



PRO.D.I.G.Y

Promoting Disability Inclusion
in emergency response
in the World of Work

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Multiplier Event (Poland) Evaluation Report

Result 5.8

Lead partner:



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Table of content

Executive Summary.....	6
1 General information about the event	6
2 Programme and activities.....	7
3 Evaluation findings.....	7
4 Annexes	8
4.1 ME Photos	8
4.2 ME Agenda	9

About PRO.D.I.G.Y

Action type	KA220-VET Cooperation partnerships in vocational education and training
Priority	HORIZONTAL: Addressing digital transformation through development of digital readiness, resilience and capacity VET: Increasing the flexibility of opportunities in vocational education and training

The general objective of the PRO.D.I.G.Y project is to promote the use and adoption of AR/VR solutions to assist disabled people, first responders and companies during workplace emergencies to increase the safety of people with disabilities. Acquired Emergency Preparedness Training would offer people and companies ways to prepare and be protected during unexpected workplace emergencies.

Further to the general objective, there are five strongly related specific objectives that intend to:

- Assist companies in assessing their level of disability inclusion in their emergency response plans
- Develop a methodological framework to support target group in achieving disability inclusion in their emergency response plans
- Provide companies with all necessary tools to promote disability inclusion in their emergency response plans and appropriately train employees with disabilities in emergencies situations
- Equip individuals (company employees, disabled people, first responders) with necessary knowledge on disability inclusion and training in emergencies
- Raise awareness regarding the necessity of disability inclusion and training in emergency situations.

The concrete results that will be produced and delivered by the projects' activities are the following:

- A Workplace Emergency Preparedness Methodology, a methodological step-by-step framework to promote workplace emergency planning with disability inclusion.
- A Workplace Emergency Preparedness Self-Assessment Tool, a self-assessment tool to help companies to identify gap sin their workplace emergency planning and training (including training disabled people).
- A Workplace Emergency Preparedness Training Course, an educational package with interactive material including videos, gamification, quizzes, AR/VR tools etc.
- The PRO.D.I.G.Y Online Training Platform, an online interactive platform that will host all the produced results.

The PRO.D.I.G.Y project will provide individuals and companies, a user-friendly and interactive online platform that would allow users to utilize its innovative material based on a robust methodology and supported by an online educational package. The synopsis of the PRO.D.I.G.Y project objectives is that through its results, it will leverage the ability of target group to respond effectively during emergency situations, thus reducing the probability and impact on the safety of employees, especially employees with disabilities. One of the main objectives of the project is to present to target group personnel a guided pathway to educate themselves quickly and effectively on emergency preparedness, enhancing their skills and their contribution to the welfare of their organisation and its people.



Executive Summary

This report highlights the key findings, providing a concise overview of the PRODIGY Multiplier Event in Poland outcomes.

1 General information about the event

The informational and training meeting took place on November 30, 2024, at the headquarters of the Academy of Social Sciences at 11 Łucka Street in Warsaw, in a room equipped with multimedia presentation devices. The meeting was attended by 30 participants, who represented various industries, mostly from the SME sector.

During the meeting, the content of all modules was presented, and the project's goal was explained: to promote the use and adoption of AR/VR solutions that assist people with disabilities and companies during crisis situations at the workplace, which could increase the safety of disabled individuals. The project also aims to present methods for preparing for and protecting against unexpected crisis situations at work.

The meeting was also an opportunity to practically demonstrate the VR tools developed, which innovatively present potential hazards that may occur in companies employing people with disabilities, as well as methods of preventing them, and the actions to be taken if such a threat arises.

The information presented during the training increased awareness of the need to include people with disabilities in crisis response plans and to provide proper training for disabled employees in case of crisis situations. It is important to recognize that integrating disability into crisis response plans and appropriately training disabled employees for such situations is essential, as is equipping companies with the necessary tools and knowledge in this area.

The topics presented received significant interest. Special attention was given to the need to develop appropriate procedures in companies and to designate responsible individuals for evacuating people with disabilities. Multimedia presentations of evacuation assistance devices that do not require large financial resources were recognized as essential equipment in companies. The meeting also allowed for the demonstration of all the VR-based (3D) games developed in the project as a model tool to support employee training and a very realistic simulation of potential threats.

