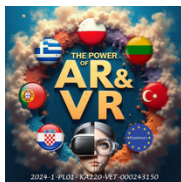




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SREDNJA ŠKOLA BAN JOSIP JELAČIĆ,  
ZAPREŠIĆ, CROATIA



KA 220 THE POWER OF AR AND VR:

IGNITING PASSION FOR LEARNING THROUGH INNOVATIVE TECHNOLOGIES

2024-1-PL01- KA220-VET-000243150

November 2025



# NEWSLETTER 4

## LNAJNOWSZE AKTUALNOŚCI W PROJEKcie THE POWER OF AR AND VR

Uczniowie z sześciu krajów partnerskich wzięli udział w wspólnych warsztatach online, poświęconych integracji technologii rozszerzonej (AR) i wirtualnej rzeczywistości (VR) w edukacji. Interaktywne zajęcia miały na celu pokazanie, w jaki sposób nowoczesne technologie mogą przekształcać proces nauczania w różnych przedmiotach, czyniąc lekcje bardziej angażującymi i immersyjnymi.

Warsztaty rozpoczęły się inspirującą prezentacją, ukazującą potencjał AR i VR w zwiększaniu efektywności nauczania, motywacji uczniów oraz tworzeniu interaktywnych środowisk edukacyjnych. Następnie uczniowie zostali podzieleni na międzynarodowe grupy robocze, w których wzięli udział w cichej debacie na temat „VR w kształceniu i szkoleniu zawodowym (VET)”, wymieniając się pomysłami i opiniami za pomocą cyfrowych narzędzi do dyskusji i współpracy.

Zajęcia zakończyły się refleksją i samooceną, pozwalając uczestnikom ocenić, czego się nauczyli i w jaki sposób technologie AR i VR mogą zostać wykorzystane w ich własnych szkołach oraz przyszłych projektach edukacyjnych.

Warsztaty były nie tylko okazją do międzynarodowej współpracy i wymiany doświadczeń międzykulturowych, ale także inspiracją do kreatywnego myślenia o przyszłości nauczania wspieranego nowoczesnymi technologiami.

### WEBINAR DLA UCZNIÓW

Odkrywając wirtualne światy:

Wprowadzenie do AR i VR

Program webinaru:

- Wprowadzenie: Omówienie pojęć i technologii AR i VR
- Praca w grupach (breakout rooms): Badanie rzeczywistych zastosowań i korzyści technologii AR i VR w różnych dziedzinach
- Debata na platformie Kialo: Odkrywanie potencjalnych ścieżek kariery związanych z technologią AR i VR
- Sesja pytań i odpowiedzi: Interakcja z uczestnikami
- Ewaluacja wydarzenia
- Lista uczestników
- Certyfikacja

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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

Team 2

Team 3

Team 4

Team 5

Team 6

Self-check

**Virtual Reality should replace traditional classroom learning.**

**PROS TEAM**

**CONES TEAM**

**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

**Using virtual worlds can make our planet more sustainable.**

**PROS TEAM**

**CONES TEAM**

**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

**Virtual reality will make real human connections weaker.**

**PROS TEAM**

**CONES TEAM**

**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

**Immersive VR games do more harm than good to young people.**

**PROS TEAM**

**CONES TEAM**

**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

**Virtual workplaces are the future of employment.**

**PROS TEAM**

**CONES TEAM**

**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

**AR and VR technologies pose a serious threat to personal privacy.**

**PROS TEAM**

**CONES TEAM**

**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:**

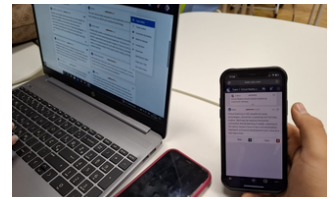
- 1 - write your arguments with support
- 2 - read your opponents' arguments and grade them
- 3 - write rebuttals (counter-argument)
- 4 - read your opponents' rebuttals and grade them

**Self-check**

Table with columns for 'Team', 'Topic', 'Pros', 'Cones', 'Grade'.

Add comment

## SILENT DEBATE



## Kialo debates on using VR in VET education

Welcome to Kialo

You are joining:

Team 4: Immersive VR games do more harm than good to young people.

Team 2: Using virtual worlds can make our planet more sustainable.

Team 3: Virtual reality will make real human connections weaker.

Team 5: Virtual workplaces are the future of employment.

Team 6: AR and VR technologies pose a serious threat to personal privacy.

THE POWER OF AR & VR

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**TO DEBATE - OR NOT TO DEBATE?**

AR can show us the real world with extra information

AR and VR help people learn

VR is useful for companies

AR and VR collect data

People use VR for work and education

VR is the future

AR and VR are bad for your eyes

AR and VR are the future

VR is fun

Virtual reality can be addictive

Virtual reality is cool

Virtual reality is not the future

Virtual reality is not fun

Virtual reality is not addictive

**WHY AR & VR MATTER IN VET**

Tourism & hospitality

Culinary arts

Hairstressing & beauty

IT & design



## VR in VET Education

**The Power of AR and VR**

43 min

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

**DEBATE TREE END RESULTS**

Kialo debates

- Team 1: Virtual Reality should replace traditional classroom learning. <https://www.kialo-edu.com/p/955de72-8254-457f-840c-523e93e1563f604323>
- Team 2: Using virtual worlds can make our planet more sustainable. <https://www.kialo-edu.com/p/62c268e-6163-48cb-a89c-811bdf89165c604327>
- Team 3: Virtual reality will make real human connections weaker. <https://www.kialo-edu.com/p/6c8d5ea2-34d9-4746-a061-7c3749774089f604328>
- Team 4: Immersive VR games do more harm than good to young people. <https://www.kialo-edu.com/p/31a00bae-8e72-4c37-bd41-a48481547acc604329>
- Team 5: Virtual workplaces are the future of employment. <https://www.kialo-edu.com/p/909a9917-5467-4996-b854-6d4e4184cc3904331>
- Team 6: AR and VR technologies pose a serious threat to personal privacy. <https://www.kialo-edu.com/p/04ce411-9b42-4112-98bc-c8b96a3134b604334>