



# Sea of Experience

**Establishment of Eastern Mediterranean  
Regional Network:  
pooling, sharing, development of innovative  
face-to-face and digital training/mentoring  
tools for the maritime sector**



Project Coordinator

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



Partners

Apopsi yporiesies  
pliroforikis symvouleftikis  
kai ekpaidefsis  
Anonymi etaireia  
(APOPSI SA)  
<https://www.apopsi.gr/en-us/>



CMMI Cyprus Marine and  
Maritime Institute LTD  
(CMMI)  
<https://www.maritec-x.eu/en/>



Cyprus Chamber  
of Commerce and  
Industry (CCCI)  
<http://www.ccci.org.cy/>



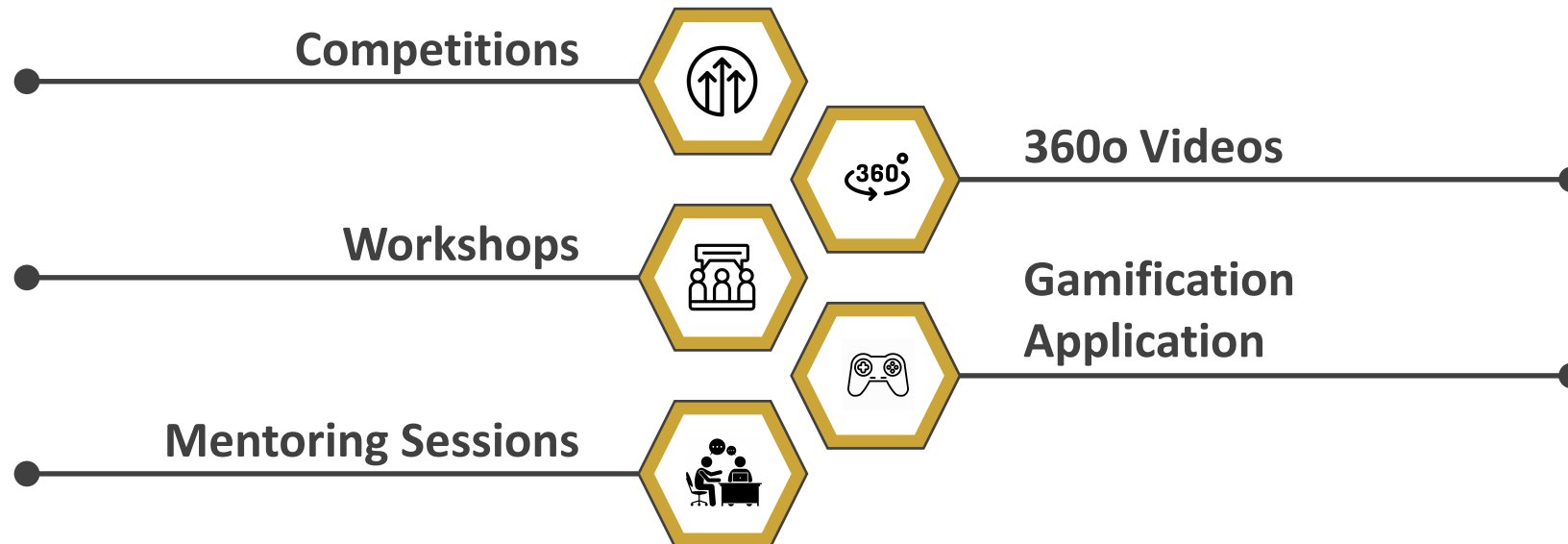
Evalion symvouleftiki  
monoprosopi etairia  
periorismenis efthynis  
(Evalion Ltd)  
<http://www.evaliontm.com/>



