DRINVET

DIGITAL REALITY - THE BASIS OF SKILLS TRAINING

www.drinvet-project.eu

DIGITAL REALITY

The basis of skills training.

MAIN INNOVATIVE OUTPUTS

DRinVET is developing a relevant pedagogy and methodology for the use of Digital Reality tools, as well as tools that will raise teachers and trainers competences and enable teaching processes to lead safely towards learning outcomes needed for the labour market.

EXPECTED IMPACT

DRinVET will have an immediate and long-term impact on teachers, trainers, students and trainees of vocational schools and adult education in Europe. It will deliver tools that will provide the foundations for further personal development of teachers and students as well as the development of educational organizations and institutions in which they operate and learn.

DRINVET PROJECT 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 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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