The training presentation contributed to enhancing the knowledge and awareness of the participants regarding the functioning of people with disabilities in the workplace, the issue of inclusivity, as well as methods and principles of evacuation (for example, the order in which employees should leave a building in the event of a threat, and how to evacuate individuals with various types of disabilities).

2 Programme and activities

The informational and training meeting took place on November 30, 2024, at the headquarters of the Social Academy of Sciences at 11 Łucka Street in Warsaw, in a room equipped with multimedia presentation devices. The meeting was attended by 30 participants, who represented the target group of the project and came from various industries, mostly from the SME sector. Some of these companies currently employ or have employed people with disabilities. For some participants, the training topics were new but considered potentially necessary.

The training was conducted by Dr. Grzegorz Mazurkiewicz, a lecturer at the Social Academy of Sciences and a participant in the PRODIGY project, who co-created the training materials. Dr. Grzegorz Mazurkiewicz also has extensive experience in the business environment, having managed companies operating in international and multicultural structures.

The meeting began with a welcome address and an introduction to the agenda. The facilitator then presented the objectives and assumptions of the project, as well as its international scope. The institutions involved in the project were briefly introduced. The process of creating the training materials and their nature was concisely explained.

Next, the modules developed in the project were presented, along with their objectives and content: both theoretical training materials and the practical part, including case studies and tasks. Due to the participants' interest, much time was dedicated to presenting the VR games, which are an integral part of the training materials. Presenter explained the purpose of these tools and briefly outlined the process of their development and testing, which aimed to eliminate potential errors. After the introduction to the principles behind the VR games, participants expressed a desire to try them out and test their skills. The innovative training tool, VR games, was very well received and widely regarded as valuable and practically demonstrating the presented topics.

Additionally, methods and ways of effectively marking buildings and evacuation routes were presented, based on practical examples and solutions used in businesses, universities, and accommodation facilities.

During the meeting, a lot of information was shared about the project itself, the progress of the work, as well as the general and specific objectives. Furthermore, practical information on the inclusivity of people with disabilities and methods of evacuating such individuals in case of danger was provided. Participants expressed the opinion that this issue is extremely important and should be widely promoted.

The meeting concluded with a round of questions regarding the presented topics, followed by the completion of evaluation surveys.

3 Evaluation findings

The presentation of the project assumptions and its content achieved the intended goals. Both the project objectives and the training portion generated significant interest. Participants actively engaged in the activities, and the presented training materials were considered very interesting. The training certainly increased interest in the presented topics, which were recognized as important.

Participants also expressed interest in expanding their knowledge on evacuation procedures in case of threats, the methods and tools used, with particular emphasis on the needs of people with disabilities, whose evacuation requires specific knowledge as well as support with appropriate means and equipment.

4 Annexes

4.1 ME Photos





4.2 ME Agenda

Time	Activity	Details
10:00 – 10:15	Welcome and Introduction	Opening remarks and introduction to the agenda.
10:15 – 10:45	Project Overview	Presentation of project objectives, assumptions, and international scope, including involved institutions.
10:45 – 11:15	Training Materials Development	Explanation of the process and nature of training materials creation.
11:15 – 11:30	Coffee Break	
11:30 – 12:00	Modules Presentation	Overview of training modules, including objectives, theoretical content, case studies, and practical tasks.

Time	Activity	Details
12:00 – 12:30	VR Games Demonstration	Presentation of the VR training tools, purpose, development process, and hands-on testing by participants.
12:30 – 13:00	Practical Inclusivity Solutions	Discussion on marking buildings, evacuation routes, and real-world examples from various sectors.
13:30 – 14:00	Inclusivity and Emergency Procedures	Practical insights on inclusivity for people with disabilities and evacuation methods.
14:00 – 14:15	Q&A Session	Open discussion and questions on the presented topics.
14:15 – 14:30	Evaluation and Closing	Participants complete evaluation surveys, followed by closing remarks.



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