

March 1st, 2021 marked the beginning of **DRinVET (Digital reality - the basis of skills training)**, a 22-month-long Erasmus+ strategic partnership project aiming to facilitate the use of Digital Reality (DR) tools, such as Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR) and Cross Reality (XR), across all levels in Vocational Education and Training (VET). The main objective of this project is acquisition of knowledge (learning) and skills (training) using DR technologies, which is probably the most required key competence of all stakeholders in VET today. In other words, learning how to learn with DR technologies.

During the course of the project, the consortium, consisting of 8 partners from 7 European countries - Association **STRUKA** (the coordinator) and **Industrial and Trade School (IOS)** from Croatia, **European Welding Federation (EWF)** from Belgium, **Learn Virtual Europe (LVE)** from Hungary, **University of Craiova (UCV)** from Romania, **VirSabi** from Denmark, **Augmented Training Services (ATS)** from Spain, and the associated partner **Swiss Welding Society (SVS)** will develop and promote innovative practices in a digital era and try to bring them closer to all the stakeholders in VET in Europe.

That being said, the project targets teachers and trainers, pupils and students from vocational schools and adult education institutions in Europe as well as public authorities in European countries responsible for the secondary and high(er) vocational and adult education sector.

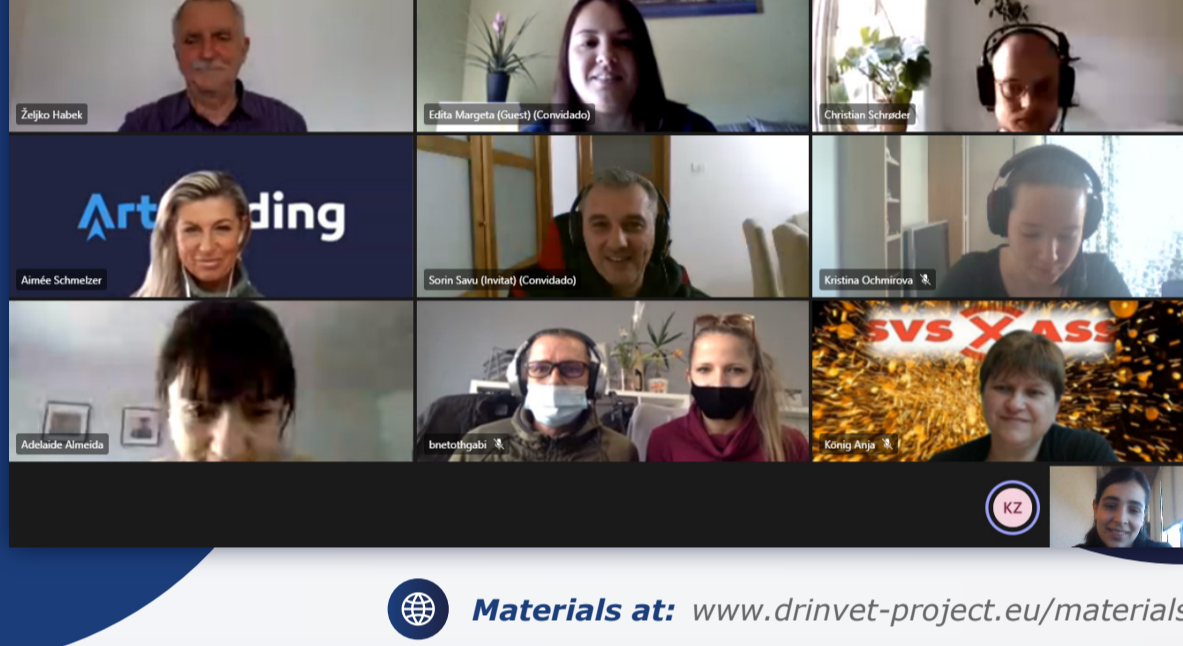
Accordingly, the main objectives of the project are:

- Promote DR technologies (AR, VR, MR and XR) in education, especially in VET;
- Promote the application of simulators (DR) in learning and skills training in VET;
- Promote a constructivist and collaborative approach in the teaching process;
- Learn how to learn using technology in teams consisting of teachers and students;
- Enable teachers and students to work/learn in crisis situations (e.g., pandemics).



