



EACEA

Education, Audiovisual and Culture Executive Agency

RECDEV | Innovative Training solutions for the WEEE Recycling Industry

Project number: 540527-LLP1-2013-1-GR-LEONARDO-LMP

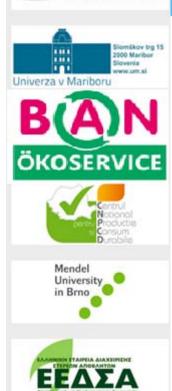
CYPRUS 2016 4th International Conference on Sustainable Solid Waste Management Limassol

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Seven (7) Partners from five (5) EU Countries

Greece - ARVIS SA, OmegaTech, HSWMA

Austria – BAN Sozialökonomische BetriebsgmbH

Slovenia – Maribor University

Romania - NCSPC

Czech Republic – Mendel University

What kind of Partners:

Two (2) SMEs with expertize in the field of Environmental Protection, Sustainability and Waste Management

One (1) SME with expertize in ICT

- * Two (2) Universities
- * Website <u>www.recdev.eu</u>
- * Two (2) Associations







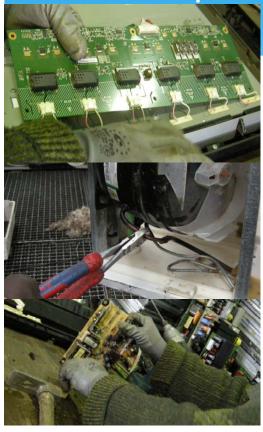


RECDEV project's objective-1

- * The development of ICT-based self and distance learning training courses familiarizing learners/users with the disassembly of Electrical and electronic devices and the identification of types and qualities of materials embodied
- * It targets both low level workforce (disassembly), aiming at employability strengthening, safety at work and developing skills as well as higher employers (materials identification) covering a crucial training gap in the WEEE industry
- * The training material will be prepared in the form of scenarios, will be enhanced with multimedia material and developed so as to take the form of 3D training scenarios
- * The scenarios will in turn be transformed into 3D situations through Virtual Environment applications (ICT) simulating the real world
- * In these, 3D virtual representations of real devices will be enacted. The beneficiaries/learners will thus be able to participate in simulations of real-life situations (based on the training scenarios) and disassembly of the devices
- * Website www.recdev.eu







Project's objective-2

To develop, pilot implement and evaluate an interactive, multimedia and multilingual training approach that will:

familiarize <u>low level trainees</u> with the WEEE disassembly allowing them to perform the activity virtually before going physically to the workshop and working area

help <u>higher level skilled personnel of WEEE sector</u> to develop skills on identifying the types and qualities of the materials included in relevant e-waste

To integrate existing practices and experiences of the partners into the design of high-quality 3D training scenarios

To modernize WEEE educational content with state of the art ICT tools and Ontology on WEEE





Stakeholders/Target Group:

- Recyclers
- Association
- VET Institutions



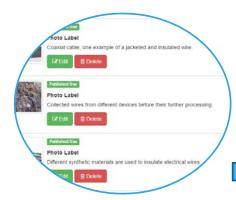




Project Milestones



Collection of Multimedia data and information



Development of Training Courses and Ontology

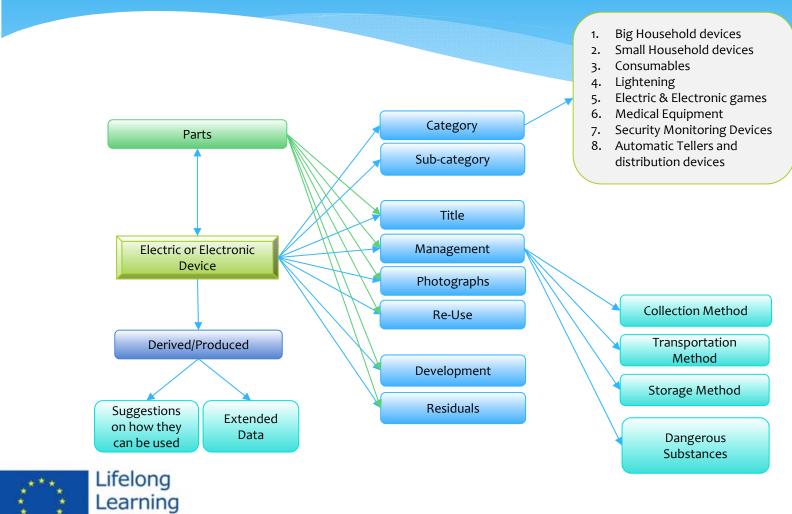


Production of a 3D Training Platform/Software





Data Schematics



Programme



Interactive 3D Platform



- Selection of Device
- Projection of its external/internal various parts
- 3D Photographs and various other details such as toxicity, legal framework, collection and management approach





Interactive 3D Platform

- Ability to disassemble in 3D view each device in various parts
- Information for the various common parts such as motherboards or circuits







Interactive 3D Platform



- Simple in its use
- Friendly User Interface (UI)
- Open Code Able to develop it further





General Description

A ceiling fan is a mechanical fan, usually electrically powered, suspended from the ceiling of a room that uses hub-mounted rotating paddles to circulate air. A ceiling fan rotates much more slowly than an electric desk fan; it cools people effectively by introducing slow movement into the otherwise still, hot air of a room, inducing evaporative cooling. Fans never actually cool air, unlike air-conditioning equipment, but use significantly less power (cooling air is thermodynamically expensive). The key components of a ceiling fan are the following:

- · An electric motor
- Blades (known as paddles or wings) usually made from wood, plywood, iron, aluminum or plastic
- Metal arms, called blade irons (alternately blade brackets, blade arms, blade holders, or flanges), which hold the blades and connect them to the motor.
- · Flywheel, a metal or tough rubber double-torus which is





Technologies incorporated

- * Front-End
 - * Unity3D Game Engine
- * Back -end
 - * MVC .NET application









Piloting the RECDEV Platform

According to the pilot users the RECDEV tool perfectly addresses the following challenges:

- * lack of information from EEE producers regarding dismantling, treatment and location of dangerous substances
- * the personnel fluctuation and the need for repetitive training for the new employees
- * time and efforts required to train new employees
- offers detailed information on materials and dangerous chemicals









Further development of RECDEV platform

- Based on the pilot users suggestion, the following opportunities for further development are available:
 - * To include recycling methods of materials and components resulted from disassembling
 - * To add information on value of components and materials would be appreciated
 - * To continuously update the platform with new types of appliances as the market is changing and the resulted WEEE waste is getting more sophisticated





Potential utilization of RECDEV platform

- * WEEE dismantling and recycling companies to learn about dismantling procedure and steps and get more information on materials and hazardous substances
- * EEE Producers as source of information in elaboration of legally required guides for users, dismantlers and recyclers
- * Repairing and reuse workshops to get more information about dismantling, components, materials and substances and develop and extend their activities
- * WEEE Collective Schemes and Associations for training their members: WEEE producers & importers, and facilitate the use to partner WEEE dismantling and recycling companies







Thank you for your attention!





