



The basis of skills training.



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Innovative practices in a digital era

PROJECT SCOPE



DRinVET addresses the necessity to increase the ability and promptness of teachers and trainers to apply a relevant pedagogy and methodology for the use of Digital Reality (DR) tools in Vocational Education and Training (VET), as well as tools that will raise their digital competences. Therefore, enable teaching processes to lead safely towards learning outcomes needed for the labour market.

PROJECT AIM



DRinVET, through its results, promotes the use and application of Digital Reality (DR) in Vocational Education and Training (VET), such as Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR) and X Reality (Cross Reality - XR). Each Intellectual Output (IO) comprises a guideline, handbook, manual or database to guide teachers/trainers on how to apply DR in teaching/training.



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Project Partners:



Project Associated Partners:





101. Basics of digital reality – A handbook for teachers and trainers

102. VET library of DR – A database

103. HOW TO... - Best practice examples

104. Pedagogical guidelines for learning and teaching

105. Technical Manual

106. Guideline for Online assessment



TARGET GROUPS

- Teachers, trainers, students and trainees of vocational schools and adult education in Europe;
- Public authorities in European countries responsible for the secondary and high(er) vocational and adult education sector;
- Vocational education as a whole, from the local to national and international levels.

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