The situation around COVID-19 in Europe being what it is, unfortunately prevented partners from meeting each other face to face, so we started our work on the project virtually. There were a lot of things to present and discuss, therefore, it was necessary to divide the Kick-Off (KO) meeting into 3 sections.

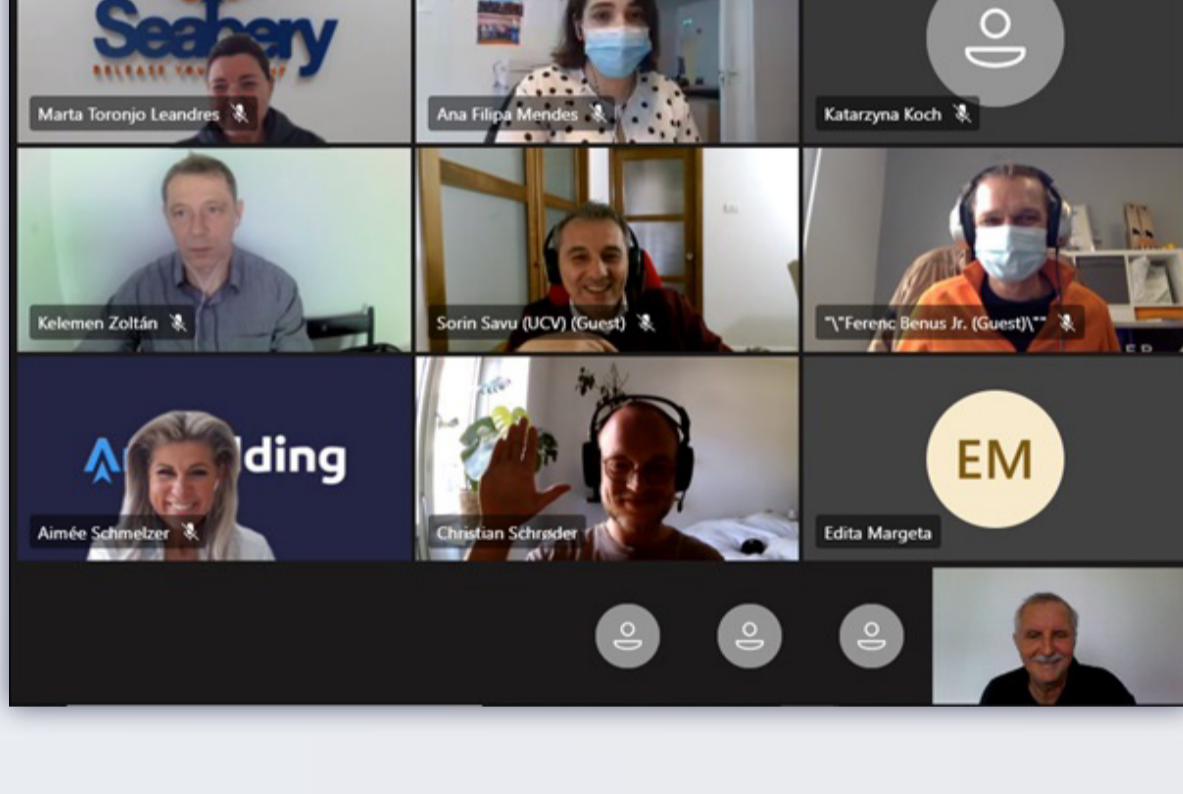
The first part of the KO meeting took place on March 23rd, 2021, starting with a short introduction of all partner members. Then the coordinator presented the project explaining the idea and logic behind it with a brief overview of expected project activities and tasks, as well as the administrative and financial issues, important for the proper project implementation. SVS, the partner responsible for Quality and Evaluation, briefly presented their institution and the quality strategy and EWF, the partner responsible for the project dissemination, shortly explained the strategy and activities expected throughout the project. EWF also designed a number of interesting logo suggestions that were presented during the meeting and voted for by all the partners upon meeting completion.



