DRINVET

DIGITAL REALITY - THE BASIS OF SKILLS TRAINING

DIGITAL REALITY

The basis of skills training.

/DRINVET.PROJECT

/COMPANY/DRINVET

www.drinvet-project.eu

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 – A handbook for teachers and trainers

IO2 VET library of DR – A database

IO3 HOW TO... – Best practice examples

IO4 Pedagogical guidelines for learning and teaching using DR technologies

IO5 Technical manual

IO6 Guideline for Online assessment

Project Partners:

#STRUKA COORDINATOR

virsabi

EWF

AUGMENTED TRAINING

LVE Learn Virtual Europe

Project Associated Partners:

SVS X ASS movetia

DVS GERMAN WELDING SOCIETY

Co-funded by the Erasmus+ Programme of the European Union

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.
ERASMUS + KA2: 2020-1-HR01-KA226-VET-094650

DRINVET