



App Description and Evaluation Form

Best practice app N° 1	DESCRIPTION		
Full official name:			
Provider/Developer:			
Demo link:			
Price:			
Years of publication:			
Available languages:	<input type="checkbox"/> ENG <input type="checkbox"/> ESP <input type="checkbox"/> FRA <input type="checkbox"/> GER <input type="checkbox"/> ITA <input type="checkbox"/> POL <input type="checkbox"/> OTHER: _____		
Available on these <u>VR software platforms</u> :	<i>Please indicate on which platforms this app is available. For example: Steam VR, VIVE PORT, Google Play etc.</i>		
Available for these <u>VR hardware systems</u> :	<i>Please indicate which VR hardware system is needed for this VR app</i>		
Learning <u>content</u> description: (at least 200 characters)	<i>What kind of content is available? Please be specific and describe the VR app for someone who is not familiar with it.</i>		
Learning <u>process</u> description: (at least 200 characters)	<i>How does the VR application facilitate the acquisition of knowledge or the training of skills?</i>		
SWOT	User-friendliness*	Pedagogic orientation**	Applicability potential***
STRENGTHS	• ... • ... • ...	• ... • ... • ...	• ... • ... • ...
WEAKNESSES	• ... • ... • ...	• ... • ... • ...	• ... • ... • ...
OPPORTUNITIES	• ... • ... • ...	• ... • ... • ...	• ... • ... • ...
THREATS	• ... • ... • ...	• ... • ... • ...	• ... • ... • ...
Overall summary of findings and recommendations: (at least 500 characters)	<i>Please indicate your choice why you have selected this app and how it can help to facilitate the access to WBL with a special focus on SEN students; please do also indicate for which group of SEN students the app is best suited and why.</i>		

***User-friendliness:** How easy is it to use this app? Are there many different functions? Is there a clear structure? Is it clear how to use the app? Are there any challenges in finding specific content? Etc.

** **Pedagogic orientation:** Is this app intended for learning or for gaming or maybe both? Does it feature didactic methods that make it easier to grasp for users? Is there specific pedagogic learning content and/or pedagogic methodology used? Etc.

*** **Applicability potential:** Is this app suitable for the target group of VET trainers and/or the target group of VET learners/SEN learners? If yes, how? How easy can this VR app be used by trainers? Do they need a lot of preparation or not? Etc.

