

## Project Partners



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**Virtual  
Reality**

for  
Real-World  
**Care**

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**VRCARE offers an innovative approach by integrating Virtual Reality as a methodology to teach**

The VRCARE project aims at changing the old-fashioned pedagogy of social and healthcare education focusing on children and elderly by providing students and caregivers with a new way of interacting and stimulating their clients. It helps improve the social and healthcare services by focusing on interaction, ethics, stimulation, and sensory training while providing opportunities to holistically experience things that they have not been able to experience before.



**VRCARE narrows the gap between education and work by providing realistic learning experiences through VR simulations**

- Addressing digital transformation by introducing teachers, students and caregivers (elderly and childcare) to VR scenarios that have been built to fit their needs.
- Adapting VET to labor market needs by using VR to deepen students' understanding in ethical dilemmas and enhance interactive skills.
- Modernising vocational education and the care elderly and children receive at care centers by making it more holistic.



**VRCare's innovation goes beyond education by:**

- Creating 72 real life scripts on ethics, interaction, stimulation and sensory training and transforming 12 to Virtual Reality Video Scenarios that anyone with a pair of unprogrammed VR glasses can use when working with elderly or children or when educating in the topics addressed in the scripts.
- Piloting the scripts and scenarios with more than 400 VET teachers, students and representatives from elderly and childcare organisations.
- Developing of a Virtual Learning Environment (VLE) full of information on how to use VR as a pedagogical tool, how to use it for educational/care purposes and the benefits of VR in education.
- Creating VRCARE Library containing the 72 real life scripts, 12 VR scenarios, guidelines, tips and suggestions of when and how to use them at school or in the care centers.
- Providing teachers and caregivers the necessary knowledge and skills to use VR for educational and/or "care" purposes and to support them in making education and care more holistic.

**Virtual Reality**

for  
**Real-World Care**

