



User-friendly Practical Distance Active Training Experience



- ✓ Module 1: TEACHING AND LEARNING WITH DIGITAL SOLUTIONS
- ✓ Module 2: INTEGRATING DIGITAL TOOLS IN THE EDUCATIONAL PROCESS
- ✓ Module 3: PRACTICAL TRAINING ON DIGITAL TOOLS
- ✓ Module 4: IMMERSIVE TRAINING WITH VR, AR, MR

The Blended Course

RESULT 2 OVERVIEW AND DEEP DIVE INTO VR

What is a blended course?

The blended course design model is a contemporary instructional approach that combines the benefits of both traditional face-to-face teaching and online learning. This innovative type of course seeks to create a dynamic and engaging learning experience for students, leveraging the advantages of both physical and virtual learning environments. By integrating technology and traditional instructional methods, the blended course offers a flexible and personalized learning journey that caters to diverse learner needs. This description will provide an overview of the blended course design model, its key components, and the benefits it brings to the educational landscape.

Overview of the blended course of UpDATE:

The blended course is broken down into 4 modules and their key units. The course aims to strike a balance between synchronous and asynchronous learning, maximizing interaction, collaboration, and engagement among learners. The course emphasizes the importance of utilizing digital tools and resources to enhance the learning experience while maintaining valuable in-person interactions.

A look into Virtual Reality

In this newsletter issue, we are going to take a deep dive into VIRSABI's VR educational experiences that were created for specifically for the UpDATE project.

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Denmark
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VR Experience - Kitchen Safety Training

The "Kitchen Safety Training" VR experience offers an innovative approach for teachers to effectively train students in kitchen safety practices. The immersive technology provides an engaging learning environment that enhances student participation and understanding. The experience is divided into three levels and includes a mini-game, offering a comprehensive training program.

Level 1 - Introduction:

This level sets the foundation by placing students in a realistic professional kitchen with reduced distractions. The main objective is to introduce students to five hazard types: burns, electric shock, cross-contamination, falls, and knife safety. Icons displayed on the dishwashing machine provide explanations, and students can explore and click on them for more detailed descriptions. Interactive elements and real-time feedback help students grasp the concepts effectively.

Level 2 - Increased Difficulty:

The second level raises the bar by presenting hazards and clues in a blue or monochrome colour scheme, requiring students to rely on their knowledge and actively search for hazards. This level strengthens their understanding and identification of different hazard types, promoting critical thinking and problem-solving skills.

Level 3 - Simulated Stress:

The third level adds challenge by introducing simulated stress. Students must apply what they have learned in the previous levels while managing time constraints and a limited number of mistakes. This simulates the pressures of a real professional kitchen and helps students develop essential skills for handling emergencies and maintaining safety in demanding environments





VR Experience - Car Mechanic

FREE OCULUS QUEST 2 VR SOLUTION

Introduction:

The VR experience for "Brake Disc Change Training" offers an innovative approach for car mechanic teachers to effectively train students in the process of changing a brake disc. The immersive technology provides an engaging learning environment that enhances student participation and understanding. The experience is divided into three levels and includes interactive tasks, offering a comprehensive training program.

Introduction to the brake disc

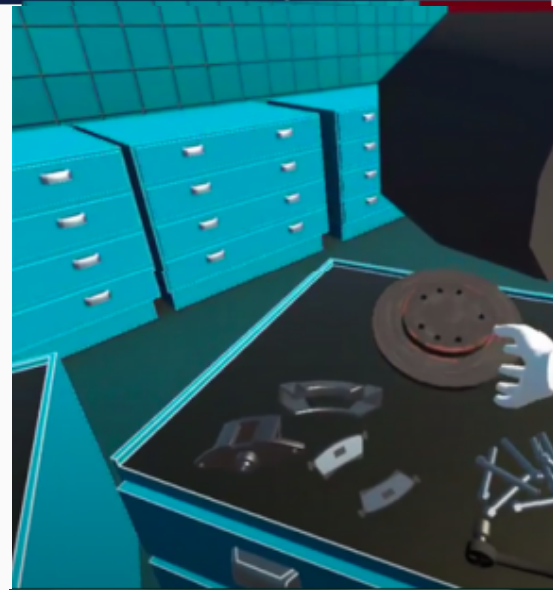
At this level, students are placed in a virtual garage with a car that requires a brake disc change. The objective is to introduce students to the step-by-step process of changing a brake disc. Students can interact with virtual tools and components, receiving real-time feedback as they progress through the process. Interactive elements and detailed descriptions provide additional explanations for each step, ensuring a clear understanding of the process.

