

D4.2 Engaging participatory design, training and knowledge sharing solutions – Executive Summary (November 2017)

The goal of the Factory2Fit project is to increase job satisfaction and empower workers in the manufacturing industry. Factory2Fit will develop adaptation solutions with which workers with different skills, capabilities and preferences can be engaged, motivated and be productive members of the work community.

This deliverable will demonstrate a selection of the engaging work community concepts that were introduced in the deliverable D1.3 *Adaptation concepts*. All the three main topics are demonstrated: 1) participatory design approach and tools to motivate workers to contribute to designing one’s own work environment; 2) knowledge sharing tools to make tacit knowledge visible and accessible, and 3) training solutions to support on-site learning. The participatory design approach demonstration describes a developed model that supports the selection of suitable participatory design methods. It also illustrates the use of virtual factory platform to support participatory design sessions. Knowledge sharing solutions include a social interaction and cooperation tool to support tacit knowledge sharing between co-workers and augmented reality (AR) tools to support information visualisation. An on-site training solution can be used to find instruction videos by using photograph identification. In addition, many other solutions related to these topics are currently under development but are not demonstrated yet. One of the future demonstrations is, however, described in the knowledge sharing chapter: a gamification platform.

This deliverable briefly describes the solutions. The deliverable is complemented with a set of videos to illustrate the functionality of the solutions (Table 1).

Table 1: List of demonstration videos

Topic of the Video	Description
Participatory design	One video of the participatory design approach and the use of virtual factory platform to support participatory design
Knowledge sharing	Two videos: (1) social interaction and cooperation tool and (2) augmented reality tools
Training	Three short videos on how to use video-based training tool

