

## Competence Unit “Introduction to Computer and Simulation”

Competence Unit “Introduction to Computer and Simulation” (A.10/B.10/C.5)	CONTACT HOURS
<b>SUBJECT TITLE</b>	
Training Digital Tools and Methodology	1
Learning Management System (LMS)	1.5
Welding Simulators	1.5
<b>Total</b>	<b>4</b>
<b>WORKLOAD</b>	<b>8</b>
<b>ECVET</b>	<b>0,25</b>

LEARNING OUTCOMES – Introduction to Computer and Simulation	
Qualification	European Welder
<b>KNOWLEDGE</b>	Elementary principles of: <ul style="list-style-type: none"> <li>▪ Digital tools</li> <li>▪ Learning management system (LMS)</li> <li>▪ Augmented reality</li> <li>▪ Welding simulators</li> </ul>
<b>SKILLS</b>	Use learning management systems (LMS) for synchronous and asynchronous training Identify the differences between simulated welding and real welding Use welding simulator as practice for preparing to real welding contexts Identify additional welding digital tools used in training Use additional digital tools in the context of practical training in welding when applicable

DETAILED KNOWLEDGE		
	QUALIFICATION	European Welder
	CONTACT HOURS	4
	DEPTH	ELEMENTARY
	<b>Training Digital Tools and Methodology</b>	
Digital tools used in welding training Advantages and disadvantages of digital tools in training		1
	<b>Learning Management System (LMS)</b>	
Virtual Learning Environments Definition and characteristics of LMS Settings and Functionalities of a LMS LMS – challenges and advantages Available LMS tools		1,5
	<b>Welding Simulators</b>	
Welding simulators systems Augmented Reality Virtual Reality Difference between simulator and real welding system Advantages and disadvantages of welding simulators Set-up of welding simulators		1,5