

Collaborative Virtual Reality Platform for e-Learning: Teaching Communication



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Are you up to date with the news of the COViR project?

The **Virtual Reality Platform for e-Learning**, the main expected outcome of this European project, is already taking shape. There is a lot of work to be done to make Virtual Reality (VR) a reality for VET and distance learning.

Consequently, the partners have reviewed the content being prepared for the online training, as well as the status of the VR platform for a test run, and the certification process for the trainers.

Why is VR training material needed?

New technologies, professions and specialties arise and that cause an increase of the meaning of education also in the non-formal contexts. Moreover, education and training with the use of Virtual Reality seems to have many requested qualities that are rare in school-based type learning.

In COVID-19 times, VR classrooms are becoming more and more popular as there are around ten new platforms developed during the 2021 year alone. However, those are still quite expensive tools as we should have VR headsets; and the second problem is the lack of teachers/trainers who would have communication skills related to this technology.

Such communications skills are being developed in the Erasmus+ project "COViR" and will become open-source ready to use materials. In this way, the project consortium will be able to develop training courses with certification schemes, test it on the VR platform and then deliver the training of trainers' modules.

That is why to deliver VR training (and experiences) not only to learners but also to teachers, trainers and VET instructors. If they have to introduce VR into their pedagogical practice they have to master it first.

The COViR project is **nearing the stage of designing its VR platform**, deciding what tools to include, what structure it will have and what modules on how to use it properly.

Each step makes the first ideas closer to becoming a reality. Stay tuned!



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