



XRinVET

Enhancing Digital Innovation
(Web 4.0) and Attractiveness
of VET through
Extended Reality (VR/AR)
Training for better skills-match

The **XRinVET** project aims to improve *Vocational Education and Training* (VET) by introducing emerging technologies like Virtual Reality (VR) and Augmented Reality (AR), collectively termed **Extended Reality (XR)**, to modernize teaching, align with EU digital strategies, and increase VET's attractiveness through trainer development, innovative curricula, and e-apprenticeships in collaboration with businesses.

Objectives

- Offer **work-based** opportunities via a **blended learning methodology** in education, training and apprenticeship **using VR/AR techniques**.
- **Increase the attractiveness of VET** and meet the needs of the labour market.
- Promote **digital transformation, modernisation** and **upgrade the quality** of VET.

SCAN ME



The consortium:



ΠΑΝΕΠΙΣΤΗΜΙΟ ΚΡΗΤΗΣ
UNIVERSITY OF CRETE



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NATIONAL CENTER FOR
SCIENTIFIC RESEARCH "DEMOKRITOS"



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