

# **TRAINING & EDUCATION**

**SELF-DEVELOPMENT = SELF-RESPECT** 

Employees must be aware of their own value and especially of their value in the sector in which they work.



### Or how should be trained?

There are several forms of training:

- In schools or training institutions
- Via experience
- Via simulators
- Or a combination of it all.

### Big question?

Will the overall training duration be shortened if one uses simulators? The practical experience could be shortened, but remains a necessary part of the training.

The actual steering time during training – on simulator or otherwise – needs to be properly registrated!!



#### Where can simulators be used?

Simulators can be used in all training levels:

- As part of training itself
- As part of the examination.

And this both in the basic training as in any kind of follow-up and/or refresher training.

A **practical exam** needs to be introduced ASAP as IWT is the only transport mode accessible without any kind of practical examination. This practical examination must become a structural part of the qualification of boatman and boatmasters.

But just as practical experience can never be fully replaced by using simulators, we are of the opinion that an exam on simulator is insufficient.



Where can simulators be used?

Simulators are an ESSENTIAL part of the overall training as they offer a **SAFE ENVIRONMENT** to any trainee.

Real and even hazardous situations can be practiced in all safety without causing any risk for:

- Crewmembers
- Ship
- Cargo and passengers
- Waterway
- Environment.

Simulators can be used to practise specific situations – currents and winds.



There is certainly no consensus on the right place and value of the use of simulators in training.

For ETF, there is only 1 given essential – that is the **QUALITY** of the end product.

The quality must be 'high level and continuous'. This can be guaranteed with the passing of a final exam containing both a theoretical and a practical part.

**Comptetent crewmembers = Safe sector!** 



