

ShapiNG I

Shaping the Next Generation of Manufacturing Professionals I











Needs & Target Audience

- 1. With Industry 4.0 comes the need to educate young students to become the next set of manufacturing engineers, aware of the main transformations, processes and concepts.
- 1. Need to raise the interest of high school students for activities in the field of manufacturing.



High school students (ages 15-18) and with a special focus on females interested in following an education in engineering in the EIT RIS countries:

- Portugal
- Spain
- Greece
- Slovakia









- 1. Smart Manufacturing Demonstrators to attract young students in EIT RIS countries.
- By "socialising" with smart manufacturing challenges and career opportunities at early ages, young European will be encouraged to consider a career in manufacturing.
- Activities are:
 - Digital Escape Room Games
 - Teaching Factories for Kids
 - Seminars
 - Workshops
 - Open Days







Benefits

1

Smart Manufacturing
Demonstrators that can
be used in high schools to
provide a
realistic view of the
manufacturing industry in
an engaging manner.

2

Activities will help and assist universities, research and technology organisations in attracting and engaging young students in RIS countries.

3

Students will interact and critically engage with challenges related to smart manufacturing from an early age, motivating them to consider a possible career in manufacturing.









The ShapiNG activity is support by EIT and EIT-Manufacturing under the Regional Innovation Scheme (RIS).

Besides the relevant funding, belonging to the EIT Manufacturing community, the visibility and the content are definitely very important.

















ShapiNG Main Results

ShapiNG activities involved the collaboration with several high schools from RIS Countries, that will be kept for next year. The main results are:



4 RIS countries (Portugal, Spain, Greece, Slovakia) Estimated 10 high schools this year



2 Digital Escape Room Game

7 Open Days

2 Teaching Factories for Kids

2 Workshops

6 Webinars



Estimated 800 students participating in the activities



Topics addressed:
Additive Manufacturing
Augmented Reality
Digitalization
Robot Manipulators





Milling Process