DIGITAL TRANSFORMATION MANAGER

PLATFORM OPERATION GUIDE

Content

Structure of the course:

DITRAMA course is structured in two training paths. Each itinerary is available in each of the 7 languages of the project: English, French, Italian, Polish, Romanian, Spanish and Portuguese. Students can choose the itinerary and the language while completing the registration form.

Participants can find more information about the course in the following video:

https://ditrama.eu/en/training-course

The first path training path is aimed at Higher Education Students. This itinerary has a 5 EQF level and participants will accumulate 2.8 ECVET credits.

The complete course consists of **100 micro training pills grouped into 10 units** (4 technical and 6 transversal), that cover strategic as well as practical aspects.

1. Digital technology - exploration of contemporary emerging and potential disruptive technologies

2. Digital technology - engineering and manufacturing

3. Digital technology - simulation and AR/VR

4. Digital technology - data & security

5. Innovation and digital transformation

6. Leadership in digital transformation

7. Communication in digital transformation

8. The people within the digital transformation

9. Quality, risk and safety in digital transformation

10. Social and environmental impact of digitization

11. Final project (optional)

It has a duration of **70 hours** and if the related tests are properly passed at the end of each unit, you will **get the DITRAMA Certificate**, proving you passed the course.

In this itinerary all pills are marked in the same red color:

Internet of Things - Emergence of Connected Economics

What is IoT/IIoT? General approach and platforms

IoT framework - Case study Tapio (HOMAG)

Digital product configuration, selling, buying from a single platform (pCon)

Case study of One Two Time and Job registration by barcode scanning

The second itinerary is aimed at VET students and professionals from the furniture and wood sector. This itinerary has a 4 EQF level and participants will accumulate 1.4 ECVET credits.

In this second itinerary, students will be able to see the 100 pills that are part of the course, but to COMPLETE the course and to receive the diploma, students only have to complete 51 training pills grouped in 10 learning units.

In the second itinerary, students only have to complete the pills marked in red; the pills that are not mandatory are colored in green.

Mandatory pills:

Internet of Things - Emergence of Connected Economics

What is IoT/IIoT? General approach and platforms

IoT framework - Case study Tapio (HOMAG)

Digital product configuration, selling, buying from a single platform (pCon)

Case study of One Two Time and Job registration by barcode scanning

Non-mandatory pills:

Internet of Things - Emergence of Connected Economic

The test available at the end of each learning unit will only contain questions related to mandatory pills.

The complete list of pills for each itinerary is available at the end of this Guideline as Annex I and Annex II.

Registered learners will be able to access all contents of the training course. In exchange for their free of charge participation to the course, learners **are required to complete three short evaluation surveys** that will help us to improve the course - at the beginning, in the middle and at the end of the course.

Registering on the course

Students that have interest on enrolling on the online courses that DITRAMA project is offering, must register on the following URL:

https://aula.ditrama.eu/register/

Students will be asked to enter the following information:

- Name

- Surname

- Email address

- City

- Country

And from the list of available courses students can choose to enrol in any of the available courses in the language of their preference.

The system automatically generates a welcome email that sends the student to the email address indicated during registration; and in which the URL of the DITRAMA classroom, your username and the password to access it is indicated.

Students are advised to check their SPAM folders in case they don't receive the welcome e-mail and to contact the support team in case the problem persists.

Access to the platform

Training activities will take place in an e-learning platform; available 24 hours a day and 7 days a week. Students will connect through the following website:

