Frontex Conference on Future Training Technologies

February 28–29
Krakow, Poland

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How will the training of the future look like?

The Conference on Future Training Technologies organized by Frontex will demonstrate, in a large exhibition area innovative industry solutions that can support the training of law enforcement officers. Researchers developing advanced training concepts and technologies will also contribute to the exhibition.

The conference will also serve as a forum where the actors responsible for making technological choices related to training from the European Border and Coast Guard (EBCG) community will discuss in dedicated panels:

- Their vision on how these technologies can best support their future training activities.
- How specific challenges of trainers and learners can be addressed by leveraging on advanced technologies.

The EBCG Academy

The Conference on Future Training Technologies will serve as a platform to gather knowledge on emerging technological developments that have the potential to shape the future European Border and Coast Guard (EBCG) Academy. Participants will have the opportunity to actively engage and provide feedback to the research and innovation study that will support the realization of this new core EBCG training component.

Focus of the Conference Exhibition and Forum

The two-day industry and research Conference on Future Training Technologies will focus on:

- Technology-driven opportunities for training innovations and how they will bring training improvements for the police, border, and coastguard officers of 2030.
- Technology tools to support and reinforce training by bridging the physical and virtual worlds.
- Technology based methods for learning from teacher-led training to immersive training methods and technologies for smart training.

Who should attend?

The conference exhibition and panel discussions has been tailored to national training project managers from European border and coast guard authorities including police services and law enforcement national services. The specific target are leading training officials and key training experts from these authorities who will shape the future of national and EU training technological capabilities at the horizon 2030. Member States and EU Institutions are invited to participate and share their insights on future training approaches and environments as well as customisation of training activities using specific technological solutions considering specific practical needs such as physical training tools and tools to support production and update of training material.

Which training technologies will be show-cased?

Augmented reality (AR) and Virtual Reality (VR) are reshaping professional learning with interactive and immersive experiences. These technologies create controlled environments that mirror real-life scenarios, enabling professionals to gain practical skills while minimizing real-world risks. Learners can also visit places they cannot easily visit in real life due to budget or time limitations.

Learning and development leaders are now actively incorporating a variety of technological resources, such as podcasts, videos, and social media platforms. This strategy ensures learners have access to training in familiar formats, significantly enhancing the effectiveness of the training delivered. Platforms and services are needed to support the rapid creation and update of these new types of innovative resources.

Gamification could boost learner performance and increase user engagement by creating an attractive learning strategy. Educators and trainers can also make learning more engaging and interactive by integrating game elements like challenges, rewards, and competition.

Learning Management Systems (LMSs) are susceptible to changes due to emerging technologies and shifting online learning needs. Artificial Intelligence approaches and advanced analytics algorithms can analyse large amounts of user data to create personalized content and learning paths for each learner. In this way, the LMS platforms adapts the lessons' content, pace, and difficulty.

The mobile-responsive design fosters on-the-go courses, which can also be bite-sized for increased convenience and effectively improve the learners' progress. These microlearning lessons typically last up to 15 minutes and can include short videos, quizzes, and other interactive multimedia. Microlearning through mobile LMSs is gaining popularity since it accommodates learners' busy schedules.

Wearables technologies have been successfully used to support physical training activities by monitoring daily health parameters and suggesting personalized areas of improvement. These technologies when integrated in specialized training profiles can support learners' in achieving and maintaining their training goals.

One event, multiple show-case areas

Industry exhibition

- Augmented reality (AR) and Virtual Reality (VR)
- Content development: podcasts, videos, and social media platforms, VR scenario
- Platforms and services for rapid production
- Gamification
- Learning Management Systems (LMSs)
- Microlearning and on-the-go courses
- Wearables technologies for physical training

Plenary discussions

- The vision: Technology-driven opportunities for training innovations
- The trainer's challenges and needs for the future
- The learner: Focus on the main actors of the training process in leveraging technologies
- Presenting the use-case of the EBCG Academy

A use case: an opportunity to hear about the EBCG Training Academy and contribute to its technological development.

Research on training technologies

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Contact us

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