



WESTDEUTSCHER HANDWERKSKAMMERTAG



TNP of the ERASMUS+ Project

ARTVET - Augmented Reality in Teaching in Construction VET



Co-funded by the
Erasmus+ Programme
of the European Union

Liège, 29th - 30th November 2022

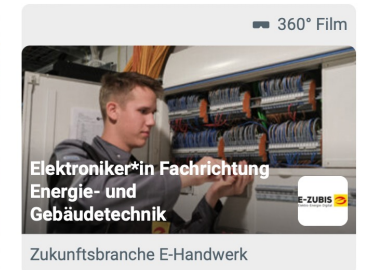
Erasmus+ Project AR4VET – teasers for VET trainers and teachers

- 2017 - 2019
- Cooperation for innovation and the exchange of good practices
- Development and testing of concepts and selected contents for the use of AR in teaching and learning processes
- Goal:
 - Achieve a measurable increase in motivation of learners and teachers
 - provide a new teaching method for company trainers
 - visualization of complex situations
- Providing the following for (in-company) trainers and teachers:
 - Blended learning course
 - Training on how to use and create content on different AR hardware
 - Object database
 - Best practice deployment
 - Guide
- Partners: DE, NL, DI, SL, CY



Career discovery program "Your first day" – Studio 2B

- 360-degree company tours
- Future workplace as a virtual panorama
- 230 apprenticed professions
- Offer to schools
- VR glasses sent free of charge



4.800+

Schulen in Deutschland &
Österreich machen mit

5.000.000+

Schüler*innen in Deutschland
haben Berufe bei uns entdeckt

230+

Berufe gibt es bei
uns zu entdecken

	Strength	Weakness
Intern	<ul style="list-style-type: none"> • Low cost • Simple technical equipment • Varied daily learning routine • Future-oriented • Promotes young talent • Motivation boost through handling of new types of media • Practical implementation of theoretically learned content • Increased understanding through visualization of complex situations • Visualization of technical processes • Support for employees • Low level of understanding 	<ul style="list-style-type: none"> • Purchase/equipment with technology • Adaptation of the educational content • Service of the technical equipment • Need for internal experts ("script writers") • Complex work due to detailed mapping of virtual scenarios • Limited theoretical knowledge in the virtual field • Need for IT experts and external consultants for commissioning and simulation • Time-consuming creation of scenarios • Limited theory on the use of AR in vocational training

	Opportunities/ Chances	Threats/ Risks
Extern	<ul style="list-style-type: none"> • Low number of contenders on the training market • High attractiveness for young people due to new modern technology • Long retention of learned information through visual, auditory and emotional impressions • High variability and diversity of virtual events and their effects • Practical experts with experience • Design of the virtual world taking into account past events • Improving the employability of learners in the labor market • Increasing availability of IT tools 	<ul style="list-style-type: none"> • Lack of regulations for the standardization of vocational training • Different working structures in training programs • Limited number of training centers with willingness and ability to implement • Lack of willingness of learners and teachers to deal with new technologies • Overload due to the possibility of a variety of presentations and topics