XR in VET

Cyprus

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 TRAINERS

A snapshot of digital maturity, needs, and barriers for VET educators in Cyprus

Based on our survey data for VET educators in Cyprus, they have higher adoption rates, yet still unanimously demand professional development and infrastructure to scale up.

Adoption

Showing higher-than-average readiness: Already experimenting with immersive technology.

67.7%
feel "Very Confident" in using XR tools effectively and willing to pilot new XR applications

67.7%
(2 out of 3) have already used VR/AR in their classrooms

100% Consensus on essential needs:

- Professional Development
- Technical Support Staff
- VR/AR Hardware
- High-Speed Internet

Barriers to integration

Top barriers to full integration in Cypriot VET

Limited Teacher Training	**100%**
Lack of Funding/Budget	**67.7%**
Insufficient Hardware	**67.7%**

The path forward

Preferred teaching methods:

- Interactive AR
- Game-Based Learning
- 360° Videos
- Equipment Simulation

100%
require hands-on workshops on using VR/AR tools

68%
need access to ready-made content and technical support for setup and troubleshooting