

## ABOUT

The EU copper sector needs lifelong learning courses to address challenges such as sustainability and new technological & market developments. While some existing programs cover aspects of the skills and competencies needed in the copper sector, a critical gap persists: there is currently no integrated educational program specifically addressing the lifelong learning needs of the copper sector.

SkiComCu aims to bridge this gap by providing skills for sustainable practices, communication, problem solving, and new technologies.

The course is directed to current & future staff in the roles of foremen & operational staff, professionals & office staff, managers & senior professionals and HR personnel.

## KEY FACTS



**Project duration: 36 months**



**Start date: September 2023**  
**End date: August 2026**



**RIS countries (Regional Innovation Scheme)**



**Funding: EIT RawMaterials**

## CONSORTIUM

### Universities



### Research organisations



### Industrial partners



Supported by



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# SkiComCu

**Lifelong Learning Course for  
skills & competences in the  
copper sector**





## TRAINING PROGRAMME

**Technical skills:** Metallurgy knowledge and traditional manufacturing skills, including understanding of copper properties.

**Advanced engineering skills:** Advanced engineering skills including Industry 4.0 knowledge, which play a key role in copper industry.

**Soft skills:** Problem solving, decision making, and communication.

**Sustainability skills:** Understand and apply sustainability practices, an essential part for the adaptation of the sector to EU requirements.

**Professional and Management skills:** Key skills for personnel working as professional & office staff or management & senior professionals.



## SKICOMCU PLATFORM

The platform aims to digitize training procedures by hosting online classes, courses, and applications, creating virtual schools for trainees based on their competence profiles and expected career trajectories.

Utilizing XR (Extended Reality) tools and applications, particularly VR (Virtual Reality), AR (Augmented Reality), and/or MR (Mixed Reality) approaches. These tools will simulate typical environments and situations in copper mines and smelters, including recycling plants.

The platform will host tools to create networks and collaborative spaces for the SkiComCu community, including forums, dedicated workspaces, thematic areas, calendars with industry-specific events, and connections via memberships.

## ARE YOU...


- A newcomer in the sector?
- A current employee?
- An industrial actor in the EU, specially in RIS territories ?
- Current task force of other copper industries?

...AT ANY STAGE OF THE COPPER VALUE CHAIN?

## IF SO, THEN STAY TUNED!

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