XR *in* **VET**

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

Completion of WP2 activities

We have completed the first milestone of our project, achieving the following results:

- Based on discussions from the Open Consultation Groups and responses from the online survey, we produced a national report for each participating country. These reports outline the current situation, needs, barriers, and attitudes of VET trainers, the perspectives and expectations of VET students, as well as labor market views, trends, and requirements in Greece, Belgium, Spain, and Cyprus.
- Following a transnational peer review, a comparative report was compiled, summarizing and comparing the findings across the partner countries.
- We developed the Audit Tool questionnaires, which will be integrated into the interactive platform to serve as a self-assessment resource for evaluating VET schools' readiness and receiving tailored recommendations based on their score.

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The partnership:

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Camera di Commercio
Belgo-Italiana

NATIONAL CENTER FOR SCIENTIFIC RESEARCH "DEMOKRITOS"

CODEARRAYS

Mapping tool

The **Mapping Tool** is a collection of good practices/initiatives/ programmes related to XRinVET in Greece, Belgium, Spain, and Cyprus, easily accessible through an online interactive map at our project website.
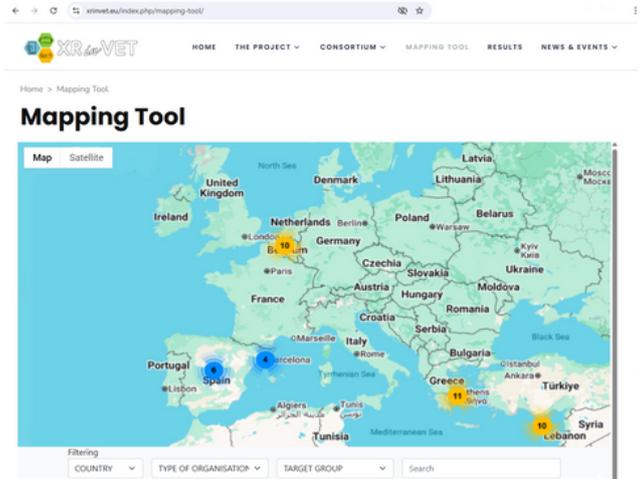
XR simulations progress

We have begun developing scenario-based activities for **work-related XR simulations** in 3 selected VET sectors/professions: Vehicle Technician/Maintenance (Car Mechanic), Electrical/Electronics/IT Technician, and Healthcare/Nursing Assistant.

Initial outcomes from these
XR simulations are presented here.
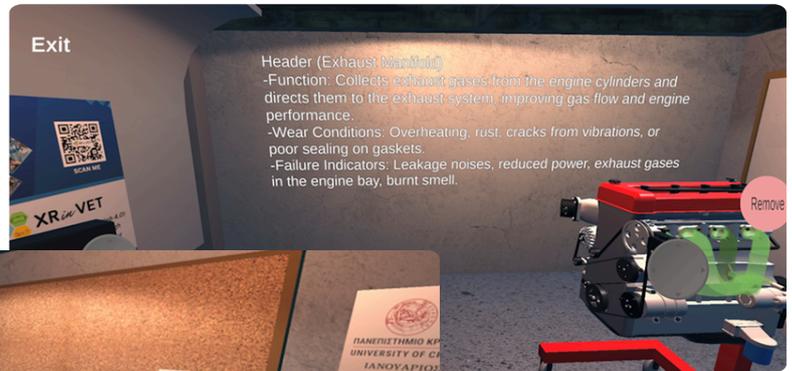
Car engine assembly & disassembly

Human anatomy simulation

Dissemination at events

Project partners participated in several events and promoted XRinVET.

Annual Demo Week Event for high school students (February 3-7, 2025, Computer Science Department, University of Crete, Heraklion, Greece)

Regional Robotics Competition FIRST® LEGO® League Challenge (February 15, 2025, University of Crete, Heraklion, Greece)

Educational Robotics and Technology Festival: Promoting Innovation (March 5, 6 and 7, 2025, Giannitsa Cultural Center, Pella, Greece)

4th Mathematics Summer School (July 9, 2025, University of Crete, Heraklion, Greece)

2nd transnational meeting

On the 24th and 25th of June 2025, the second transnational meeting of the Erasmus+ KA2 VET project XRinVET took place in Madrid, Spain.

Next Steps

In the coming months, the XRinVET consortium will design a **Professional Development Course for VET Trainers** along with an ecosystem of micro-credentials for its assessment and validity, define a **Competence Framework for VET Students**, and further develop the scenario-based activities for the **work-related XR simulations** across the 3 selected job sectors.

GET IN TOUCH

Make sure to follow our activities and stay up to date with all of our events!

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