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Digital reality - the basis of skills training

The DRinVET project started on the 1st of March 2021 and for the next 22 months it will create tools in Digital Reality (DR) to help teachers and trainers, who have been struggling to adapt to this new digital environment, in overcoming their difficulties, especially in terms of practical training delivery and assessment.

COVID-19 has had a global impact on education. All the classes have been moved to the internet. According to an OECD report, more than 60% of students and trainees have not learned to work in a digital environment. While online theoretical classes have been implemented at a certain pace, many of them have been left without the opportunity to do the practical part in industry, training centres and schools due to the pandemic and anti-pandemic measures.

The project partners – STRUKA (coordinator); Industrial and Trade School Slavonski Brod (IOS); Virsabi; European Federation for Welding, Joining and Cutting (EWF); Universitatea Din Craiova (UCV); Augmented Training Service (ATS); Learn Virtual Europe Kft. (LVE) and SVSXASS (associated partner) – from 7 European countries (Croatia, Denmark, Belgium, Romania, Spain, Hungary and Switzerland) see the solution in DR tools that allow students to complete a real task with simulated tools or in a simulated environment mirroring reality, which ultimately solves the problem of practical learning and taking practical assessment. To do this in the right way, it is necessary to develop a relevant pedagogy and methodology for the use of DR tools, as well as tools that will raise teachers' and trainers' competences and enable teaching processes to lead safely towards learning outcomes needed for the labour market.

For this purpose, the project implementation will be done through the development of 6 outputs: 1. Basics of digital reality - A handbook for teachers and trainers on how to use different virtual reality simulators for professional occupation in VET¹; 2. VET library of DR - A database of digital content creators/developers; 3. HOW TO ... - Best practice examples from VET digital classrooms across Europe (platform for knowledge exchange); 4. Pedagogical guidelines for learning and teaching using DR technologies; 5. Technical manual: Minimum conditions for education, training and testing in educational processes in virtual environment; 6. Guideline for Online assessment: Tools and procedures to perform harmonized online assessment of learning gained through virtual environment.

DRinVET will have an immediate and long-term impact on target groups and vocational education from the local to the national and the international levels. The project can be considered a basis, because it will deliver tools that will provide all target groups with easier access to DR technologies, the foundations for further personal development of teachers, trainers, students and trainees as well as the development of educational organizations and institutions in which they operate and learn. This will allow them to dive into DR as experienced users and participate equally in the education and technology race.

You can find more information on: www.drinvet-project.eu or contact: ewf@ewf.be

¹ Vocational Education and Training