Experience Learn Live!

teachinvr.eu

TeachINVR

ABOUT

Teachers work hard to provide the best experience for their students, but they often have limited training in key subjects and time to prepare.

With our VR-based training, teachers can learn and practice key skills before they step into the classroom. The immersive environments are set up like a game to keep learners engaged and excited about learning.

RESULTS

IT'S NOT JUST ABOUT THE STUDENTS.

IT'S ABOUT GIVING TEACHERS THE TOOLS TO DO THEIR JOBS BETTER TOO.

METHODOLOGY

Innovative VR training/learning methodology for teachers and trainers. An on-boarding material in form of a pdf containing necessary knowledge about the technology itself and the methodology for educators to use it.

MANUAL

A manual for design, implementation and evaluation of VR in classes. The manual is the application of the methodology into an actual training manual addressed both to educators.

VIRTUAL REALITY

The TeachINVR project will also develop a VR experience for educators. This experience will provide hands-on training in a simulator aimed at the educators. The contents of the VR course will be a practical application of the Methodology and the Manual.

GUIDE FOR TEACHERS

Educators can use the Guide in case they do not have time to go through the materials (Methodology and Manual). It is a sort of a checklist or a To-do list for educators. The Guide links back to the previous materials pointing to the chapters where educators can find more detailed information.

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