trading and furniture industry. The software consists of various modules that directly communicate with one another. The system possesses a single database, so there is no need to put in the same data twice. Proteus has been specially developed for use in many construction/design industries.

Proteus ERP specializes in: import, customized projects and sales of wood panel material. Proteus has been developed for the wood industry and supports your business processes, gives you a clear overview of your business conduct and allows for the efficient processing of all your customers' orders.
(Proteussystems)

LEARNING OUTCOMES

- ***Getting to know an ERP package for the industry***
- ***What can be connected with Proteus ERP?***

TOPICS

- Overview of Proteus
- Output of Proteus
- Connections with Proteus

TAKEAWAYS RELATED TO THE FURNITURE INDUSTRY

ERP Specially designed for (amongst others) the wood trading and furniture industry.

One single database (so you only transfer your data ones).

All expertise of your company is linked, this reduces the chances of a bottleneck caused by bad communication.

ADDITIONAL MATERIAL

- https://www.proteussystems.eu/sectors/wood-inustry/
- https://youtu.be/rJRtomHo6Co

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THANKS FOR YOUR ATTENTION!!

AND
ENJOY YOUR DITRAMA EXPERIENCE!

Massimiliano Rumignani
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