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— Immersive training hubs with AR/VR and 3D printing for establishing innovative didactic work-based learning settings in green professions



Project outline

The ARtemis project recognises the resulting higher demand for digital and related skills, expressed in the revised 2020 EU skills agenda, the Pact of Skills and the Digital Education Action Plan (2021-2027) which focus on targeted policies that can facilitate the upskilling and reskilling of EU citizens.

It supports vocational training staff in dealing with modern, digital tools where there is currently little or no experience with respect to new technologies as AR, VR, 360 ° videos and 3D (bio-) printing.

WP1: Didactic guidelines for training staff in green professions

WP 1 concentrates on the development, testing and evaluation of a qualification concept for VET personnel ("Digitalisation expert in VET") to acquire the necessary professional, personnel and digital skills for the use of immersive technologies (AR, VR, 360 ° videos) and 3D (bio-) printing in practical training environment.

Outputs:

- ◆ Learning outcome matrix for teachers and trainers , to outline the most important points for teaching digitalization
- ◆ Learning outcome matrix for students, to outline what the students need to have learned after completing our training programmes

WP2: Learning scenarios

WP 2 develops, tests, and evaluates the integration of AR, VR, 360° videos and 3D (bio-) printing scenarios in practical training. The results are teaching and learning materials to provide training examples for VET teachers and trainers qualification as well as use in existing trainings

WP3: Artemis AR/VR training hubs in green professions

The result of WP 3 is the foundation and operation of three different didactic innovation training hubs. They are based on WP 1 and WP 2 to qualify the teaching personnel the right way with the right contents and methodological approaches. The hubs enable the creation of relevant teaching material and media by using AR, VR, 360° and 3D (bio-) printing as well as to integrate the material into the preferred practical training environments in the three sectors.