

ENHANCING DIGITAL INNOVATION (WEB 4.0) AND ATTRACTIVENESS OF VET THROUGH EXTENDED REALITY (VR/AR) TRAINING FOR BETTER SKILLS-MATCH

## A2.3 Transnational peer-review and comparative report

# LABOUR MARKET ACTORS

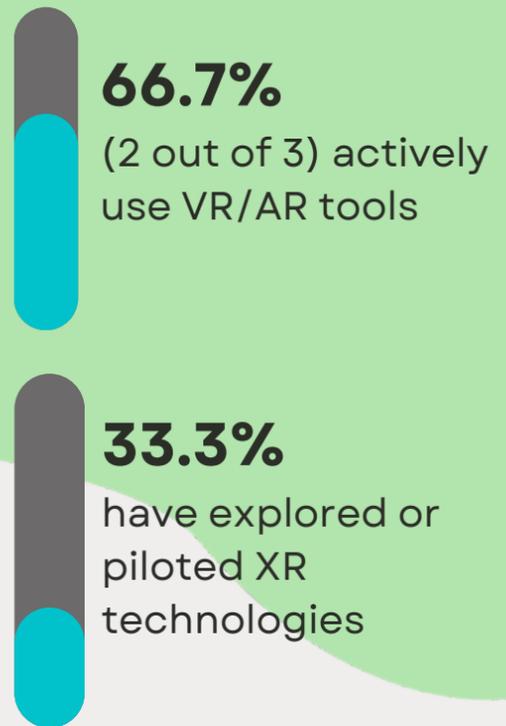
## Industry perspectives on XR in Cyprus. Insights from the Labour Market: Readiness, needs, and the future of VET

Based on our survey data for the labour market actors in Cyprus, there is a highly specialized ICT/Technology cohort that is ahead of the curve in adoption compared to other regions, yet faces significant hurdles regarding costs and skilled staffing

### Industry landscape

Every surveyed ICT company provides vocational training, internships, or apprenticeships

**Current Reality:**  
High adoption rate



### What holds us back?

- High initial investment
- Lack of skilled staff
- Aligning content with industry standards

### Priorities & employability

Does XR help get the job?



### The Roadmap to Alignment

Align VET with Industry

- Involve industry experts
- Provide Trainers with Industry Experience

Key request: Affordable and scalable hardware

