XR in VET

Greece

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 Greece

Based on our survey data for VET students in Greece, there is a "Digital Gap" between students' personal familiarity with technology and their lack of access to it within the curriculum.

Student profile & Accessibility

Students are digitally native but educationally underserved.

While **100%** have smartphones & AR-capable devices, only **13.3%** have access to a VR headset at home

60%
have used VR/AR mostly for gaming outside the classroom

13.3%
have used XR inside the classroom

Learning potential

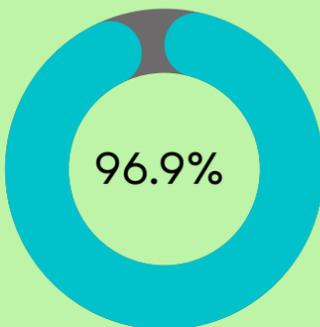**80%** of the students believe XR would make their training more engaging

How can XR help VET students?

Safe environment **66.7%**
Understanding **53.3%**
Repetition **26.7%**

The path forward

Critical support requirements
- easy-to-use apps
- clear guidance
- technical support staff

96.9%

96.9% (combined with trainers) believe that XR improves learning outcomes