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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

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Novembro 2025

NEWSLETTER 4

NOVIDADES SOBRE O PROJETO POWER OF AR AND VR

Um grupo de vinte alunos e cinco professores de seis países parceiros participou num workshop online conjunto dedicado a explorar a integração da Realidade Aumentada (RA) e da Realidade Virtual (RV) na educação. A sessão interativa teve como objetivo mostrar como estas tecnologias inovadoras podem transformar as experiências de aprendizagem em diferentes disciplinas.

O workshop começou com uma apresentação inspiradora sobre o potencial da RA e da RV para tornar as aulas mais envolventes, imersivas e eficazes. De seguida, os alunos colaboraram em grupos internacionais, participando num debate silencioso sobre o tema "RV na Educação e Formação Profissional (EFP)", onde trocaram ideias e perspetivas utilizando ferramentas digitais de discussão.

A sessão foi concluída com uma atividade de reflexão e autoavaliação, permitindo aos participantes avaliar o que tinham aprendido e considerar como a RA e a RV poderiam ser aplicadas nas suas próprias escolas e projetos futuros.

WEBINAR PARA ESTUDANTES Explorar Mundos Virtuais: Uma Introdução à RA e RV

Programa do webinar:

- Introdução: Os conceitos das tecnologias de RA e RV
- Trabalho de grupo (salas de discussão): Explorar aplicações e benefícios reais da RA e RV em diversas áreas
- Debate Kialo: Descobrir as possíveis trajetórias de carreira futuras relacionadas com a tecnologia de RA e RV
- Sessão de perguntas e respostas com os participantes
- Avaliação do evento
- Lista de participantes
- Certificação



<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

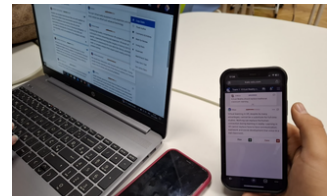
Team 5
Virtual workplaces are the future of employment.
 Background: Remote work and online meetings are already part of daily life. With VR, employees could work together in 3D offices, design virtual products, or train for complex jobs without physical space. But is this really the best way to work?
 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' and rows for each team's topic.

Debate com Kialo sobre a utilização da realidade virtual no ensino profissional.

DEBATE SILENCIOSO



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

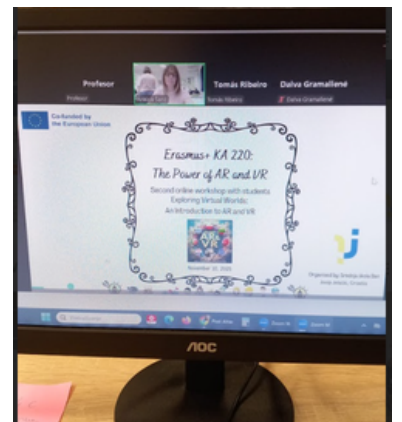
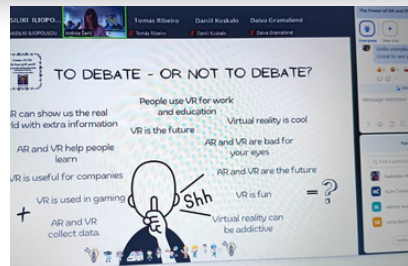
Welcome to Kialo
 You are joining:
 Team 2: Using virtual worlds can make our planet more sustainable.

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.



A Realidade Virtual no Ensino Profissional

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

DEBATE TREE END RESULTS

Kialo debates
 Team 1: Virtual Reality should replace traditional classroom learning.
<https://www.kialo-edu.com/p/95dca72-8254-457f-8d0c-523e931563f604323>
 Team 2: Using virtual worlds can make our planet more sustainable.
<https://www.kialo-edu.com/p/62c2b8e-6163-48cb-a8fc-f81bd9165f604327>
 Team 3: Virtual reality will make real human connections weaker.
<https://www.kialo-edu.com/p/6cd85ea2-34d9-4746-a061-7c37497740b9f604328>
 Team 4: Immersive VR games do more harm than good to young people.
<https://www.kialo-edu.com/p/31a00bae-8e72-4c37-bd41-a48d1547accf604329>
 Team 5: Virtual workplaces are the future of employment.
<https://www.kialo-edu.com/p/909d9917-5467-4996-b854-6d41e4184cc3f604331>
 Team 6: AR and VR technologies pose a serious threat to personal privacy.
<https://www.kialo-edu.com/p/04ace041-9b42-4112-98bc-c8b96a134b604334>