



# Implementation of Virtual Reality based learning methodology in secondary schools

acronym:  
**VR EDUCATION**

## MAIN PROJECT OBJECTIVES

are:

1

**Improve quality and attractiveness of education process** in regions of Municipalities of Ludbreg, Croatia, Kocani, N. Macedonia, Limassol, Cyprus and Pazardzhik, Bulgaria by development and implementation of innovative VR based learning methodology.

2

**Increase secondary schools teachers' and students' competences and skills** in using of online available VR educational contents in everyday classes.

3

**Establish strategic partnership among different socio-economic types of organisations** for increasing of quality level of education with implementing of the best practices and development of innovative education methods.

## APPLICANT PARTNER:

Town Ludbreg

## PARTNER ORGANIZATIONS:

### CROATIA

- High school Ludbreg
- Lunar Ltd.

### BULGARIA

- SDRUZENIE Tzentar za Ustoychivost i Ikonomichesko Razvitie
- Language high school Bartolt Brecht

### NORTH MACEDONIA

- Local action group Kochani
- High school Ljupco Santov p.o. Kocani

### CYPRUS

- Magnetar Ltd.
- Heritage Private School

**START DATE:**

1.11.2019.

**END DATE:**

31.10.2022.

**TOTAL PROJECT AMOUNT:**

189.751,00 EUR

## THE SPECIFIC OBJECTIVES of the implemented activities

are:

- 1 develop own innovative ICT – based educational module with utilisation of VR technology,
- 2 improve students achievements in school subjects with help of VR educational technology,
- 3 improve students teamwork skills through the transnational competitive event in the frame of long-term teaching assignment,
- 4 establish transnational teacher's network by using of eTwinning networking modules and to create of a strategic Action plan for transnational cooperation in the field of education.



## IMPLEMENTED PROJECT ACTIVITIES in the frame of the project are:

- management and coordination of the project
- transnational meetings
- theoretical and practical short term training events
- long-term teaching assignments
- short term exchange of groups of pupils
- dissemination events
- development of the intellectual outputs (Strategic document, Guidelines and education module)
- development and maintenance of project web-site
- dissemination activities

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## ACHIEVED PROJECT RESULTS:

- ✓ Prepared document for long-term strategic transnational partnership among local public bodies, secondary schools, NGOs and entrepreneurs
- ✓ Established Virtual Reality Educational module "Knowledge as the only way out"
- ✓ Prepared Guidelines for secondary school teachers "How to implement free online available Virtual Reality software in everyday classes"
- ✓ Prepared Strategic Action plan for transnational partnership in development of educational process in Kochani, Pazardzik, Ludbreg and Limassol by using of innovative ICT based methods and best practices
- ✓ Established transnational school teachers network by using of eTwinning module for future cooperation



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