

# HABI Gaming App – Occupational Safety & Health in Technical Trades

*HABI is an interactive e-gaming application on Occupational Safety and Health (OSH) for mobile phones that aims to raise awareness, sensitize and educate TVET students and young workers in the bricklaying trade with regard to safety issues. Educating TVET students on the importance of safety and health at the workplace is an indispensable prerequisite for a safe future working life. Since the majority of young people play video games, gamification can contribute to foster the learning process. The app includes specialist tasks and related OSH requirements based on the TVET curriculum for bricklaying. The player has to choose correct safety and work tools to carry out the professional tasks.*

## Main Objectives

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- **Supporting learning through a gamification approach**  
Turn theoretical training content into a fun e-learning experience.
- **Raising awareness about safety issues in the construction sector**  
Support TVET students and young workers to build, implement and continuously strengthen a culture of prevention at an early stage.
- **Providing an overview of the most important tasks of a bricklayer**  
The player will learn about tools and materials that a bricklayer uses in his daily work and how to safely use these.
- **Raise young peoples' motivation for TVET and technical trades**  
The TVET students will be motivated to implement the tasks with real tools and materials during their practical training.

## Added Benefit of Use in TVET

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- **HABI as a learning tool**

An interactive e-game on occupational safety and health in the bricklaying field that provides early information about adequate protection and prevention.

- **HABI as a career guidance tool**  
The app is also suitable for children at a young age, so they can already gain insights about how to build a house, what a bricklayer does and familiarize themselves with working tools and materials of bricklaying. In addition, children will learn names of the technical tools and materials in Mongolian.

## Getting Started

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- **Step 1: Choose a player**  
There are 3 options to choose: girl, boy or adult man.
- **Step 2: Choose 1<sup>st</sup> level of game**  
Each level has a specific bricklaying task with brief description of the work to be carried out: The first task is to calibrate the layers of bricks.
- **Step 3: Work preparation**

The player has to choose appropriate work clothes, safety accessories, work tools and materials.

- **Step 4: Carry out the task**  
By using the tool, the player will instantly get an information on OSH hazards and risks related to the usage of the tools or materials. The player has to restart the stage if she/he does not have correct work and safety tools.
- **Step 5: Finish the work and proceed to the next level**  
If the player finishes the task, he/she will get "golden stars" and can move to the next level. With each level, the difficulty level will be increased.

## Profile of Provider

The Mongolian Builder's Federation (MBF) is a national level representative organization of builders and developers that was founded in 1990. MBF's mission is "to develop and promote the construction industry in Mongolia and to foster the growth of the member companies to become excellent providers of all services in the construction sector". MBF plays an important role to better

vocational training and further training of the labour force.

The TVET project implemented by GIZ in Mongolia supports the Mongolian Ministry of Labour and Social Protection in the sustainable development of seven TVET schools to evolve into Capacity Development Centres with enabling framework to fulfil the role as training hubs. Additionally, the project supports the establishment of pre-service and in-service qualification system for TVET teachers.

## Contact

### Mongolian Builder's Federation

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### BIBB International Roadshow 'Digital Media in TVET'

Initiated by the Federal Institute for Vocational Education and Training in Germany (BIBB), the Roadshow aims to show the potential of digital applications and technologies for teaching and learning in Technical Vocational Education and Training to make learning more flexible and enhance the quality and attractiveness of TVET.

The format builds on the German Roadshow 'Digital Media in TVET', which has been successfully implemented and conducted by the Federal Ministry of Education and Research in Germany (BMBF) in cooperation with BIBB since 2016.

More information:  
<https://www.bibb.de/de/105326.php>