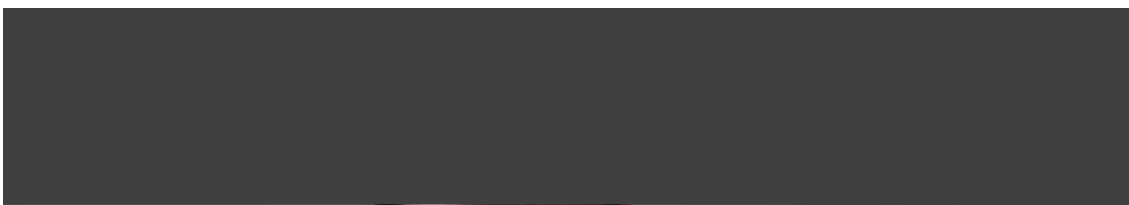# BIMVET NOW

The objective of the project is to promote and guide the learning of BIM (Building Information Modeling) for students of vocational training programs through new pedagogical strategies and a totally innovative curriculum. This project aims to reduce the gap in BIM skills between university and vocational training, using resources and tools that prioritize students of vocational training courses.

Thanks to the study carried out on the development of BIM in the participating countries, the partners were able to find out how the innovative BIM methodology was used in the different industries applying it in the construction sector and the level of application. This is of great importance for the development of curricula to create future training contents.

We are currently working at an advanced stage in the preparation and publication of training content, tutorials, case studies and theoretical elements that will serve to implement the new technologies and mechanics that underpin the BIM methodology.

We understand that the implementation of this methodology should not involve a rapid and total break with the current traditional system, so our training content is open to vocational training students, vocational training teachers who want to implement the knowledge acquired in their classes,construction and civil engineering workers who wish to acquire new skills, public administration workers who are related to urban planning or any person in the European Union who wishes to learn about this new methodology and the technologies and processes that integrate it.
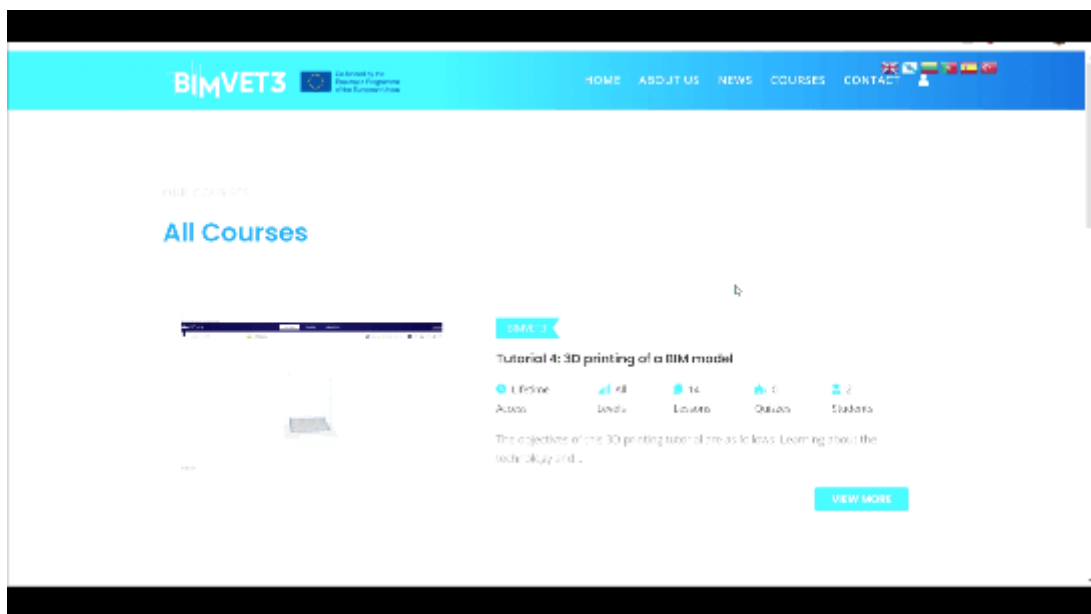
BIMVET3 presentation video

The partners that make up this project have developed different types of training content, both theoretical and practical, using different media such as videos, power-point presentations or PDF documents. This diversity of formats in which the training material is developed enriches the experience and adjusts the format to the type of content to be developed.

The website developed as Bimvet3, is our main support to share with the general public the result of our development; main link between the public and the project that receives the same name, the platform is fully translated into the languages (English, Galician, Lithuanian, Portuguese, Spanish and Turkish) within the platform we will find various sections of interest that explain various aspects of the project and the participating partners and most importantly, the Bimvet3 platform is the support by which the training content is shared.

Currently we have developed a large amount of training contents of different types, some of them are already uploaded on our website in the form of tutorials fully customised by us and tutored by an accessible guidance system of the platform, where the processes and tools necessary to complete that module will be explained step by step.
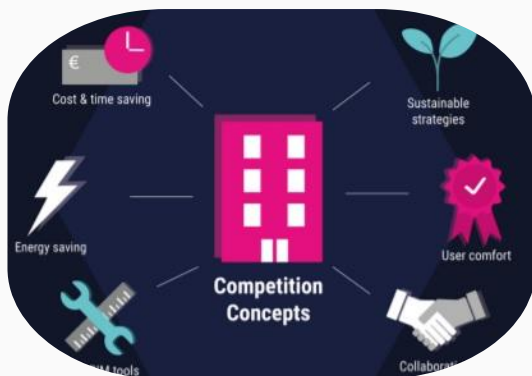
Visit Us






*The progress of the project is continuing at the moment having developed a large amount of training content, we are entering a phase of dissemination, do not miss our social networks to follow our progress with the latest news.*

**SOME ARTICLES OF INTEREST ABOUT BIM**

**1.** BIM-SPEED launches BIM for Building Renovation Competition.
**2.** Addressing inclusion, diversity & mental health in construction.
**3.** AMD´s Viewport Boost Feature 3D and BIM acceleration Technology



**BIM-SPEED launches BIM for Building Renovation Competition**

BIM-SPEED has launched the EU BIM for Building Renovation competition for design and construction professionals and students

You can click here for access:



**Addressing inclusion, diversity & mental health in construction**

The article deals with the interests of construction companies and the slow but steady level of ethnic, racial and gender inclusion that is taking place in the construction sector and positions of power within it.

You can click here for access:

**AMD´s Viewport Boost Feature 3D and BIM acceleration Technology**

The article deals with computer components that the continued implementation of BIM and 3D CAD require for the realisation of all editing or rendering options.

You can click here for access: