


Collaborative Virtual Reality Platform for e-Learning: Teaching Communication

NEWSLETTER n° 5

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Do you want to know what we have been doing lately in the COViR project? Then read on!

The importance of training in the use of Virtual Reality

Virtual Reality (VR) in education allows students to experience and learn interactively, making lessons more interesting and engaging. In addition, this technology can also help improve information retention, as students are more involved and engaged in the learning process.

Teacher training is a crucial factor in the successful implementation of VR in the classroom and in maximising its potential in education.

It is important that educators are trained in the proper use of VR technology and have the necessary skills to integrate it into their curriculum effectively. Teacher training can also help foster creativity and innovation in the classroom by allowing them to explore new ways of teaching and transmitting knowledge. By learning about the possibilities of VR, educators can design activities that actively engage students and allow them to experience and learn more effectively.



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“COViR” Certification for Meta VR Trainers

In our [previous newsletter](#) we explained that we were seeking to train and certify Meta VR Trainers from each partner country (Cyprus, Greece, Poland and Spain), so that they can subsequently provide training in communication skills applied to virtual reality, since the aim is to test for the needs of the subject “Communication Skills”, which is considered a difficult subject to teach online.

In order to carry out this training and subsequent certification, we have developed the [e-learning platform](#) “COViR Learning System”, which offers knowledge and skills that a Meta VR Trainers should acquire in order to get certified.

Trainers who have completed the online course have received certification to be able to train themselves 3 other trainers per country on the communication skills course, using the COViR e-learning platform to test themselves and the virtual reality tools.

And that is what we have been doing for the last few months!



To sum up...

Teacher training is a key factor in ensuring the successful implementation of VR in the classroom and maximising its potential in education. It is therefore important that educators have access to the necessary training to successfully use and integrate VR technology in the classroom.

Through the results of our project, COViR hopes to contribute to the development of a more innovative, creative and effective education!