Please note that while the VR experience provides an immersive visualization of the brake disc change process, it does not allow students to enter the car or test its functionality. **The main focus is to help students visualize and practice the disassembly, replacement, and reassembly steps.** It's important to note that the accuracy of the steps may vary as they have been provided by an apprentice and not verified by a professional mechanic.

By incorporating this VR experience into their teaching, car mechanic teachers can provide students with a dynamic and immersive learning environment that enhances their understanding of the brake disc change process. The multi-level structure and interactive tasks ensure a comprehensive and engaging training program that prepares students for real-world car mechanic scenarios.

Tool identification minigame

The Educational VR experience is designed to help car mechanic teachers provide engaging and interactive tool identification training to their students. Within the virtual environment, students are presented with a variety of tools that they need to identify correctly

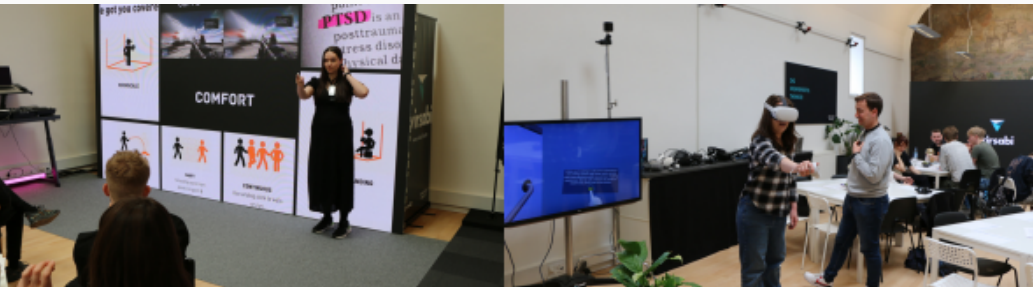


2nd UpDATE Multiplier event in Denmark

TALK ABOUT SERIOUS GAMES AND EDUCATIONAL VR EXPERIENCE CREATION

A Glimpse into "The Update Project"

Imagine a scenario where an age-old industry, deeply rooted in tradition, undergoes a remarkable transformation through the innovative application of Virtual Reality (VR) technology. "The Update Project" stands as a prime example of how VR can breathe new life into even the most traditional fields.



The Execution Phase

Once the idea was conceptualized, it was time for action. The execution phase marked the meticulous process of bringing the vision to life. Multidisciplinary teams collaborated closely, blending the expertise of VR developers, content creators, and industry experts. Their combined efforts aimed to bridge the gap between tradition and innovation.

One of the critical challenges during this phase was ensuring that the VR experience was seamlessly integrated with the industry's existing practices. **Custom VR solutions were developed to meet the specific needs of the project**, which demanded a deep understanding of both the industry's intricacies and the capabilities of VR technology.

"The Update Project" had a **captive audience eager to learn from its success**. Participants, hailing from CADA TrueMax, included both students and teachers who shared a common curiosity about the development of VR projects. Their presence reflected a thirst for knowledge and a desire to understand the intricate process of bringing groundbreaking VR endeavours to life.

After the event reached its discussion phase, the Update VR solutions it introduced were put to the test by none other than the students themselves. The students' inquisitiveness sparked numerous questions and ignited thought-provoking discussions. They contemplated the **broader implications of VR in education**, pondering not only how it could be used effectively but also why it was a transformative force

