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2 ΕΚ ΠΕΙΡΑΙΑ,  
ΠΕΙΡΑΙΑΣ, ΕΛΛΑΣ



KA 220 THE POWER OF AR AND VR:  
IGNITING PASSION FOR LEARNING THROUGH INNOVATIVE TECHNOLOGIES

2024-1-PL01- KA220-VET-000243150



Νοέμβριος 2025

# NEWSLETTER 4

## ΠΡΟΣΦΑΤΕΣ ΕΞΕΛΙΞΕΙΣ ΣΤΟ ΕΡΓΟ THE POWER OF AR AND VR

Μια ομάδα είκοσι μαθητών και πέντε εκπαιδευτικών από έξι χώρες-εταίρους συμμετείχε σε ένα κοινό διαδικτυακό εργαστήριο αφιερωμένο στην εξερεύνηση της ενσωμάτωσης της Επαυξημένης Πραγματικότητας (AR) και της Εικονικής Πραγματικότητας (VR) στην εκπαίδευση. Η διαδραστική συνεδρία είχε ως στόχο να αναδείξει πώς αυτές οι καινοτόμες τεχνολογίες μπορούν να μεταμορφώσουν τις μαθησιακές πρακτικές σε διάφορες θεματικές μαθημάτων.

Το εργαστήριο ξεκίνησε με μια ελκυστική παρουσίαση σχετικά με τις δυνατότητες της AR/VR να κάνει τα μαθήματα πιο ελκυστικά, καθηλωτικά και αποτελεσματικά. Στη συνέχεια, οι μαθητές συνεργάστηκαν μέσα σε διεθνείς ομάδες, συμμετέχοντας σε ένα αθόρυβο debate με θέμα «Η VR στην Επαγγελματική Εκπαίδευση και Κατάρτιση (ΕΕΚ)», όπου αντάλλαξαν ιδέες και προοπτικές χρησιμοποιώντας ψηφιακά εργαλεία συζήτησης.

Η συνεδρία ολοκληρώθηκε με μια δραστηριότητα αναστοχασμού και αυτοαξιολόγησης, επιτρέποντας στους συμμετέχοντες να αξιολογήσουν όσα είχαν μάθει και να εξετάσουν πώς η AR/VR θα μπορούσαν να εφαρμοστούν στα δικά τους σχολεία και σε μελλοντικά έργα.

## WEBINAR ΓΙΑ ΜΑΘΗΤΕΣ Exploring Virtual Worlds: An Introduction to AR and VR

Webinar programme:

- Εισαγωγή: Βασικές έννοιες τεχνολογιών AR / VR
- Ομαδική Εργασία (σε breakout rooms): Εξερεύνηση σύγχρονων εφαρμογών AR/VR σε διάφορους τομείς
- Κialo debate: Ανακαλύπτοντας μελλοντικές ευκαιρίες απασχόλησης με τεχνολογία AR/VR
- Q&A με συμμετέχοντες
- Αξιολόγηση του webinar
- Λίστα Συμμετεχόντων
- Βεβαιώσεις

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IO 2: AR AND VR TOOLKIT FOR CROSS-DISCIPLINARY LEARNING (EMPOWERING TEACHERS WITH PRACTICAL RESOURCES)

WEBINAR FOR STUDENTS

Webinar programme:

- Introduction: The concepts of AR and VR technologies in VET education
- Virtual Group Work: Exploring real-world applications and benefits of AR and VR in various fields
- Kialo debate: *Discovering the potential future career paths related to AR and VR technology*
- Q&A session with participants
- Event evaluation
- Participant list

MONDAY, NOVEMBER 10 AT 05:00 PM CET

[HTTPS://POWER-AR-VR-EDU.2LO.PL/](https://power-ar-vr-edu.2lo.pl/)