https://aula.ditrama.eu/

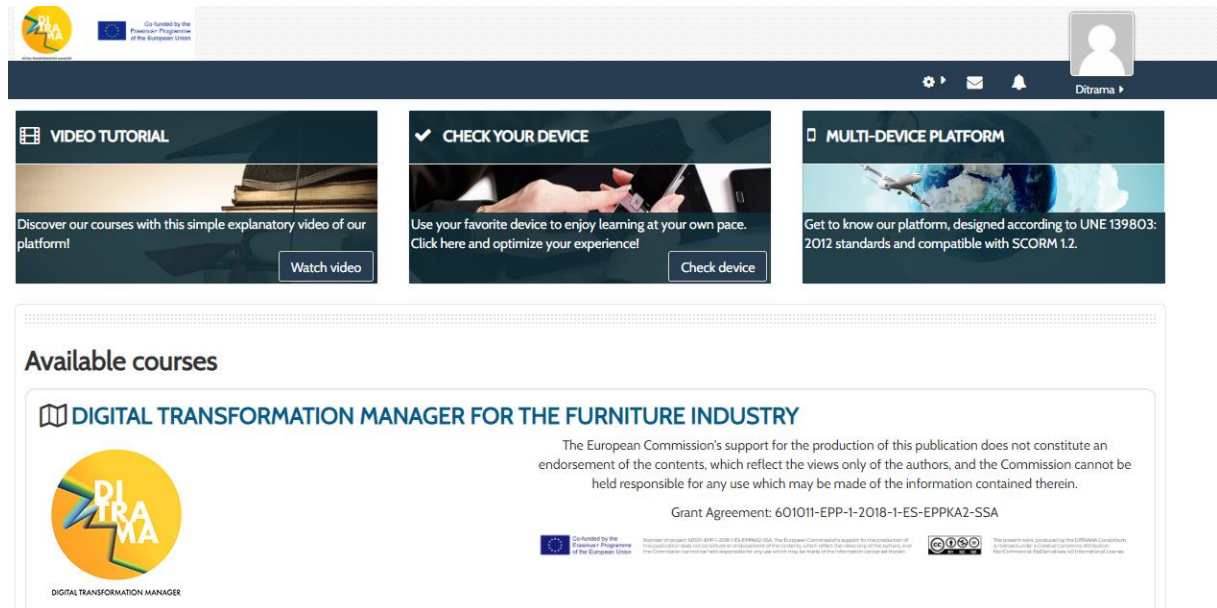The main page will ask participants for their log-in information:

To access students must enter the user and password that have received by email.

Access to the course

At the top of the screen students will find information about the user and they can edit their profile to put, for example, a photo.

At the bottom, they will find the course they are enrolled.

By clicking on the name of the course they will be able to access it.

Structure of the platform:

Central block

It is located in the central part of the screen and is organized in three tabs: Contents, Communications and Means.

Contents

DITRAMA course is structured in 10 learning units; each of them containing several learning pills. By the end of each learning unit students will find an online test to check their knowledge gained during each learning unit.

