



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

# VET STUDENTS

## Insights on learning preferences, digital access, and attitudes toward immersive technology from students in Cyprus

Based on our survey data for VET students in Cyprus, they are digitally ready, eager for innovation, but waiting for access.

### Student profile & Accessibility

Students are tech savvy: 100% rated their knowledge of VR/AR as average to excellent

The students are ready, but the curriculum is lagging.

**All** have used VR/AR outside the classroom (mostly for gaming)

**None** have used XR in their classrooms



### How they learn best

- Watching videos/demonstrations
- Doing hands-on tasks

### Learning potential

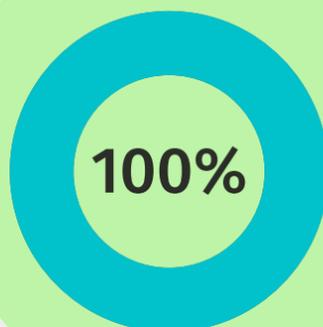
The value of XR

Makes learning more fun and interactive	100%
Practice without fear of making costly mistakes	100%
Better preparedness for real-world jobs	66.7%

### The path forward

The top requests:

- "Being able to access VR/AR from home" would help them the most
- All have high-speed internet and AR-capable smartphones



**Hard barriers:** cost and time

- expensive equipment
- not enough time in the school schedule