



**Novel learning approach for ERGOnomic principles for deSIGNers  
working in the upholstery and sleep sectors by using  
Virtual Reality – ERGOSIGN**

# ERGOSIGN- Newsletter N. 1

February 2016

This publication will keep you updated with the latest developments at consortium and European Union level, while informing about forthcoming activities of our project.

Enjoy reading!

## Objectives

The purpose of the Ergosign project is to develop designers' and students' professional skills.

### The ERGOSIGN Project will:

- identify and understand skills gaps and needs of EU designers in developing functional furniture and sleeping products that ergonomically comply with their specific use (work, home, rest).
- define joint curricula that will define and analyse the most suitable

training paths addressing the skills gaps and needs identified.

- develop learning, teaching and training materials according to the joint curricula, focused on basic principles on ergonomics and specific ergonomic considerations and materials that contribute to the ergonomics of the final product (flexible polyurethane foams, TPU gels, fabrics, etc).
- enhance the integration of Virtual Reality in learning, teaching and training and support learners and educational staff in improving the use of ICT and digital competences.
- promote open access to teaching and learning content addressing traditional sectors in line with individual's needs and expectations, reducing skills mismatches.
- establish a stable and active Strategic Partnership that will promote active cooperation among enterprises, professional organisations and local/Regional Bodies in order to support high quality VET with a strong work based learning component (Capacity Building in these sectors).



### The WOOD industry:

- The wood manufacturing sector is characterized by a vast majority of SMEs, which in 2013 were responsible for 85% of the employment and 77% of value added.
- Employment - the sector employs around 1 million workers in 130 thousand companies generating an annual turnover of around EUR 96 billion.
- Trend setting - EU furniture manufacturers set global trends. About 12% of the designs registered in the European Union Intellectual Property Office relate to this sector.
- High-end segment - the EU is a world leader in the high-end segment of the furniture market. Nearly two out of every three high-end furniture products sold in the world are produced in the EU.

Visit our website at: [www.ergosignproject.eu](http://www.ergosignproject.eu) to be the first to learn the news.

### Disclaimer:

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission or the National Agency cannot be held responsible for any use which may be made of the information contained therein.