

A2.3 Transnational peer-review and comparative report

LABOUR MARKET ACTORS

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

Based on our survey data for the labour market actors in Greece, there is a cautious optimism: they see the value of XR for "hard skills" and safety, but are skeptical about the realism of simulations and the cost of implementation.

Industry landscape

Key sectors represented:

- Automotive
- Services/Repairs
- Healthcare

Current Reality: Most have not used XR yet (only 1 out of 4 has explored/piloted), but interest is high.

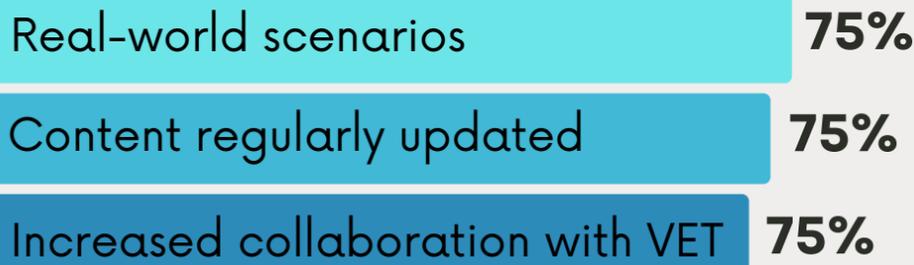
75% have concerns about the realism/effectiveness

50% haven't use it because of the high initial investment and resistance to new methods

Priorities & employability

75% agree/strongly agree that XR-trained students are more job-ready

The conditions for success



The path forward

Top training formats and most effective methods

- AR overlays
- Gamified learning
- Virtual site walkthroughs

75% believe that XR will improve employee confidence, readiness, and standardized training