

ARTVET - Augmented Reality in Teaching in Construction VET

2nd meeting: 29 - 30 November 2022

How to introduce AR in Italian VET centres for construction sector

Strengths

- Augment attractive of training in construction
- Ease reaching young people as target
- Increase the performance of training approaches
- European directives and local government are investing on the topic

Weaknesses

- Trainers/coordinators are not updated with use of digital tools for training purposes
- Non-digitalised users can see use of AR as a barrier
- Need for technical support
- High costs of tools and software
- Costs for development and maintenance

Opportunities/chances

- Creation of new training courses for the use of AR in construction
- Creation of new training courses on AR in general, to expand IIPLE target
- Improve the skills and performance of workers and professionals in the construction sector
- “Learning by doing”, with no real consequences in case of mistakes
- Increase the efficiency of construction sites through the use of digital tools/AR
- provide personalized and flexible learning
- increase the motivation to learn of our targets
- establish closer connections between the classroom and the real world

Threats/risks

- Low interest of trainees on the specific topic
- Low inclination of trainers to learn a new approach (scarce interest and time)
- Problems in translating the theory into practice
- Possible reduction of social interactions and communication aspects

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NEXT STEPS?