EngiTrainer - Educational Gaming Platform

Project Idea	**ENGITRAINER-AI: AI-Powered Serious Games for Smart Manufacturing Skills** AI-assisted platform that can reliably assess and improve production-management competencies through serious-game training. We already have the simulation platform and a research-based assessment concept (**TRL 4/7**).
Organization name, town and country	**JEMA** General Partnership Wroclaw University of Science and Technology, **Wrocław Poland**
Addressed topic(s)	HORIZON-CL4-2027-02-DIGITAL-EMERGING-52-two-stage New approaches for Human/AI collaboration for the workforce of the future (RIA)

General Partnership

- JEMA Partnership focuses on fostering innovation, disseminating knowledge and innovative solutions, developing effective business models, and facilitating international trade and business cooperation.
- Wrocław University of Science and Technology (WUST) is a leading Polish technical university specializing in engineering, applied research, and technological innovation, with expertise in smart manufacturing, digital transformation, AI-driven solutions, and industry–academia collaboration.
- Evaluating expert in HORIZON-CL4-INDUSTRY-2025-01-TWIN-TRANSITION-02 “Physical and cognitive augmentation in advanced manufacturing (RIA)” (IR, CR -



ENGITRAINER-AI: AI-Powered Serious Games for Smart Manufacturing Skills

- Flexible, modular serious-game platform adaptable to different production management areas and industrial scenarios. AI-Powered Training & Competency Assessment Platform
- Experiential learning through competitive, non-repeatable industrial simulations and realistic decision-making challenges.
- Human–AI interaction supporting training through AI-driven virtual players, performance benchmarking, and intelligent feedback.
- Evidence-based competency assessment measuring learning outcomes through operational KPIs, behavioural data, and decision-making processes.
- AI-powered learning analytics enabling automated assessment, competency development tracking, and personalised training recommendations.
- **Project vision:** An intelligent, adaptable training ecosystem integrating human–AI collaboration, measurable learning outcomes, and Industry 4.0/5.0 workforce development.

Competences / type of partners sought

Partner type	Expected contribution
Manufacturing companies and SMEs	Industrial use cases, skills requirements, pilot participants
AI and data science research groups	Explainable AI, learning analytics, competency modelling
Universities and vocational education providers	Educational validation, training design, competency assessment
Serious-game and simulation developers	Adaptive scenarios, game development, UX
Industrial training providers and innovation networks	Market access, replication, commercialisation

Contact details

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Wrocław University of Science and Technology