Learning pills: they are the blocks marked in red, by clicking in each pill, participants will enter on the main screen of the pill.
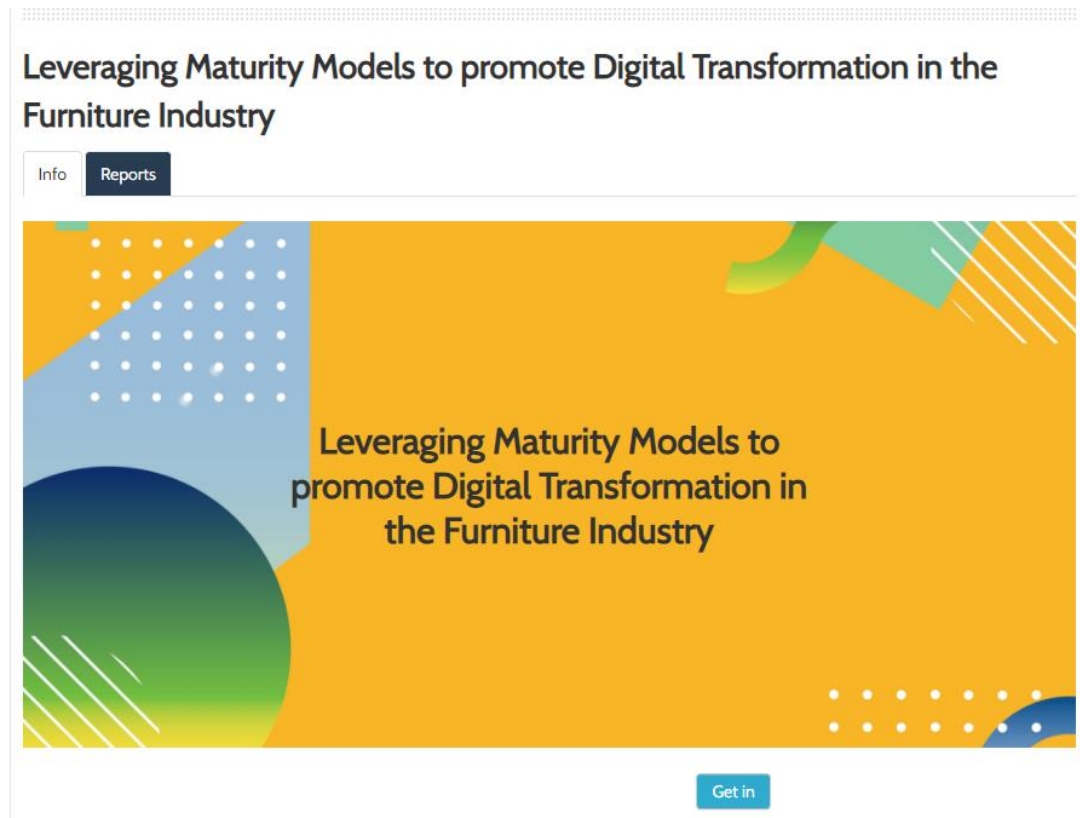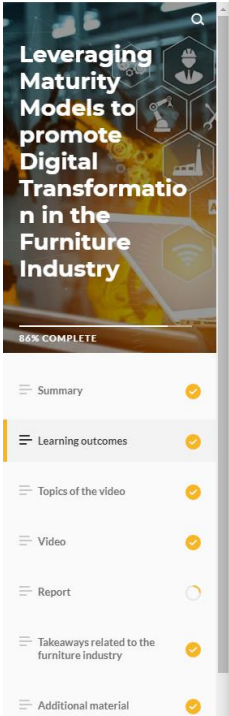
Participants have to click on Get In button, which will open an emergent screen with the content. They can navigate the content by clicking on each of the sections of the index or by clicking on next buttons.

Each time a part of the pill is completed, is marked in yellow, in order to allow participants to check their advance.

To facilitate the completion of the course, students may also follow their performance on the main page of the course, once a pill is completed a check mark appears on the list:

Test

By the end of each learning unit, participants will find an online test composed by one question for each pill that is part of the learning unit. If the learning unit has 8 pills, the final test will have 8 questions. The evaluation mode will be made by multiple choice questions. For each question, there will be four (4) possible answers, and with one (1) correct answer.

Certificate of completion

Students must answer correctly at least 50% of the answers to receive a certification of completion of the learning unit. The certificate will be available for downloading once the student pass the test. A downloading section will appear below the Test.

Communications

The communication section is divided in three sub-sections: announcements, presentation forum and discussion forum.
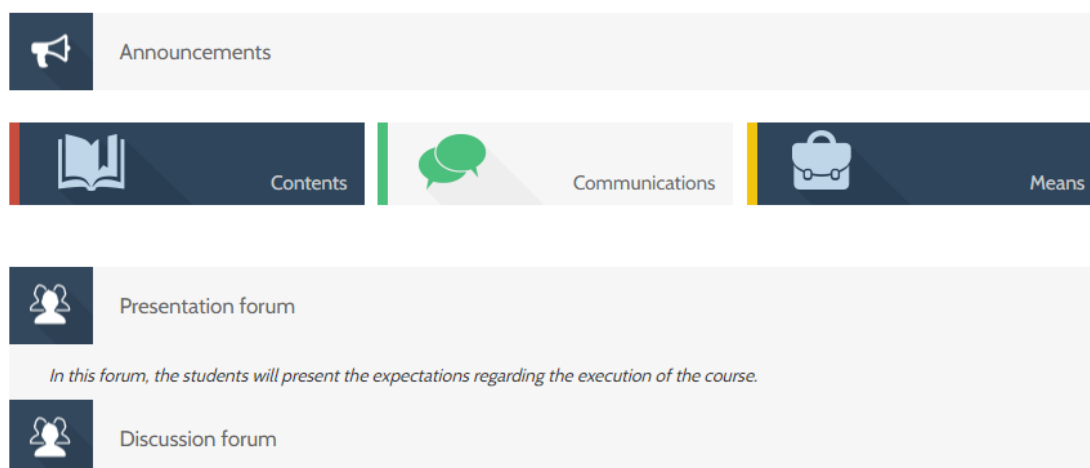
Announcements: only profiles with administration role can post in this section. Main announcements concerning the course will be posted there.