University of Cyprus  
(UCY)  
<https://www.ucy.ac.cy>



# Next Steps



## International Competition

- Cyprus and Greece
- Workshop to present each team's solution
- Spring 2022

## Digital Competitions

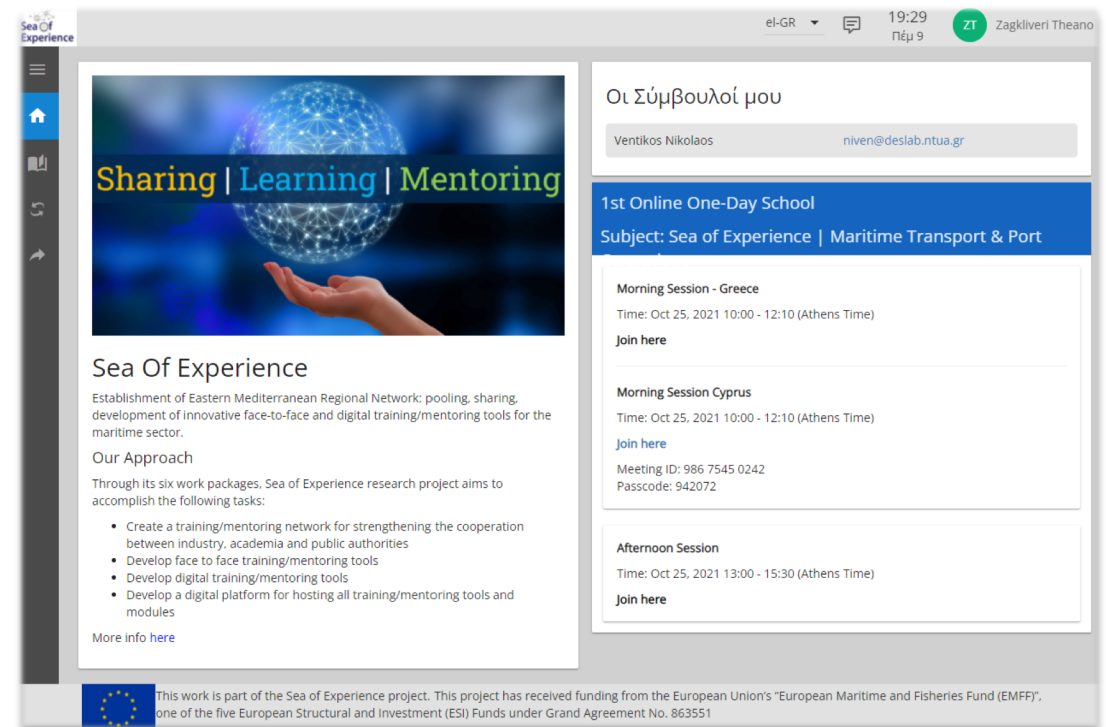
- Ongoing competitions
- Summer 2022

# Workshops



# Mentoring Sessions

- The process has initiated
- Pool of mentors consists of 25 participants, from the four Blue Domains
- Online psychometric tool embedded in platform
- Two students will start the mentoring sessions within the next days



The screenshot displays the Sea of Experience web platform. The top navigation bar includes the logo, a language dropdown set to 'el-GR', a chat icon, the time '19:29', the date 'πέμ 9', and a user profile for 'Zagkliveri Theano'. The main content area features a large banner with the text 'Sharing | Learning | Mentoring' over an image of a hand holding a glowing globe. Below the banner, the 'Sea Of Experience' section describes the project's goal: 'Establishment of Eastern Mediterranean Regional Network: pooling, sharing, development of innovative face-to-face and digital training/mentoring tools for the maritime sector.' It outlines the project's approach through six work packages and lists four tasks: creating a training/mentoring network, developing face-to-face training/mentoring tools, developing digital training/mentoring tools, and developing a digital platform. A 'More info here' link is provided. On the right, a sidebar titled 'Οι Σύμβουλοί μου' (My Mentors) shows a list of mentors, including 'Ventikos Nikolaos' with the email 'niven@deslab.ntua.gr'. Below this, the '1st Online One-Day School' section lists sessions for Greece and Cyprus, each with a time slot and a 'Join here' link. The footer contains a European Union flag and text stating that the project is funded by the European Union's 'European Maritime and Fisheries Fund (EMFF)' and is one of the five European Structural and Investment (ESI) Funds under Grand Agreement No. 863551.

# Gamification Application

- An exploration game is under development, with educational purposes.
- Familiarize students with a vessel's equipment and compartments.



Engine Room Tour

- Find the following items
- Complete task
- Ask for help

# 360o Videos

- **6** videos are under development, to be finalized by the end of March.
- **5** videos are in 360o format and **1** is in Virtual Reality.
  1. Deck officer
  2. Engineering Officer
  3. Electro/technical Officer
  4. Cook
  5. Hotel Attendant
- 6. Marine Surveyor (VR)





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

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Thank you!



This work is part of the Sea of Experience project. This project has received funding from the European Union's "European Maritime and Fisheries Fund (EMFF)", one of the five European Structural and Investment (ESI) Funds under Grand Agreement No. 863551