

DIGITAL REALITY

The basis of skills training.

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DRINVET AIMS TO

- 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 constructive 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)



DRINVET RESULTS

IO1 Basics of digital reality
Handbook for teachers about how to use different Virtual Reality simulators for professional occupation in Vocational, Education and Training and training materials for the instructor 2.0

IO2 VET library of DR
Database of digital content creators (teachers/trainers/specialists) across Europe who can contribute to the development of digital training in VET

IO3 HOW TO...
Best practices in digital teaching and learning using virtual classrooms

IO4 Pedagogical guidelines for learning and teaching using DR technologies
Guidelines for inclusion of Digital Reality in education. DR tools: what they are and how to use them.

IO5 Technical manual
Technical manual: minimum necessary conditions for education, training and testing in educational processes in virtual environment.

IO6 Guideline for Online assessment
Guideline and online tools to ensure quality when performing the assessment of Digital/Virtual learning outcomes

Project Partners:

#STRUKA COORDINATOR · virsabi · EWF · AUGMENTED TRAINING · Learn Virtual Europe

Project Associated Partners:

SVS X ASS movetia · DVS GERMAN WELDING SOCIETY

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