



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

About the project

The EU Commission's "Web 4.0 and Virtual Worlds" Communication outlines a strategy to transform **Vocational Education and Training (VET)** by leveraging emerging technologies like Virtual Reality (VR) and Augmented Reality (AR), collectively termed **Extended Reality (XR)**. XRinVET aims to enhance digital readiness, resilience, and capacity within VET institutions, improving both trainers' and students' digital skills while promoting blended learning and social inclusion. **XRinVET** introduces innovative XR tools to modernize teaching, align with EU digital strategies, and increase VET's attractiveness through trainer development, innovative curricula, and e-apprenticeships in collaboration with businesses.

The project's main target groups include VET teachers and trainers across various fields, as well as students aged 16+ preparing for future professions, who will engage in work-based XR simulations to support blended learning.

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



The partnership:



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Objectives

- Offer **work-based opportunities** via a **blended learning methodology** in education, training and apprenticeship using **VR/AR techniques**.
- Increase the **attractiveness of VET** and meet the needs of the labour market.
- Promote **digital transformation, modernisation** and **upgrade** of the quality of the VET.

The Kick-off meeting

On the 4th of December 2024, the kick-off meeting of the Erasmus+ KA2 VET project XRinVET took place. During the meeting, all initial activities and tasks were set out for the project results, along with management, quality assurance, and dissemination, the next steps of the implementation were discussed and deadlines were set for the upcoming tasks.



Next Steps

In the upcoming months, the XRinVET consortium will begin their research on a national level to define the best practices in their countries, conduct a survey and collect the requirements from the target groups (VET teachers and students 16+ years old). Additionally, we will start the design of scenario-based activities for **work-related XR simulations** in at least 3 different job settings/sectors.

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

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