Materials at: www.drinvet-project.eu/materials

In between the 1st and the 2nd part of the KO meeting, EWF designed the 1st Project Flyer and Press Release that were sent to partners for feedback. STRUKA, as the coordinator, set up the project social media accounts on Facebook and LinkedIn (Instagram and YouTube to follow).

The 2nd and 3rd part of the KO meeting, that took place on April 20th and 27th, 2021, were about the presentation of partner institutions and intellectual outputs they are in charge of. Each partner made a general overview of the output and presented the action plan.



01 - Basics of digital reality

A handbook for teachers and trainers

02 - VET library of DR

A database of digital content creators/developers

03 - HOW TO...

Best practice examples from VET digital classrooms across Europe

04 - Pedagogical guidelines for learning and teaching

Using DR technologies

05 - Technical manual

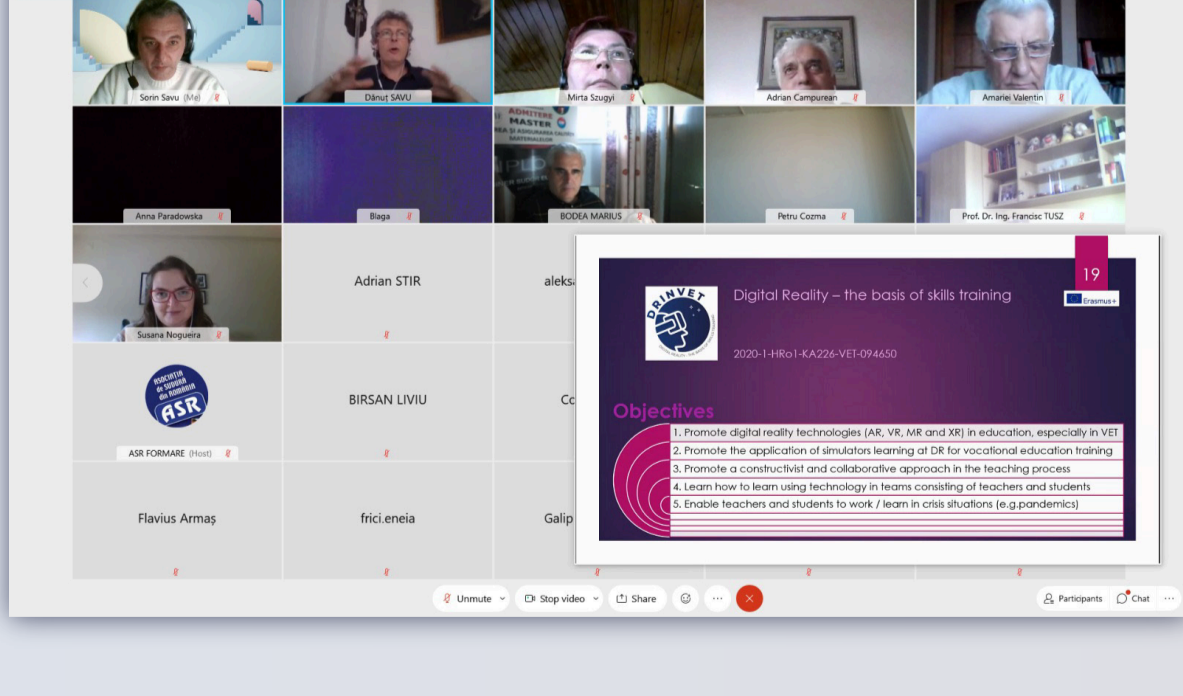
Minimum conditions for education, training and testing in educational processes in virtual environment

06 - Guideline for Online assessment

Tools with procedures to perform harmonized online assessment of learnings gained through virtual environment

During the meeting on April 20th, EWF presented the first draft of the Dissemination Plan highlighting the general strategy, activities and timetable. LVE kickstarted the work on O1 with a 45-minute workshop, that got the partners brainstorming about the potential users/readers of the Handbook. There are two additional 3-hour workshops planned in May with the purpose of continuing our work on O1.

The DRinVET project was presented by Professor Danut Savu at the ASR International Conference WELDING 2021, held on 22nd and 23rd of April, in Romania.



The next e-Newsletter is set for **September** so, stay tuned for the updates!

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