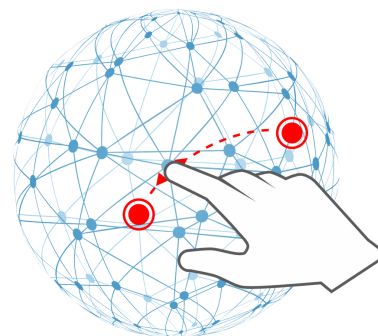




Co-funded by the
Erasmus+ Programme
of the European Union



VRinHE
VIRTUAL REALITY IN
HIGHER EDUCATION

Integrating Virtual and
Augmented Reality in Higher
Education Curricula



@VRinHE

Project number: 2021-1-BG01-KA220-HED-000032128

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



www.vr-in-he.eu

THE VRinHE PROJECT

OVERVIEW

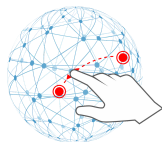
The main goal of the project is to build the capacities of Higher Education institutions to modernise their curricula and practices by improving the competencies of university staff (faculty members, learning designers, technologists etc.) for integrating virtual reality (VR) and augmented reality (AR) in teaching and learning practices. This will support the Higher Education sector by fostering its digital transformation. VR and AR can help students to develop soft skills such as critical thinking, problem solving, adaptability, creativity, and leadership.

PROJECT STAKEHOLDERS

Higher Education institutions (teachers, students, other university supporting staff), research centers and associations, SMEs, IT companies, public authorities and policy makers at a local, regional or national level.

PROJECT OBJECTIVES

- Building competences of academics, learning designers, and teaching staff and preparing them for integrating VR/AR in the design and delivery of courses.
- Developing materials for the integration of VR/AR in Higher Education.
- Raising awareness about the need and value of integrating VR/AR into Higher Education.
- Improving the supply of quality Higher Education opportunities for all.



VRinHE
VIRTUAL REALITY IN
HIGHER EDUCATION



PROJECT RESULTS



Toolkit for integrating VR/AR in teaching and learning

VR/AR training course for learning designers, developers, educational technologists and academics



eLearning platform and MOOC on using VR/AR in Higher Education institutions

Policy and practice guidelines for integrating VR/AR in Higher Education



PROJECT PARTNERS

University of Ruse "Angel Kanchev", Bulgaria - www.uni-ruse.bg

University of the Aegean, Greece - www.aegean.gr

University of Latvia, Latvia - www.lu.lv

CARDET, Cyprus - www.cardet.org

Bulgarian-Romanian Chamber of Commerce and Industry, Bulgaria - www.brcci.eu

E.N.T.E.R., Austria - www.enter-network.eu

University of Nicosia, Cyprus - www.unic.ac.cy