

## Project Partners

### **Centro San Viator - Spain**

Educational center in Sopuerta

### **p-consulting.gr - Greece**

An IT and training company at Patras

### **University of Ptuj - Slovenia**

An adult education center with experience in formal and non-formal learning

### **LUMS - Slovenia**

University for Adult Education at Murska Sobota

### **Greta du Velay - France**

A group of 21 public educational institutions under the wing of the Ministry of Education providing education and training for 16+



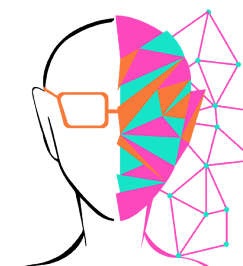
Scan to learn more!



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

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect 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.

# Virtual Reality meets tomorrow's Education and everything is possible!



## Creative Teaching

through Virtual Reality

ctvr.eu

2021-1-ES01-KA220-ADU-000033619

## What Creative Teaching is

**Creative Teaching : Virtual Reality is here to revolutionize adult education! Digital tools blend with traditional learning, in order to create an innovative and inclusive educational process.**

## Target Groups

- Adult educators.
- Associations for adult education.
- Professionals/experts in adult education.
- Mentors.
- Lifelong learning teachers.
- Adult learners.
- Participants in lifeong learning activities.



## Project aims

- Creation of VR Classrooms to reinforce educational creativity.
- Implementation of blended teaching methodologies (analog-digital) that will lead to better educational outcomes.
- Achievement of digital equity by offering equal access to learning resources.
- Empowerment of educators and their teaching skills via training on VR classrooms and digital tools on education.

## Project Results

- Research of VR tools and methodologies in adult education

*An in-depth research of comprehensive materials, tools, and best practices from the field of virtual and augmented reality in education. An overall report of VR/AR tools and innovative methods that can be applied in adult education.*

- CT : VR Curricula

*The digitally published Curricula, consists of a list of procedures and methodologies regarding VR implementation on 3 levels: organizational, teacher/mentor, participant. It serves as a guideline on possibilities of different implementations and as a tutorial for future use, by organizations or teachers.*

- CT : VR Guidelines with video tutorials

*A collection of good practices of VR/AR implementation on education from organizations that are already using VR as part of their educational Curriculum. The result of the research is published on the CT:VR platform. The Guidelines serve as learning material, encouraging the involvement of educational organizations, by offering an overview of VR/AR advantages.*

