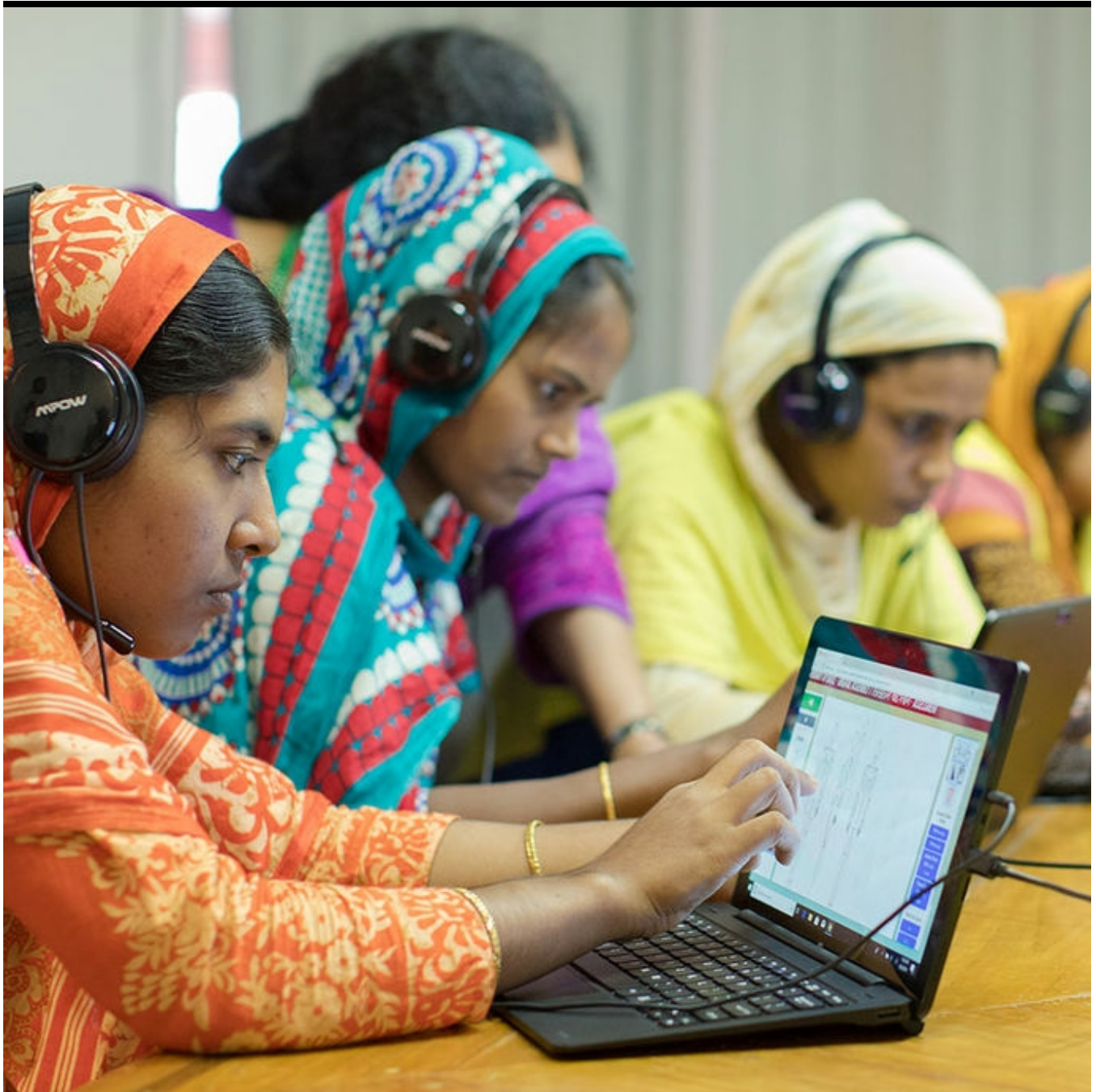


# SHIMMY UPSKILL EMPOWERS FEMALE GARMENT WORKERS

By Livvy Houghton and Alex Hawkins

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New York – The gamified, AI-based training application teaches digital patternmaking and 3D-modelling to garment workers.

**Shimmy Technologies**, a fashion technology company based in Brooklyn, has created the application to help prepare the apparel industry for an increasingly automated future. Since May 2018, the company has completed five pilots of the software in Bangladesh, Indonesia and the United States.

While sewing automation is still nascent, estimates suggest that it stands to cause significant displacement to the current workforce. Using the Upskill game, Shimmy Technologies shows female seamstresses how to operate the machines that will one day takeover their current job. The game, which uses voice recognition and videos to guide workers through training, consists of four lessons, including teaching them how to identify the pattern pieces used to create different types of clothing.

Gaming is increasingly being used as an educational tool. Discover how VR and AR are upgrading employee training with our dedicated [listicle](#).