



XRinVET

Enhancing Digital Innovation
(Web 4.0) and Attractiveness of VET
through Extended Reality (VR/AR)
Training for better skills-match

Professional Development Course for VET trainers

The XRinVET Transnational Training Mobility took place on 27-29 April in Nicosia, Cyprus. It brought together project partners and VET educators to share ideas, test technologies, strengthen their digital competences, and reflect on what learning can look like going forward.

We explored immersive learning, content creation, gamification, and how to bring XR into real classrooms in a practical way. We also discussed the teaching material developed within the project and how it can support both trainers and students.

The workshop and live demonstrations successfully integrated the concepts, giving everyone a hands-on opportunity to try the developed XR simulations, ask questions, and exchange valuable insights.

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 XRINVET.EU



The partnership:



ΠΑΝΕΠΙΣΤΗΜΙΟ ΚΡΗΤΗΣ
UNIVERSITY OF CRETE



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CODEARRAYS



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The mobility focused on:

- Introducing XR technologies and immersive learning approaches in VET
- Demonstrating XR tools, simulations, and educational applications
- Developing educators' skills in applying XR technologies in classroom settings
- Exploring pedagogical frameworks, gamification, and assessment methods
- Discussing labour market trends, ethical considerations, and future opportunities
- Strengthening cooperation among project partners and supporting future pilot training activities.

Learning Objectives

LO1: XR Fundamentals and Hardware

- The learner will understand the history, evolution, and fundamentals of VR, AR, and XR technologies, and evaluate the benefits, costs, and limitations of implementing these tools in the VET sector.
- **ESCO Skill/Competence:** virtual reality; simulated reality; augmented reality; Understand educational technology.

LO2: XR Content Creation and Pedagogical Application

- The learner will be able to identify the core elements of effective educational game design, apply principles of gamification, and safely integrate immersive learning experiences and classroom management strategies into traditional VET teaching curricula.
- **ESCO Skill/Competence:** Adapt teaching to target group; Use virtual reality in education.

LO3: Assessment, Ethics, and the Future of Work

- The learner will be able to assess student knowledge and practical skills through XR simulations while navigating data protection, copyright, equity, and the evolving labour market needs.
- **ESCO Skill/Competence:** Assess students; Apply ethical standards.

Scope 1 ECTS (25 hrs)

Workload: 15 hours of teaching and 10 hours of study and assessment.

Activities

A1. Lectures | Online (synchronous) | Theoretical & Demo [23 April 2026]

A2. Lectures & Tutorials | In-person & Online (Hybrid) | Theoretical & Practical [27-29 April 2026, Nicosia, Cyprus]

A3. Feedback and Reflection | Online (synchronous) | Wrap-up & Evaluation [14 May 2026]



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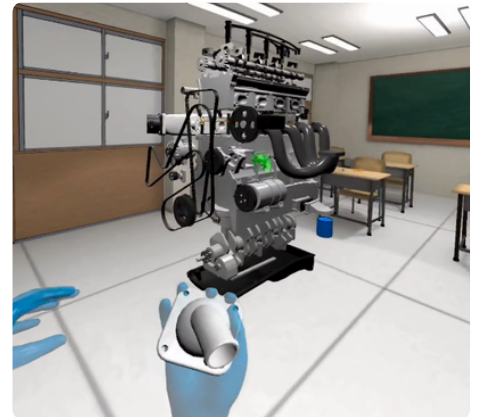
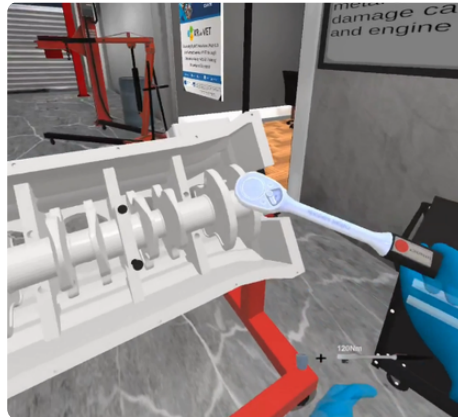
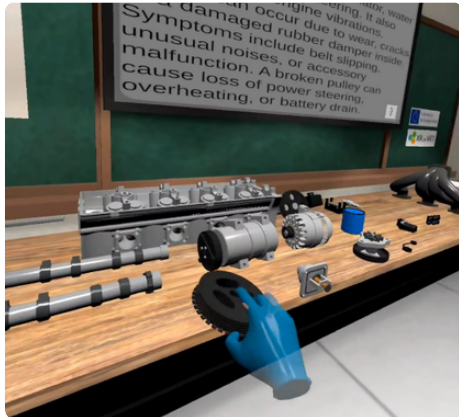
XR simulations progress

