DRINVET

DIGITAL REALITY - THE BASIS OF SKILLS TRAINING

www.drinvet-project.eu

Innovative **practices** in a **digital** era

Objectives

- Promote Digital Reality (DR) technologies (AR, VR, MR and XR) in education, especially in Vocational Education and Training (VET);
- Promote the application of simulators (DR) in learning and skills training in VET;
- Promote a constructivist and collaborative approach in the teaching process;
- Learn how to learn using technology in teams consisting of teachers and students;
- Enable teachers and students to work/learn in crisis situations (e.g., pandemics).



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RESULTS

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Basics of digital reality – A handbook for teachers and trainers

Definition of the DR environment and identification of its possible benefits and positive impacts in VET education

VET library of DR – A database

A practical way to look for and collect information

HOW TO... - Best practice examples

Development of a platform for knowledge exchange

Pedagogical guidelines for learning and teaching

Proper integration of DR tools into national pedagogical and educational models

Technical manual

Minimum conditions for education, training and testing in educational processes in virtual environment

Guideline for Online assessment

Tools with procedures to perform harmonized online assessment of learnings gained through virtual environment

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