

VR4VET

The VR4VET Erasmus+ project is developing a virtual environment designed for learning customer service situations and languages. The environment offers simulation training in a number of different fields of study, as well as free practice. The environment will use speech recognition and multiple-choice tasks. The environment enables a new way of international cooperation without travelling. The environment can be used with VR glasses and a computer.

4 VET schools

4 company partners

Virtual shopping centre

4 domains

8 guided scenarios

5 free practice areas

2 ways of use

Goal-oriented learning

The virtual shopping centre has been designed based on the learning objectives. The scenarios support the content of the hospitality, hair and beauty, consultancy and retail sectors, and the free practice supports learning in all customer service related areas.

Learn more:

WWW.VR4VET.NET



Funded by
the European Union