Presentation forum: students can post in this section to present themselves and their expectations of the course.

Discussion forum: in this section all participants can share news or matters of interest related to the course.

Means

Within the "Means" tab, participants can access the suggestion box and other documentation linked to the functioning of the e-learning platform.
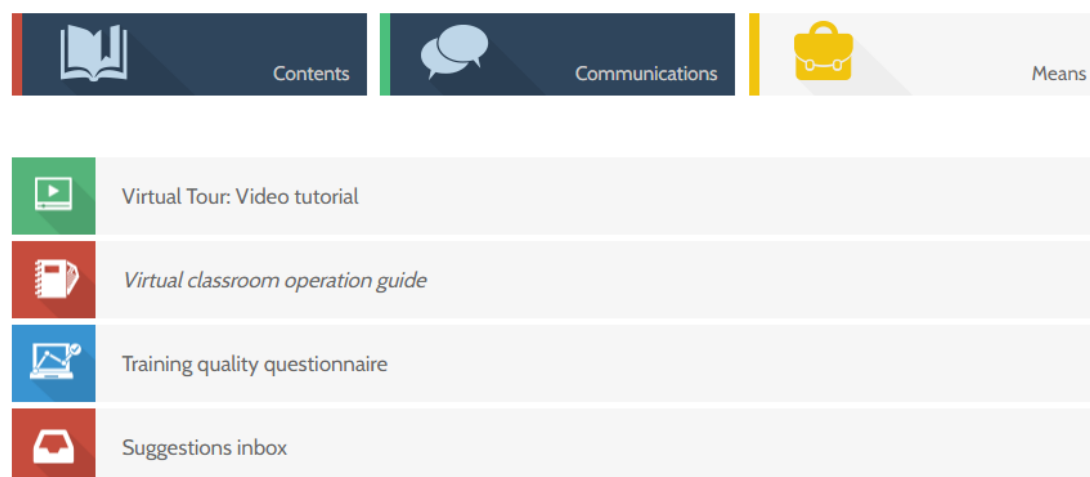
Annex I: Itinerary 1 (EQF 5)

LU1: Digital technology - Exploration of contemporary emerging and potential disruptive technologies
Internet of Things - Emergence of Connected Economics
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Cloud Computing – Enabling Industries of the Future
Cloud computing explained in the context of Industry 4.0
LU2: Digital technology - engineering and manufacturing
Technical General Competences
Horizontal and Vertical System Integration
A brief history on the first, second and third industrial revolution
Industry 4.0
ERP Introduction
Case study of Proteus® ERP
Operational Resource Planning Case study - ARDIS®
Review of parametric design software for Industry 4.0
Case study: Imos as customized design software
Case study: Inventor software (applied in Nord Arin S.A Co.)
CADCAM Case study -TopSolid
CAD-CAM system Industry 4.0 Case study - Cabinet Vision
CAD-CAM Case study - bCabinet (Biesse)
Additive Manufacturing Introduction
Additive Manufacturing Overview
Additive Manufacturing Examples from the furniture sector
Autonomous Robots - An Introduction
Autonomous robots - Case study: Lesta robots for furniture finishing
LU3: Digital technology – simulation and AR/VR
Establishing Digital Twins for Cyber-Physical Systems
Case study - bSolid (Biesse)
CAD-CAM-CAE - Sophia platform
Visualization of the design
Augmented Reality & Artificial Intelligence
Augmented Reality - General concepts and applications
Case study - design pCon digital platform
Using AR/VR in sales

