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Digital reality - the basis of skills training

The DRinVET project started on the 1st of March 2021 and for the following 22 months, the project partners developed handbooks and guidelines for the integration of 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.

The DRinVET project addressed the necessity to increase the ability and promptness of teachers and trainers to apply a relevant pedagogy and methodology for the use of DR tools in Vocational Education and Training (VET), as well as tools to raise their digital competencies. Thus, enable teaching processes to lead safely toward learning outcomes needed for the labour market. Vocational education – especially its practical part – has been influenced by all the classes that have been moved to the internet. While online theoretical classes have been implemented at a certain pace, many students/trainees have been left without the opportunity to do the practical part in industry, training centers, and schools due to COVID-19 and anti-pandemic measures.

The project involved 7 partners from 6 European countries – Croatia, Denmark, Belgium, Romania, Spain, and Hungary – that saw the solution in DR tools, which allow students/trainees to carry out a real task with a simulated tool or in a simulated environment imitating reality. To do this in the right way, the project partners developed a good pedagogy and methodology for the use of DR tools, as well as tools to improve teachers'/trainers' competencies. The DRinVET project resulted in 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 VET.](#)
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.](#)
6. [Guideline for Online assessment: Tools and procedures to perform a harmonized online assessment of learning gained through a virtual environment.](#)

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

