XR in VET

Spain

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 Spain

Based on our survey data for VET educators in Spain, teachers want to use XR, but they are currently constrained by time pressures due to regulatory changes and a fear that adding technology without support will lead to burnout.

Adoption

Digital literacy is high for basic tools & applications, but XR adoption is practically non-existent in daily teaching.

100%
Trainers cite "Lack of Time" as a critical barrier. No time for experimentation.

33.3%
Low or isolated usage of XR. Restricted to specific events or specific subjects.

100% Consensus on essential needs:
- Without technical support staff, implementing XR increases teacher stress

Barriers to integration

Top barriers to full integration in Spanish VET

Limited Teacher Training	**100%**
Lack of technical support	**100%**
Unsustainable workload	**100%**

The path forward

Milestones to adoption:
- Pedagogical Training
- Institutional investment through funding
- Ready-made curricular content

100%
Blended learning methodology

100%
High-value use cases: safety simulations, preparation for workshops, reducing material waste