



Training HR and Hiring Managers on the Use of AI for the creation of safe and productive working environments through Minecraft simulations

2ND E-NEWSLETTER

Welcome to our Second Update!

The HR-AI project is moving forward at full speed. After laying the groundwork in our initial phases, the partnership has rolled up its sleeves to dive into the core development of our training guide for HR Managers and VET trainers and interactive simulations.

In this issue, we are thrilled to share our progress on Work Package 2 and 3 of the project.

The Training Guide for HR Managers and VET trainers

Work Package 2 (WP2) is officially in the development phase! The consortium is actively crafting the HR-AI Training Guide, a core resource designed to equip HR professionals and VET trainers with the skills to navigate AI responsibly.

Each HR-AI partner has developed one of the following modules:

- Understanding AI and Machine Learning (Foundations and Ethics)
- AI-Enabled Talent Acquisition and Recruitment
- AI-Driven Onboarding and Offboarding
- AI in Performance Management
- Co-funded by the European Union
- Payroll and Benefits Management with AI
- AI in Employee Relations, Wellbeing and Workforce Communication



We have finalized the guide's development template, ensuring a standardized, high-quality approach across all modules. Currently, the partnership is focused on internal testing and finalisation of the training guide.



Work Package 3: Simulating real AI-enabled HR processes through Minecraft game scenarios

As we design the HR-AI Minecraft simulation game, we want to ensure it truly reflects the realities and needs of modern HR departments. That is why WP3 has officially kicked off with the organisation of Focus Groups. Each partner country has organised focus group for qualitative data collection.

Who is participating? We are gathering insights directly from our target audience: **HR Managers, Hiring Managers, and VET Trainers.**



What is happening in these sessions?

Validating the Design: Participants are reviewing our early game design documents to verify the relevance, realism, and clarity of the Minecraft scenarios.

Interactive Brainstorming: Through activities like the "What Would You Add?" session, professionals are identifying gaps and suggesting specific workplace scenarios they want to see gamified.

Measuring Engagement: We are gathering crucial feedback on how to make the learning experience highly motivating and practically applicable for adult learners.



2nd Transnational Project Meeting: Sunny Cyprus!

On May 15, 2026, the HR-AI consortium met in Limassol, Cyprus, hosted by CTL Eurocollege, for our 2nd Transnational Project Meeting (TPM).

The one-day meeting was an important opportunity to review progress, address technical questions, and coordinate the next stages of the project.

Key highlights included:

Training Guide Development (WP2): Progress review of the “How to use AI for safe, inclusive and productive environments” Training Guide, with deadlines agreed for upcoming tasks.

Minecraft Simulations (WP3): Kickoff of the planning for AI-enabled HR simulations, including objectives, target groups, and task allocation.

Dissemination & Sustainability (WP5): Planning how to share project results and maximise their long-term impact.

The meeting brought partners together to strengthen collaboration, align on upcoming milestones, and keep the HR-AI project moving forward!



Check out the project’s website and social media to keep up with the news:



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