

**VR4VET**Co-funded by the  
Erasmus+ Programme  
of the European Union

# VR4VET first training workshop


Info about the workshops: <https://www.vr4vet.eu>


[Registration](#)

Open and free of charge

## Program

**Tuesday 2 July 2024**


 **Place:** CGL, Schanzenstr. 28 · 51063 Cologne, Germany ([map](#))

 **Contact:** Melina (+49 1781685351)

 **Room:** Aquarium

13:00 - 13:15	Welcome by THK and BZB, signup, coffee, and mingling
13:15 - 13:30	Virtual Reality for career guidance and vocational education: about the course <i>by Mikhail Fominykh, Norwegian University of Science and Technology</i>
13:30 - 14:15	<b>Lecture 1:</b> VR-enhanced learning, gamification of education, and instructional design <i>by Mikhail Fominykh, Norwegian University of Science and Technology, Roland Klemke, TH Köln, and Marcus Specht, TU Delft</i>
14:15 - 15:00	<b>Lecture 2:</b> Vocational training and career guidance in Virtual Reality: state-of-the-art, challenges and opportunities <i>by Angela Friesen, Education Centers of the Construction Industry (BZB)</i>
15:00 - 15:30	Coffee and refreshments
15:30 - 16:30	<b>Practice 1:</b> Demonstrations and hands-on experience: VR4VET applications <i>by VR4VET team</i>
16:30 - 17:15	<b>Discussion 1:</b> How to integrate Virtual Reality into career guidance and vocational training processes at organizations: Focus group
17:15 - 18:00	<b>Tutorial 1:</b> Integration of Virtual Reality into vocational training and career guidance: practical details <i>by Mikhail Fominykh Norwegian University of Science and Technology and Heidi Fossen, Norwegian Labour and Welfare Administration</i>

## Wednesday 3 July 2024


 **Place:** CGL, Schanzenstr. 28 · 51063 Cologne, Germany ([map](#))

 **Room:** 211

 **Zoom:**

09:00 - 09:15	Welcome by THK and BZB, signup, coffee, and mingling
09:15 - 10:00	<b>Lecture 3:</b> Technology-enhanced learning and gamification <i>by Roland Klemke, Cologne Game Lab, TH Köln</i>
10:00 - 10:30	Break
10:30 - 11:15	<b>Tutorial 2:</b> Development of scenarios for Virtual Reality applications for Vocational Education in installation <i>by TU Delft and Technical College Rotterdam</i>
11:15 - 12:00	<b>Lecture 4:</b> DOTS model in career guidance and vocational training <i>by Hannah Svenningsen, Norwegian University of Science and Technology</i>
12:00 - 13:00	Lunch
13:00 - 13:45	<b>Lecture 5:</b> Deploying Virtual Reality applications for career guidance <i>by Heidi Fossen and Arild Hegge Kristensen, Norwegian Labour and Welfare Administration</i>
13:45 - 14:00	Break
14:00 - 17:15	<b>Practice 2:</b> Impact games student presentations <i>by Cologne Game Lag, TH Köln</i>

## Thursday 4 July 2024

 **Place:** CGL, Schanzenstr. 28 · 51063 Cologne, Germany ([map](#))

Room: Aquarium

 **Zoom:**

09:00 - 09:15	Welcome by THK and BZB, signup, coffee, and mingling
09:15 - 10:00	<b>Lecture 6.</b> Learning analytics and feedback design in eXtended Reality <i>by Marcus Specht, TU Delft</i>
10:00 - 10:30	Break
10:30 - 11:15	<b>Lecture 7:</b> Virtual Reality for learning, soft skills, career guidance and vocational training <i>by Ekaterina Prasolova-Førland, Norwegian University of Science and Technology</i>
11:15 - 12:00	<b>Tutorial 3:</b> Tutorial Development of scenarios for Virtual Reality applications for Vocational Education in construction <i>by Angela Friesen, Education Centers of the Construction Industry (BZB) and Alexandru Tunaru, Cologne Game Lab, TH Köln</i>
12:00 - 13:00	Lunch
13:00 - 13:45	<b>Practice 3:</b> Ethical, safe and inclusive Virtual Reality technologies <i>by Ekaterina Prasolova-Førland, Norwegian University of Science and Technology</i>
13:45 - 14:30	<b>Tutorial 4.</b> Overview of Virtual Reality technology and equipment <i>by Mikhail Fominykh, Frederik Friquin, and Snorre Forbregd Norwegian University of Science and Technology</i>
14:30 - 15:00	Coffee
15:00 - 16:30	<b>Practice 4:</b> Designing your own Virtual Reality workplace application and Possibilities for collaboration with VR4VET <i>by VR4VET team</i>