<https://power-ar-vr-edu.2lo.pl/>

**Team 1**  
**Virtual Reality should replace traditional classroom learning.**  
 Background: Virtual and augmented reality tools are changing the way we learn—from exploring the human body in 3D to visiting ancient cities or distant planets. Some educators believe VR can make learning more interactive and personalized, while others say nothing can replace real teachers and in-person interaction.  
 Guiding Questions:  
 - Can VR increase student motivation and engagement?  
 - What happens to social and emotional learning in a fully virtual environment?  
 - Is VR learning equally accessible to all students?  
 Steps:  
 1 - Write your arguments with support  
 2 - Read your opponents' arguments and grade them  
 3 - Write rebuttals (counter-argument)  
 4 - Read your opponents' rebuttals and grade them

**Team 2**  
**Using virtual worlds can make our planet more sustainable.**  
 Background: AR and VR can reduce the need for travel, materials, and physical spaces by offering digital alternatives — such as virtual conferences, museums, or field trips. However, producing and powering digital devices also uses energy and resources.  
 Guiding Questions:  
 - Does VR reduce or increase our overall energy consumption?  
 - How can virtual experiences replace real-world activities to help the planet?  
 - Are digital solutions truly sustainable in the long term?  
 Steps:  
 1 - write your arguments with support  
 2 - read your opponents' arguments and grade them  
 3 - write rebuttals (counter-argument)  
 4 - read your opponents' rebuttals and grade them

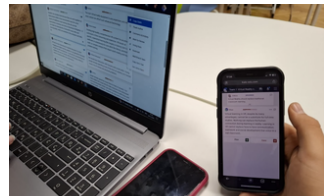
**Team 3**  
**Virtual reality will make real human connections weaker.**  
 Background: In VR, people can meet, chat, and even attend events together in lifelike digital spaces. But as we spend more time in virtual environments, some worry we may lose touch with real emotions, empathy, and face-to-face relationships.  
 Guiding Questions:  
 - Can online interactions ever be as meaningful as in-person ones?  
 - How does VR affect communication skills and empathy?  
 - Will future generations prefer virtual life to real life?  
 Steps:  
 1 - write your arguments with support  
 2 - read your opponents' arguments and grade them  
 3 - write rebuttals (counter-argument)  
 4 - read your opponents' rebuttals and grade them

**Team 4**  
**Immersive VR games do more harm than good to young people.**  
 Background: VR gaming can be creative, educational, and social—but it can also be addictive, isolating, or cause motion sickness and stress. As VR games become more realistic, the line between the virtual and real world can blur.  
 Guiding Questions:  
 - Can VR gaming improve focus, creativity, or teamwork?  
 - What mental health risks come with long hours in virtual worlds?  
 - Should there be age limits or time restrictions for VR use?  
 Steps:  
 1 - write your arguments with support  
 2 - read your opponents' arguments and grade them  
 3 - write rebuttals (counter-argument)  
 4 - read your opponents' rebuttals and grade them

**Team 5**  
**Virtual workplaces are the future of employment.**  
 Background: Remote work and online meetings are already part of daily life. With VR, employees could work together in 3D offices, design virtual products, or train for complex jobs without physical space. But is this really the best way to work?  
 Guiding Questions:  
 - Can VR offices improve collaboration and productivity?  
 - How would this affect work-life balance and job satisfaction?  
 Who might be excluded from this kind of work?  
 Steps:  
 1 - write your arguments with support  
 2 - read your opponents' arguments and grade them  
 3 - write rebuttals (counter-argument)  
 4 - read your opponents' rebuttals and grade them

**Team 6**  
**AR and VR technologies pose a serious threat to personal privacy.**  
 Background: VR and AR devices collect a lot of data—not just what you say or do, but also how you move, look, and even react emotionally. This data can be used to improve experiences but also raises major ethical concerns.  
 Guiding Questions:  
 - Who owns the data collected by AR and VR devices?  
 - How can users protect their identity and privacy online?  
 - Should there be international laws regulating immersive technologies?  
 Steps:  
 1 - write your arguments with support  
 2 - read your opponents' arguments and grade them  
 3 - write rebuttals (counter-argument)  
 4 - read your opponents' rebuttals and grade them

