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VR4INCLUSIVET

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VR4InclusiVET

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After two years of European cooperation, the VR4INCLUSIVE_VET project has reached its final phase within the Erasmus+ KA220-VET program. The project has demonstrated the potential of Virtual Reality (VR) as a key tool for innovation, digital transformation, and inclusion in Vocational Education and Training (VET).

Main results achieved

- Development of 6 Virtual Reality applications in educational settings.
- Real piloting with 142 students and 23 teachers.
- Moodle educational platform with more than 250 registered users.
- Multilingual training resources available to any user.

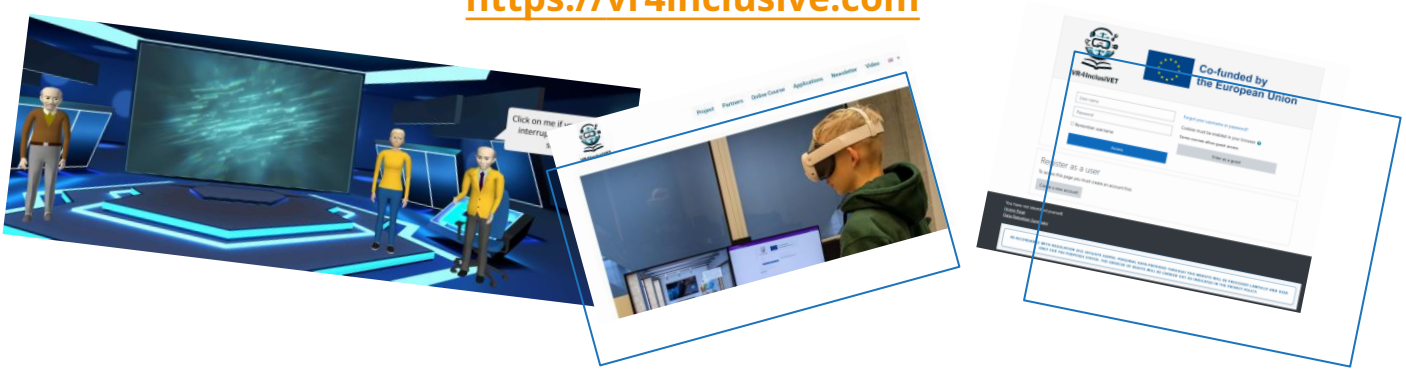
Training and international cooperation

Two transnational training sessions were held:

- LTT1 in Kaunas (Lithuania): technical training at CoSpaces/Delightex.
- LTT2 in Cyprus: training in inclusion and accessibility applied to VR.

The project leaves behind replicable resources, innovative methodologies, and an open platform that will remain available to vocational training centers and interested professionals.

https://vr4inclusive.com



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