

## Editorial

This newsletter is designed to provide an overview of the current period activities, as a way of keeping in touch with our stakeholders.

In this issue, we brief the development of the Sea of Experience activities, that took place during the fifth semester of the project, as well as foreseen actions/ events that will take place.

## Gamification Application

The aim of the gamification application was to integrate gaming mechanics and techniques/elements with non-game elements such as learning content, to make it fun and engaging and encourage learners to explore and learn as they try to achieve the goal and complete the game. The gamification approach to learning incorporated several principles such as: narrative, rules, player control, discovery, interactivity, feedback, time constraints, loss aversion, continuous play, rewards, levels.

The “base layer” content for the game was provided by 3600 (spherical) images extracted from the 3600 videos developed in the context of “Become a Digital Expert” activity of Sea of Experience.

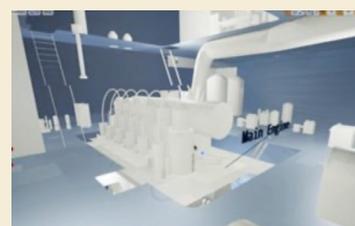
The gamification application attempts to replicate the procedure of fuel exchange in the main engine of a cruise vessel. A procedure that is required to meet the environmental performance standards set by environmental regulation, especially when the vessel approaches ports or enters emission restricted areas (e.g., SECA zones).

The gamification application is structured in two separate modes:

1. Training mode: Where the learner explores items in the engine control room and the various engine rooms, and his/her goal is to successfully pass a multiple-choice test based on knowledge acquired through exploration of the game.
2. Scenario mode: Where the goal is to complete a pre-determined (but unknown to the user) sequence of sub-tasks in specific order, in order to effectively complete a common and realistic procedure. The learner cannot “skip” tasks or alter the order of their execution (as this could prove dangerous or catastrophic in the real world). A timer is displayed at all times. The sooner the tasks are completed, the more extra points are awarded to the learner.

## VR Video

The Sea of Experience consortium produced a VR video to realistically represent the work environment in a merchant ship engine room. The VR video depicts the working environment of a Marine Surveyor, an Engineering Officer, and an Electro/Technical Officer. The VR video was developed on the Unreal Engine, while tools like AutoCAD, and Sketchup Pro, were also used. The final design includes 3D assets from open databases and floating text widgets.



## Become an Expert for a Day

The “Become an Expert for a Day” activity was launched at the beginning of April 2021 and in July 2021. The goal for this activity is to engage participants from Greece and Cyprus to follow a maritime expert and observe the daily routine. Our target groups were undergraduate students, postgraduate students, and young professionals. The activity is expected to be finalized during the summer of 2022 where the last placements will take place.



## Mentoring Sessions

During the last months, several mentoring sessions have been conducted both face-to-face and online, utilizing the project’s platform. The students who participated in them were mainly naval architects, as their mentors. In the following months, the consortium targets to expand the participation in the mentoring session by attracting students from more Blue Economy sectors. The pool of mentors that has been formed will be capitalized.

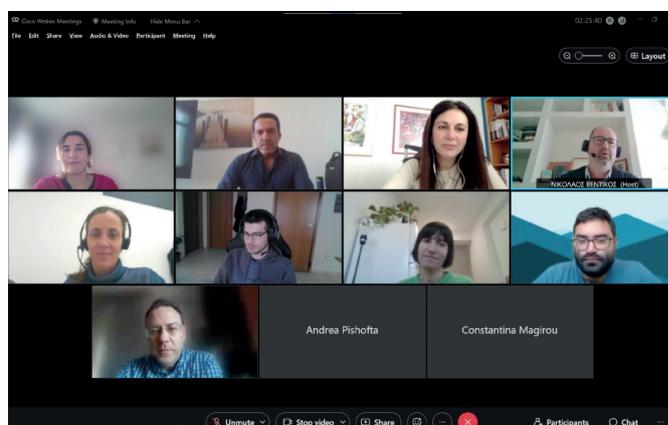
## Summer Schools 2022

In July 2022 two summer schools will be organised, one in Cyprus and one in Greece. Each one will be a single-day event that will cover theoretical and practical issues, by combining lecture sessions and tours. The exact dates will be announced soon on project social media.

