**BODEGA**  D6.2 Recommendations and
specifications for management and
organization of border staff - Summary

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D6.2 reports the research activities conducted within the context of Task 6.2. The study reflects upon whether current methods are efficient enough or whether there are areas where the training process might be improved. The investigation also encompasses the technologies described in WP5, which are used in the concluding content section discussing serious games in border guard training. Additionally, organizational aspects of border control and issues related to it are considered. Finally, the possibility of applying serious game technologies and gaming experience solutions for improving the border control operators training efficiency is examined.

A literature review was used to examine current approaches to border guard training in the European Union, with the aim to identify gaps and possible areas for improvement. Building on the results of assessments carried out by Frontex, CEPOL and the European Commission, a set of characteristics and weaknesses in the training programs of specific EU Member States was highlighted. Topics viewed by national border authorities as priority learning areas for future training activities were also discussed.

Field study data from WP3 including interviews with local border authorities and infrastructure operators together with observations of BCP daily operations and a desk study of relevant literature were utilised to analyse how border guards are trained for the usage of new information technology  (i.e. automated border control) in EU Member States. Current challenges in ABC training are identified  and recommendations for their improvement are outlined.

A case study was conducted with observations and trainer interviews at the Finnish Border and Coast Guard Academy, in order to analyse best practices in learning and teaching methods in border guard training.The study illustrates which learning and teaching methods can contribute to making border guard training meaningful, and how different types of e-learning tools are utilised in training. It also outlines general principles in the use of e-learning tools in border guard training, including incentives and challenges in the use of e-learning tools and questions a trainer should ponder when considering the use of e-learning tools.

Serious gaming technologies were addressed and their utility for border guard training evaluated. Along with a general definition of games, an outline of the benefits and challenges of using them for border guard training is provided. BodeGame, a simulation-based education game running in web-browser, is presented as a possible answer to the challenges of multiple different environments, languages and fast adaptability. Example scenarios and guidelines are presented to demonstrate the BodeGame'a content. These findings can also be used for developing other serious games for European border control.

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