

Newsletter N°4

4th transnational project meeting and final conference

VETREALITY's fourth and last transnational meeting was actually the first one for which all partners were able to meet in person! While the three other meetings were organized online in the context of Covid-19, this one took place in Campobasso, Italy, on 14th November 2022. This was the opportunity, for instance, for Reattiva, the partner in charge of the third output, to present the finalized Mobility Toolbox and mobile app.



This meeting was followed on November 15th by the project's final conference held on the beautiful historic premises of Istituto di Istruzione Superiore Leopoldo Pilla in Campobasso. Close to 100 persons (teachers, trainers, policy makers students...) attended the event, which gave the opportunity to project leaders and partners to present the different outputs and results created over this two-year span.





Multiplier events



In the Fall, from early October to late November, all project partners organized a final multiplier event to introduce the various outputs and how they can be used, to VET teachers, trainers, and more broadly any professional interested in the use of virtual reality in vocational education and training, more specifically to foster SEN students' participation in work-based learning and mobility projects. To illustrate this point, we chose two photos taken at the event organized by TILI, our Spanish partner from the Basque country, which we found particularly photogenic ☺



Project results

All three project outputs are now downloadable from the VETREALITY website <https://vetreality.erasmus.site/> in all project languages: English, German, Italian, French, Spanish and Polish:

- **IO1: the e-compendium**, channeling VET trainers towards the best available virtual reality hardware and applications that can be used with SEN students within the framework of work-based learning.
- **IO2: the one-week training programme** providing VET teachers with the knowledge and skills needed to integrate virtual reality into their teaching methodologies
- **IO3: the mobility tool box** promoting SEN students' involvement in mobility, facilitating their integration through the use of virtual reality. This toolbox

comes with a mobile application entitled “Vetreality” which you may download from the App Store or Google Play Store for free.



Please do not hesitate to contact the VETREALITY partner in your country to let us know if you use the outputs, and if you have any question or suggestion. Let's keep in touch!

Partners



Co&So (Italy) - Project leaders



Reattiva - Regione Europa Attiva (Italy)



Auxilium pro Regionibus Europae in Rebus Culturalibus (Austria)



Danmar Computers Sp Zoo (Poland)



INSHEA (France)



Tolosako Inmakulada Ikastetxea S. Coop. (Spain)

Cork Education and Training Board (Ireland)



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