

# IMMERSIVE LEARNING: AR & VR TOOLS



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**OID: E10201112**

Advanced Institute for Skills Development

# COURSE DESCRIPTION

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This Erasmus+ training course is designed to support educators in integrating **Augmented Reality (AR)** and **Virtual Reality (VR)** into their teaching practice through a pedagogically grounded and hands-on approach. Aligned with the Erasmus+ priority of Digital Transformation, this hands-on course demystifies immersive technologies, showing participants how to increase student engagement, experiential learning, and innovation in any subject.

Participants will explore how immersive technologies can enhance **student engagement, experiential learning, and innovation in education**, while developing practical skills to design and implement AR/VR learning experiences aligned with curriculum objectives.

It provides a collaborative environment where you will explore real classroom scenarios and design immersive learning experiences you can immediately use with your students.

The course follows a **practice-oriented and collaborative approach**, consistent with Erasmus+ KA1 training standards:

- Interactive workshops and guided tool exploration.
- Hands-on practice with accessible AR/VR platforms.
- Collaborative group work and peer learning.
- Practical lesson planning aligned with your curriculum.

Participants will actively engage in designing and testing immersive learning experiences, ensuring direct transfer to their professional practice.

# COURSE INFORMATION

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## Learning Outcomes

**By the end of the course, participants will:**

- Clearly differentiate between AR and VR and identify their pedagogical value for various age groups and subjects;
- Gain confidence in using specific AR/VR platforms and apps designed for educational purposes;
- Design Engaging Lessons: Create student-centered lesson plans and immersive resources that promote critical thinking and active learning;
- Lead Digital Innovation: Enhance digital competencies in line with EU priorities and share innovative, inclusive teaching solutions with your school community;
- Develop a clear understanding of immersive learning and its role in modern education;
- Promote collaboration, creativity, and critical thinking through immersive methodologies;
- Identify and evaluate opportunities to integrate immersive technologies into their teaching practice;
- Create lesson plans incorporating AR/VR aligned with curriculum goals and learning outcomes;
- Adapt immersive strategies to different educational contexts and learner needs;
- Collaborate with peers to share best practices and co-create innovative teaching solutions;
- Reflect critically on the ethical and pedagogical implications of immersive technologies;
- Transfer and share core values, experiences and effective teaching practices with other teachers and colleagues;
- Improve technical and English language, communication and social skills.

# DAILY PROGRAM

5-DAYS

..... \*Our courses also include a daily Coffee Break

## DAY 1 / 8h30-13h45

### Introduction to Augmented and Virtual Reality

- Fundamental concepts: AR, VR, and Mixed Reality;
- Historical evolution of immersive technologies;
- Current trends and the future of immersive education;
- Educational use cases across different levels of education;
- Group discussion: exploration of existing AR/VR experiences.

## DAY 2 / 8h30-13h45

### Tools and Platforms for Education

- Platforms for creating AR experiences;
- Tools for virtual tours and immersive environments;
- Mobile applications and AR/VR devices;
- Hands-on: practical experimentation with educational tools;
- Critical analysis of tools: advantages and limitations.

## DAY 3 / 8h30-13h45

### Pedagogical Integration and Learning Design

- Pedagogical frameworks for AR/VR integration;
- Active methodologies and experiential learning;
- Design of student-centered immersive activities;
- Adaptation to different subjects and education levels;
- Group discussion: designing a lesson plan with AR/VR.

## DAY 4 / 8h30-13h45

### Developing AR/VR Resources and Educational Content

- Development of simple AR content;
- Creation of virtual experiences and immersive tours;
- Storytelling and gamification in immersive environments;
- Personalization and pedagogical differentiation with AR/VR;
- Peer review and collaborative project improvement.

## DAY 5 / 8h30-13h45

### Future Innovation

- Group work: presentations;
- Reflection, future cooperation, and follow-up activity planning;
- Course roundup and review;
- Certification ceremony.



# ADDITIONAL INFORMATION

**Documentation:** Learning Agreement; Certificate of Attendance with description of learning outcomes; Europass validation; and other required Erasmus+ supporting documents.

(Our courses are eligible to be completely funded by the Erasmus+ program 2021-2027 - KA1 funds and several other programs)

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