Virtual Community Of Practice For The Footwear Industry Professionals
Find out more at http://www.tied-shoe.eu/
TIED SHOE project designed a Virtual Community of Practice (VCP) that includes a set of courses available online for those who want to improve their skills in footwear design, market and innovation.

This collaborative platform targets professionals, trainers and teachers, trainees and students, entrepreneurs, strategy and decision makers, companies, among other stakeholders in the footwear, leather and related industries, who wish to deepen their knowledge, share opinions, look for resources or the latest news on the sector.
New Design Tools

Materials

Innovation

Internationalization

Entrepreneurship
General Objectives

Develop skills and competences for footwear and leather goods pattern making based on design specifications and manufacturing requirements.

Develop footwear/leather goods collection lines.

Design and obtain patterns for various footwear models in order to outfit the required design specifications.

Design and obtain patterns for various leather goods (handbags, belts, wallets).

PROGRAM UNITS

1. Footwear Fashion Design
2. Footwear Pattern Making
3. Advanced Footwear Pattern Making
4. Leather Goods Pattern Making
MATERIALS

86 HOURS

General Objectives

Recognize the existence of different materials used in footwear production and related industries: textile, plastic, rubber and leather.

Distinguish the properties, usages, advantages and limitations of each specific material.

Select different materials according to their application in the shoe-making process.

Distinguish various procedures and methods in raw leather processing.

PROGRAM UNITS

1. Textile Materials
2. Plastics and Rubber
3. Raw Leather Processing
4. Application of Leather in Footwear
General Objectives

Understand the use of different techniques for, among other, detecting needs and opportunities, generating innovative ideas, developing design concepts and innovative user experiences.

Distinguish the use of different technologies to measure the users’ behaviours.

Select among the different techniques and technologies the one that better meet the objectives of a specific project.

Implement work processes for the application of the different techniques.

PROGRAM UNITS

1. People driven innovation and detection of needs
2. Idea generation
3. Development of new products and services
4. Product validation and market segmentation
General Objectives

Understand modern international business procedures and models.

Know and apply tools, methods and best practices to overcome barriers for the internationalization process.

Develop internationalization strategies.

Implement an SME’s internationalization business plan.

PROGRAM UNITS

1. Drivers for SME Internationalization

2. Country/market selection and entry modes

3. Internationalization through e-commerce

4. Planning the Internationalization process
General Objectives

Understand the entrepreneurial advantage in the footwear sector.

Comprehend basic concepts related with entrepreneurship.

Recognize relevant case studies from the footwear sector.

Prepare a Venture Business Plan.

PROGRAM UNITS

1. Basics on Entrepreneurship
2. Entrepreneurship and global environment
3. Technology transfer and Entrepreneurship
4. Planning and managing your venture
**METHODOLOGY**

**Peer learning:** the Community of Practice puts in contact professionals and trainees. Questions can be answered by other peers and information can flow between them. Best practice cases can be brought directly from the industry.

**Web-based** and educational media tools like Simulations, Animations/Videos, Self tests, Links. Graphics and other media with learning purposes that emphasize and enrich the lessons’ content.

**Student centered** learning by giving the opportunity for practice and self-control of the learning rhythm.

**Learning by doing.** the students have the opportunity to use educational software to solve specific problems.

**Step-by-step approach.** Each unit is introduced to the trainee by giving the Unit descriptor, Topics and Content.

**Self-evaluation and feedback:** Tests give self-evaluation chance to the student in order to improve his/her skills. The tests are congruent with learning objectives. Tests are designed in an interactive way.
New forms of **online communication** and information sharing

**Social interaction** through online networks

**Interactive training software**
(webcasts, simulations, animations, video and peer training and support)

New components for increased collaboration and **immersive learning**

**Involvement of experts**

Exchange of **best practice**
TIED SHOE project is a Transfer and Innovation LEONARDO project, based on the previous VTC-Shoe project that designed a Virtual Training Centre (VTC) in the field of footwear design.

VTC-Shoe goals were to:

1. setup a functional training centre, with high quality training materials, to train and share best practice in footwear design;
2. improve and upgrade competences and skills of the VET colleges and training schools;
3. extend the common educational qualifications of footwear professionals in particular in the design area and the accreditation of the skills and knowledge of those professionals.

TIED SHOE results:

a. extended the innovation of the training approach to other countries (besides Romania and Greece), namely Portugal, Spain and Croatia;

b. incorporated new modules, such as Innovation, Internationalization, Entrepreneurship, Materials and New Design Tools;

c. extended the concept of the VTC into a Community of Practice that allows footwear companies, stakeholders and professionals to share experience and present a common approach to non-European competition;

d. promoted the integration of ECVET as a qualification framework.
Virtual Campus, Lda
Av. Fernão de Magalhães, 716, 1º / PT 4350-151 Porto
Tel: +351 229 734 385
http://virtual-campus.eu
ONLINE TRAINING
FOR PROFISSIONALS
Find out more at
http://www.tied-shoe.eu/