

1 NEWSLETTER
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Welcome to



ERASMUS+
PROJECT

Project number: 2024-1-FI01-KA220-VET-000249151



Spotlight on THE PROJECT

Introduction

We are thrilled to present the first edition of the “**VRCARE: Modernizing Healthcare Pedagogy with Virtual Reality for Interaction, Ethics, Stimulation and Sensory Training**” project newsletter, where we will keep you updated on the latest developments and achievements of this Erasmus+ project, which started on the 1st of September 2024 and will end on the 31st of July 2027. VRCARE is co-funded by the European Union.

In this issue, we will cover:

1. An overview of the VRCARE project: objectives, results, and partnership.
2. Highlights from the Kick-Off meeting in Nicosia, Cyprus (4th-6th of November 2024).



Virtual Reality for Real-World **Care**

Presentation of the project

VRCARE is dedicated to revolutionising social and healthcare education by leveraging virtual reality technology to enhance interaction, ethics, stimulation, and sensory training. Through this project, we aim to:



Develop innovative VR-based training modules by introducing teachers and caregivers (elderly and childcare) to VR scenarios that have been built to fit their needs.

Improve sensory and stimulation techniques in child and elderly care.

Foster international collaboration and knowledge exchange.

Adapting VET to labour market needs by using VR to deepen students' understanding in ethical dilemmas and enhance interactive skills.

Modernise vocational education and the care elderly and children receive at care centres and make it more holistic.



Scan this QR Code to access our Project website!



vrcare-project.eu

**Virtual
Reality**

for
Real-World **Care**



Key Milestones

Developing 72 real life scripts focused on ethics, interaction, stimulation, and sensory training.

Converting 12 of them into Virtual Reality Video Scenarios that can be accessed through any pair of unprogrammed VR glasses and be applicable for working with the elderly, children, or for educational purposes.

Establishing a Virtual Learning Environment (VLE) that provides comprehensive information on using VR as an educational tool, its application in care settings, and the benefits of VR in education.

Developing the VRCARE Library, which will host the 72 real-life scripts, 12 VR scenarios, along with guidelines, tips, and suggestions on their use in schools or care centres.

Empowering teachers and caregivers with the knowledge and skills needed to effectively use VR for educational and care purposes, supporting a more holistic approach to learning and care.

Kick-off meeting



4-6/11/24

The kick-off meeting of VRCARE project took place in Nicosia, Cyprus, from November 4th to 6th, 2024, marking a significant step toward advancing education and healthcare through virtual reality.

As this was our first in-person gathering, it provided an excellent opportunity to connect on a personal level. During the sessions, we revisited the project's objectives, explored various aspects of its management and implementation, and assessed the progress achieved so far. Additionally, we established guidelines for crafting real-life scenarios and adapting them into VR video content. Finally, we outlined the next steps and set clear timelines for future developments.

Closing note

Stay tuned for more exciting updates and milestones as we continue our journey towards the future of social and healthcare education!

**Virtual
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Partnership

Meet the dedicated partners of VRCARE project. Our partnership is composed of a mix of Public and Private organisations and stakeholders combining teachers, practitioners and partners with the capacity to bring innovation in social and healthcare education focusing on children and elderly by providing a new way of interacting and stimulating.

Find out more at our website partners' section: <https://vrcare-project.eu/partners/>



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