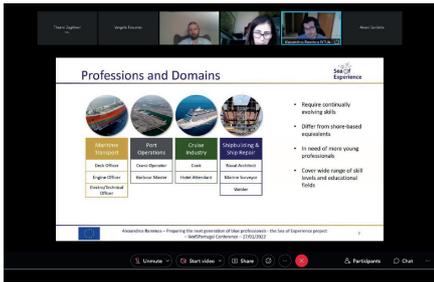
## Consortium Events

### 4<sup>th</sup> Plenary Meeting

The 4<sup>th</sup> Plenary meeting was held online on the 16<sup>th</sup> of February 2022. The meeting was focused on the current status and the upcoming challenges of the project. One critical point is the mentoring sessions that will be implemented in the last year of the project. The meeting concluded that the third and final year of the project is going to be the most successful one, as more face-to-face activities will occur and the project’s tools will be used by end-users, like students and young professionals.



# Dissemination Activities



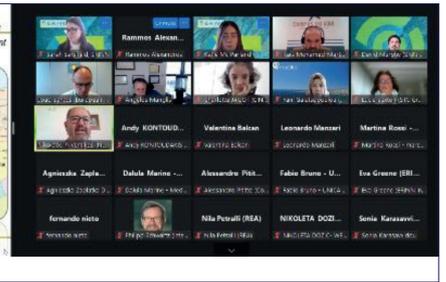
## World of Shipping Portugal

NTUA presented the Sea of Experience project at the World of Shipping Portugal 2022 conference, on the 27th of January. The title of the presentation was “Preparing the next generation of blue professionals.”



## Workshop on Blue Careers and Skills

On the 22nd of March, Associate Professor Nikolaos P. Ventikos from NTUA presented the Sea of Experience project at the workshop for Blue Skills – Sustainable Blue Economy organised by CINEA EMFF. The workshop aimed to identify and facilitate opportunities for synergy and cooperation between 18 EMFF blue skills’ funded projects and projects funded under other funding mechanisms which aim to develop blue skills at national and trans-national level.



## European Maritime Day 2022

Sea of Experience participated in the European Maritime Day 2022, that took place in Ravenna, Italy, on 19 & 20 of May. The project was part of the CINEA stand among other EU-funded projects. Participants of the EMD had the chance to learn more about the project and watch exclusive footage of the 360o videos.



## Thalassa 2022

Sea of Experience participated in the 1st THALASSA 2022 Conference, that took place in Larnaca, Cyprus between 6-8 of June. This event aimed to address the most critical issues that the marine and coastal environment face. Sea of Experience’s participation focused on the next generation of blue professionals and reducing the environmental impact of their activities.



## EMD In My Country 2022 – Cyprus

The “European Maritime Day in Cyprus” was successfully held in the city of Larnaca, Cyprus, between 9-13 of June. It was open to the public and captivated the interest of many young people. CMMI was one of the organizers of the event.



# Upcoming Events / Activities

## Summer Schools 2022

Stay tuned to "Save the date" for the upcoming summer schools.

## International Competition 2022

In July 2022, the international Competition of the project will take place in Athens. Students from various countries are anticipated to participate.

## Final Dissemination Workshop

The final dissemination Workshop will take place in Limassol at 10-15th of October 2022.

## SoE Consortium

### Project Coordinator



National Technical University of Athens - NTUA (NTUA)  
<http://www.naval.ntua.gr/>

### Partners



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## Keep in touch with the Sea of Experience Community

The Sea of Experience website, all of the Sea of Experience tools and Sea of Experience LinkedIn group will stay online beyond the end of the project.

### FOLLOW US / LEARN ABOUT SEA OF EXPERIENCE PROJECT



[www.seaofexperience.org](http://www.seaofexperience.org)



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