**Self-check**  
 A table for self-assessment with columns for 'Pro', 'Con', and 'Team'.



## ΑΘΟΥΡΒΟ DEBATE

## Κιόλο debates για τη χρήση VR στην ΕΕΚ

Welcome to Kialo  
 You are joining:  
**Team 4: Immersive VR games do more harm than good to young people.**

Welcome to Kialo  
 You are joining:  
**Team 2: Using virtual worlds can make our planet more sustainable.**

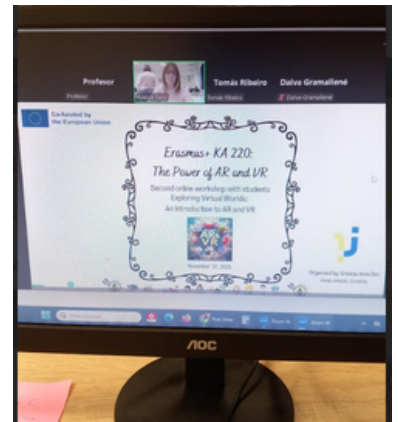
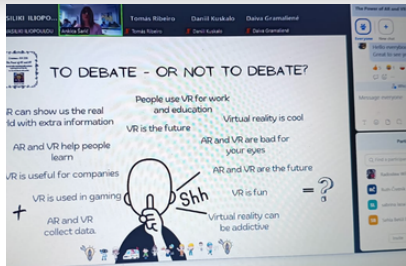
Welcome to Kialo  
 You are joining:  
**Team 3: Virtual reality will make real human connections weaker.**

Welcome to Kialo  
 You are joining:  
**Team 1: Virtual Reality should replace traditional classroom learning.**

Welcome to Kialo  
 You are joining:  
**Team 5: Virtual workplaces are the future of employment.**

Welcome to Kialo  
 You are joining:  
**Team 6: AR and VR technologies pose a serious threat to personal privacy.**

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## VR στην ΕΕΚ

The Power of AR and VR  
 43 min · 0  
 Online Workshop: AR & VR in Education  
 20 students + 5 teachers  
 6 partner countries  
 Focus: Integrating AR & VR into teaching  
 Presentation on AR/VR potential in different subjects  
 Silent debate on VR in VET education in international groups  
 Reflection & self-assessment at the end  
 Great ideas, collaboration, and inspiration for future projects!  
 #ErasmusPlus #ARVR #DigitalSkills #FutureLearning #InnovationInEducation

**Κιόλο debates**  
 Team 1: Virtual Reality should replace traditional classroom learning. <https://www.kialo-edu.com/p/955ea72-8254-437f-840c-523e93e1563f604323>  
 Team 2: Using virtual worlds can make our planet more sustainable. <https://www.kialo-edu.com/p/62c2b8e-6163-48cb-a8fc-f81bd9165c604327>  
 Team 3: Virtual reality will make real human connections weaker. <https://www.kialo-edu.com/p/6c0d5ea2-3409-4746-a061-7c37497740b9f604328>  
 Team 4: Immersive VR games do more harm than good to young people. <https://www.kialo-edu.com/p/51a00bae-8e72-4c37-bd41-a48d1547acc604329>  
 Team 5: Virtual workplaces are the future of employment. <https://www.kialo-edu.com/p/9090947-5467-4996-b854-6da1e4184cc3604331>  
 Team 6: AR and VR technologies pose a serious threat to personal privacy. <https://www.kialo-edu.com/p/04ace941-9b42-4112-98bc-c0806a3134b604334>

**ΔΕΝΤΡΟ DEBATE**  
 ΤΕΛΙΚΑ ΑΠΟΤΕΛΕΣΜΑΤΑ