Remote technician and operator training by AR/VR
LU4: Digital technology – data & security
New ways of collecting and moving data - digital platforms
Tools for Understanding and Monetizing Data
Big Data analytics & advanced analytics
LEAN and Digital Manufacturing "Total Production Maintenance" TPM
LEAN and Digital Manufacturing SMED
Big data analytics and evaluation of customer experience
Cybersecurity Introduction – backing up your data might not be enough
A strategy for cybersecurity: how to protect your digital assets
Cybersecurity (internally in the firm)
GDPR and Safety - General Data Protection Regulation
Blockchain - a changing trend for industries and what does it mean for your business
Machine Learning in the furniture industry
LU5: Innovation and digital transformation
Understanding the Digital Ecosystem
Managing innovation processes and tools to drive digitalization
Ability to sense the opportunities within digitalization
New (Digital) Business Models
Value generation
Introduction to Digital Transformation
What is Digital Maturity?
Designing the Digital Strategy
Moving from Supply Chain to Ecosystems
Moving from Products to Services: New Value Propositions
Understanding the Market / Technical Trend and the Competition to Fit in the Digital Ecosystem
LU6: Leadership in digital transformation
Investing for Digital Transformation: The Business Case
Related to business concepts (i.e. investments)
Leveraging Maturity Models to promote Digital Transformation in the Furniture Industry
Digital Adoption: What, why and how
Strategy, Organizational Culture and People
Underpinning execution: ICT, standards and processes
Reorienting the company around the Customer Experience to generate business value
Embracing constant change and rapid adaptation to generate business value
Examples of Digital Transformation Enablers and Tools
Self-assessment exploratory questions
Evaluation Tools - How digitally mature is your company?
Furniture Manufacturing Industry: Current Status
Advancement of the Digital Maturity of Furniture Manufacturing Companies
LU7: Communication in digital transformation

Digitalization: Opportunity or Threat
Communicating the Digital Change in the Company
How to create partnerships in a digital ecosystem
LEAN and Digital enabled Supply Chain/Logistic
The Financial Perspective for Digital Commerce
Delivering Digital versions of the furniture/products (e-commerce) - Intro
New customer touch points
E-marketing and (mobile) branding
How to understand "your" market
Brands & Patents - Intellectual Property Rights
LU8: The people within the digital transformation
Digital HR Practices
Getting the right Employees: Hiring & training
Assessing the need for organizational change
Managing the organizational change
Change of Culture and Mindset in the Company
Change of culture and mindset in the company. Case study - Van Hoecke
LU9: Quality, risk and safety in digital transformation
Automating tasks performed by human vision - Case study: TrackTech
Digitalization of Organizational Processes
From an Analog Safety Management System to a Digital System?
Ecosystems and transactions: security implications
Intro to Risk management in the Digital area
A vision for the Digital risk: the seven building blocks
Implementing a Digital Strategy with Respect to Safety
Prevention Policy, Risk Assessment
LU10: Social and environmental impact of digitization
Digital Transformation - The Good, Bad & Ugly
Digital tools in times of emergency - Covid 19
Digital tools in times of emergency - Covid 19 (part 2)
Connecting Sustainability with Digitalization
How 'servitization' facilitates for longer lifetime of products
Full cycle reusability of the Products

Annex II: Itinerary 2 (EQF 4)

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Ability to sense the opportunities within digitalization
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Full cycle reusability of the Products

DITRAMA

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

www.ditrama.eu

PARTNERS:

CENFIM
Furnishings Cluster

AARHUS UNIVERSITY

WOODWIZE
nooit op eigen houtje
vous allez envoyer du bois

ceTEM
CentroTecnológico
del Mueble y la Madera
de la Región de Murcia

UEA

AMIC

CFPIMM CENTRO DE FORMAÇÃO
PROFISSIONAL DAS INDÚSTRIAS
DA MADEIRA E MOBILIÁRIO

FLA
FEDERLEGNOARREDO

OGÓLNOPOLSKA
IZBA
GOSPODARCZA
PRODUCENTÓW
MEBLI

método

HO GENT

Transilvania
University
of Brașov