We finalized the **Competence Framework for VET Students** and have been developing scenario-based activities for **work-related XR simulations** in 3 selected VET sectors/professions:

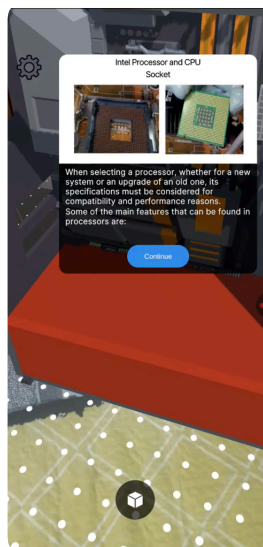
- Vehicle Technician/Maintenance
- Electrical/Electronics/IT Technician
- Healthcare/Nursing Assistant.



Car engine assembly & disassembly new look



PC builder
Android AR app
(learn how to assemble the basic components of a desktop computer)



VR app with challenges for all professions



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Dissemination at events



DevFest Heraklion, organized by Google Developer Groups (GDG) Heraklion (January 24, 2026, Computer Science Department, University of Crete, Heraklion, Greece)



Annual Demo Week Event for high school students (February 2-6, 2026, Computer Science Department, University of Crete, Heraklion, Greece)



Regional Robotics Competition FIRST® LEGO® League Challenge (February 14, 2026, University of Crete, Heraklion, Greece)

Vocational Guidance Day (March 8, 2026, Aquila Atlantis Hotel, Heraklion, Greece)

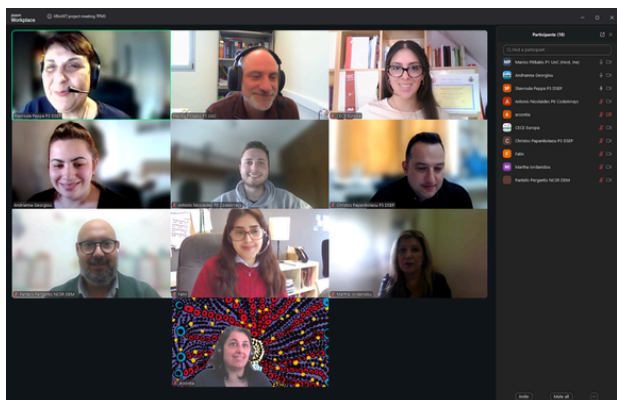
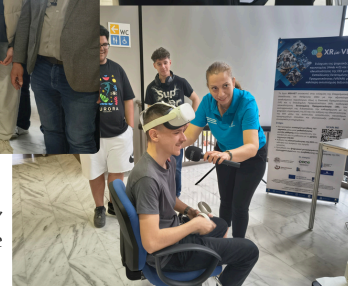
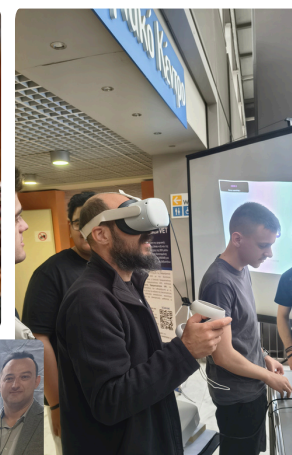
Dissemination at events



Festival of Educational Robotics and Technology: Promoting Innovation (March 17, 2026, Giannitsa Cultural Center, Greece)



18th Student Informatics Conference (April 21–24, 2026, Thessaloniki, NOESIS Science Center and Technology Museum, Greece)



3rd transnational meeting

On 30 March 2026, the third transnational meeting of the Erasmus+ KA2 VET project XRinVET took place online.

Next Steps

Over the coming months, the XRinVET consortium will finalize the **Educational Pack for VET Students**, and the national **upskilling training** for students and trainers at selected VET schools will run between October and December 2026.

Make sure to follow our activities and stay up to date with all of our events!

GET IN TOUCH

[XRINVET.EU](https://www.xrinvet.eu)



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