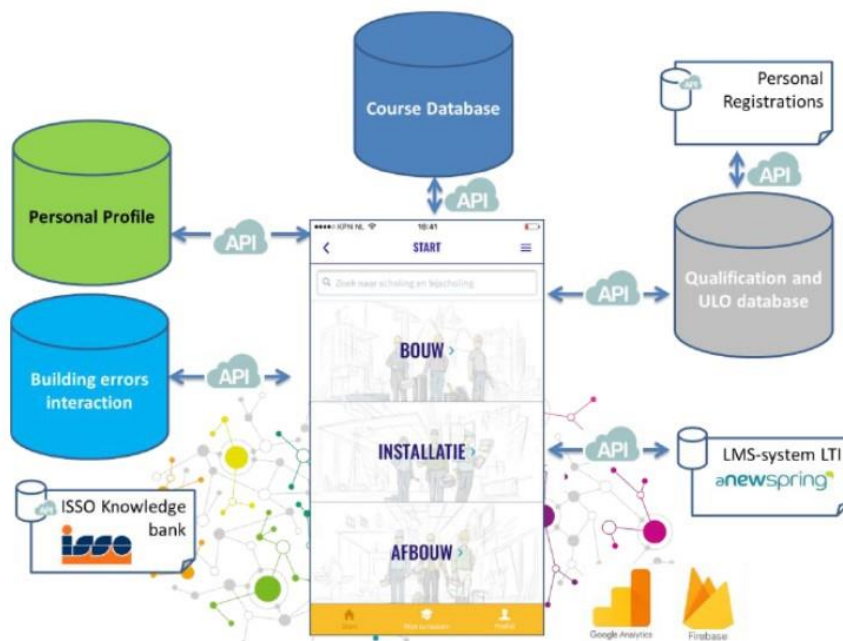


Defining personal recognition for each country *User friendly version*

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INTRODUCTION

The overall aim of BUSLeague is to address and overcome the challenges of the stimulation of demand for energy skilled workforce (demand side), along with hands-on capacity building to increase the number of skilled workforce across the building design, operation and maintenance value chain (supply side). BUSLeague will achieve this objective by developing and implementing a cross European recognition of energy skills, together with upscaling successful training methods and techniques which have already been developed in previous EU and National initiatives.

For effective improvement of the built environment (both new and existing buildings) to NZEB standards, all actors in the value chain need to have a proper, transparent and up-to-date set of knowledge, skills and competences. The goal of the BUSLeague qualification for recognition of Energy Skills is to provide this. The purpose of this document is to prepare for the implementation of personal and mutual recognition between member states on energy skills. The practical implementation processes concerned, governance structures, GDPR compliance and IT requirements for implementation of the developed recognition in each member state, has been inventoried and assessed on their usability. From the IT element, our aim is to build on the ongoing NEWCOM project and Build Up Skills advisor Application (smartphone app). This includes a smart mobile web application to locate and recognise the 'skilled' workforce for the demand side. In order to establish the personal recognition in each country based on the outcomes of the inventory, a draft process for assigning and storing personal recognition is proposed.

Methodology

The methodology employed in this report was to first ascertain each partner's current personal recognition system for knowledge, skills and competences and then plot how we could meet a mutual recognition target between each country. Some countries showed potential for mutual recognition of some micro-trainings while others would need more support regarding the many obstacles identified. The six EU countries participating in BUSLeague are the Netherlands, Austria, Bulgaria, France, Ireland and Spain.

BUSLeague recognition approaches

Personal Recognition in BUSLeague

- Personal recognition as a starter to acknowledge and reward personal professional development of construction workers through continuous professional development micro learnings
- Personal track record (prior learning)
- Personal skills cards earned / digital means such as badges
- For the employer or future employers as input for quality branding and certification used in tendering for projects (training clause) for example
- For the clients as independent 'trust' creator to validate the awards

Mutual Recognition in BUSLeague

- To make transparent which Energy Efficiency (EE) skills are EU mutually recognizable
- To make transparent if there are optional EE-skills that are country specific
- To make overlaps in skills visible applicable for different aspects in the energy transition



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CONCLUSIONS

In conclusion, this report has found, through desk research and through interviewing key partners firstly representing their own country's recognition systems and secondly projecting what a mutual recognition system might look like, (see appendices for country by country visual forecast), that a mutual recognition system based on a methodology similar to or indeed actually, the BUS app would be appropriate for BUSLeague.

Take up and awareness of the BUS app is typically low across partner countries excluding the Netherlands, where it is more widely used. The low take up or awareness in Ireland, Austria, Spain, France and Bulgaria is a challenge for BUSLeague but if partners can pilot short learnings through BUSLeague ULOs and document these on the BUS app platform, where each partner can update and maintain the platform as administrators through time allocations in the BUSLeague programme, then the concept could be proven, in turn making it easier to encourage participation of key stakeholders such as government bodies, without whom, it is thought, long term the system could not be maintained.

It is also worth noting that the BUSLeague app is active in the BUSGoCircular (circular economy skills in construction), SEetheSkills (recognition of prior learning and EE-skills) and Arise (digitalisation and gamification in construction skills including the use of crypto currency) Horizon funded projects meaning that it will have more significance and build relevance over the coming 3 years.

MORE INFORMATION

The full version of this deliverable can be found on the BUSLeague project website at the following link:

<https://busleague.eu/outcomes/>



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